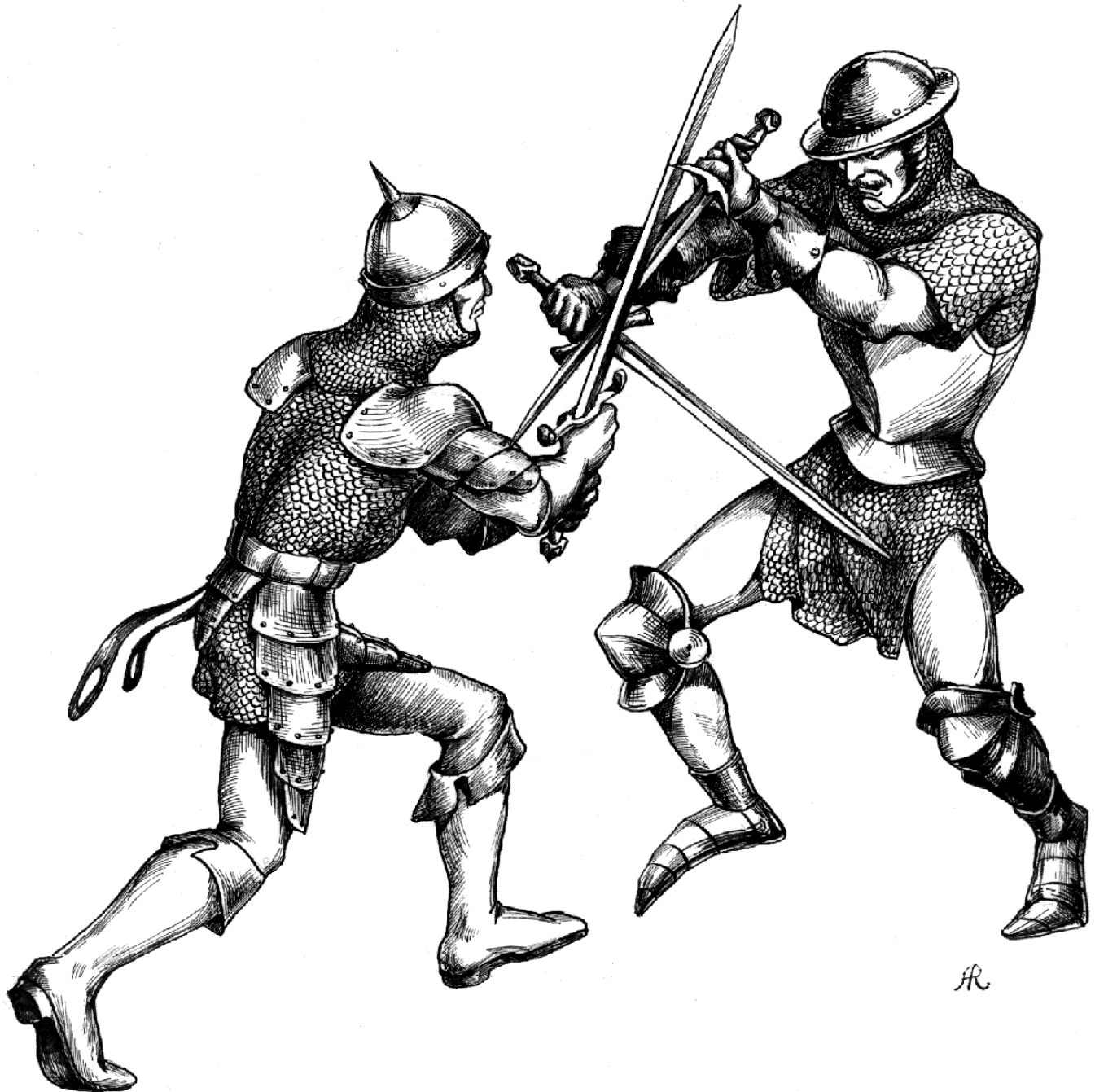


DOMINION RULES

Historical and fantasy roleplaying system



Dominion Rules is a simple yet comprehensive rules system for historical and fantasy roleplaying. Based entirely on the 12-sided die, Dominion Rules features a readily expandable game mechanic, sophisticated combat rules, richly detailed rules for priestly characters, free-form and spell-based magic, and a modular game design that makes it easy to choose which rules apply in your gaming world and which do not.

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Version 3.1

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INTRODUCTION TO DOMINION RULES

Dominion Rules (DR) is a rules system for historical or fantasy roleplaying. These kinds of roleplaying games take place in mediaeval or quasi-mediaeval settings such as the Sherwood Forest of Robin Hood, King Arthur's Britain or the Middle Earth of JRR Tolkien's novels. While DR was created with these sorts of settings in mind, it can be readily adapted to other settings. DR is designed to be easy to develop and expand.

WHAT YOU NEED TO PLAY

To play DR, you need the following:

- These rules
- Some paper and pencils
- At least two, but preferably three or more players, one of whom will serve as Games Master
- At least one twelve-sided die. It is best to have one for every player.



A twelve-sided die (d12)

You can get a twelve-sided die from the local hobby shop or order one from games shops on the internet.

TERMINOLOGY

DR uses some key terms you need to be familiar with before reading on.

Games Masters

Roleplaying games usually have one referee and several players. DR calls the referee the Games Master, or GM. The GM's role is to guide players through their adventures, describing the dominions, peoples and creatures they encounter and applying the rules. One player will be the GM and the others will play characters in the dominion.

Characters

The personalities the players control in the game are called player characters (PCs), or simply characters. But the term character may also refer to characters controlled by the GM; these are known more specifically as Games Master characters (GMCs). In DR,

most every rule that applies to PCs applies to GMCs, too.

Rules and Dominions

DR makes a distinction between rules and dominions.

The *rules* are simply the rules of the game, as described here.

A *dominion* is the world your characters inhabit. It's what is known in some RPGs as the campaign setting. GMs can create their own dominions or use dominions created by others.

These rules do not describe any particular dominion. They are intended to apply to any dominion, unless your GM says otherwise. For example, if the dominion you are playing in is strictly historical, such as Europe during the Hundred Years' War, your GM may tell you that the ordinary DR rules about witchcraft and priestcraft do not apply. In other dominions, the GM may allow certain character races but not others. And so on.

Stats and Rolls

DR makes an important distinction between a stat and a roll. Stat is short for statistic: a numerical figure used to measure a character's ability in some way. A roll is the number produced by rolling the twelve-sided die.

Usually in DR, characters must roll less than or equal to their Skill stat in order to succeed at the task they are attempting. The result of the roll will then be used in play. Sometimes, however, it is the stat rather than the roll that is important. Be sure not to confuse stats with rolls.

HOW TO USE DOMINION RULES

How you use Dominion Rules is up to you.

If you want to play in a traditional fantasy roleplaying setting, Dominion Rules gives you all the tools you need to do so, including rules for spellcasting, priestcraft, enchanted items and common fantasy character races. DR also gives you the framework you need to adapt the system to your own needs, for instance by creating new skills, creatures, and spells.

If you want to play in a strictly historical setting, all you need to do is simply disregard those parts of DR that have no historical basis. The rules on non-human character races, enchanted items, priestcraft and magic, and fantasy creatures can be ignored. DR is designed to be modular. It's easy to drop certain elements without affecting the balance of the rest of the game.

Another possibility is to use DR to play in a setting somewhere in between strict history and high fantasy. For example, to play in an Arthurian setting you might decide to use some or all of the standard DR magic rules, but none of the rules for fantasy creatures and character races.

ROLLS OF TWELVE

In DR, a roll of 12 on the twelve-sided die is always a failure. It's the worst roll you can get. Whatever you are trying to do, you fail when you roll a 12.

EXAMPLE BOXES

Throughout these rules you'll find illustrations of the various rules explained here.

EXAMPLE

Here is an example of an example box.

CAPITALIZED TERMS

Many of the terms used in DR are written with the first letter capitalized. This is to distinguish between the technical DR sense of the word and its everyday meaning. For instance, the phrase, "Gunther Blocked" means Gunther used his Block Skill somehow, while the phrase, "Gunther blocked" means he got in someone's way somehow, but did not use his Block Skill. When you see a capitalized word which does not normally take a capital, you'll know the word is used in its DR sense.

UNITS OF MEASUREMENT

DR measures sizes and distances in metric. If you are more familiar with imperial measurements, consult this table to make conversions.

Imperial to metric conversion table

<i>When you know...</i>	<i>Multiply by...</i>	<i>To find...</i>
inches	25	millimetres
inches	2.5	centimetres
feet	30	centimetres
feet	0.3	metres
yards	90	centimetres
yards	0.9	metres
rods	5	metres
miles	1.6	kilometres

DOMINION RULES.ORG

Dominion Rules is distributed online from <http://dominionrules.org>. Apart from the game itself, you'll find discussion forums, DR news and updates, and more. Be sure to visit the site regularly.

DOMINION GAMES

Dominion Rules was created in the late 1990s by Dominion Games, which distributed parts of the game for free and sold other parts online. The people behind Dominion Games are now offering all of DR to the public for free.

Meanwhile, a cybersquatter has taken over our former web site, www.dominiongames.com, so DR is being distributed from a new site, <http://dominionrules.org>.

To contact the creators, e-mail us at dominionrules@gmail.com.

ATTRIBUTES AND COMPOSITES

Everyone is born with innate talents and qualities. Some people are particularly strong. Others are notably intelligent. Still others just seem lucky. DR calls these innate traits Attributes. Attributes determine a character's starting-point for Skill development; they answer the question, How easy is it for my character to learn to do new things?

The actions of Combat, Priestcraft and Witchcraft are central to the DR system. These actions are based on combinations of Attributes called Composites. Along with explaining Attributes, this chapter also explains Composites and the related concept of Favourable Rounding.

THE SIX ATTRIBUTES

Every character in the DR system possesses six Attributes that define his or her basic qualities. They are: Vigour, Agility, Stamina, Intuition, Intellect, and Luck.

For ordinary humanoids, these Attributes are measured on a scale that tends to range from 1 to 4. For non-humanoid creatures, the scale can be much larger: from 0 to 12 or even beyond. These measurements are called Attribute stats. Players determine their characters' Attribute stats when they create their characters.

A character's Attribute stat never changes: it cannot be raised or lowered.

ATTRIBUTES AND SKILLS

Characters in DR possess Skills that derive from their Attributes. Skills are simply things your character knows how to do. For instance, a character's ability to read is represented by his Literacy Skill, which derives from his Intellect Attribute; a character's ability to swim is measured by her Swimming Skill, which derives from her Vigour Attribute; and so on.

Like Attributes, Skills are measured in terms of stats. But unlike Attribute stats, Skill stats increase over time. This is known as Advancement. Note, however, that a roll of 12 on a twelve-sided die always fails—even if your character's Skill stat is 18. See chapter two, Skills.

When you create your character, her Skill stats start out equal to the Attribute stat from which the Skills derive. You then improve your character's Skill stats with Advancement Points.

EXAMPLE

You have just created a new character with the following Attribute stats:

VIG: 2 AGI: 1 STA: 3 INTU: 3 INTE: 1 LUCK: 2

Until you improve your Skill stats with Advancement Points, all your character's Vigour Skills start at 2. All your character's Agility Skills start at 1. All Stamina Skills start at 3. And so on for all six Attributes.

Though you can use Advancement Points to improve your character's Skill stats, his Attribute stats will never change.

Each Attribute is explained individually below. Each Attribute's related Skills are described in chapter two, Skills.

THE VIGOUR ATTRIBUTE

Vigour is a measure of a character's inherent physical ability. Vigour is an expression of how big, strong, and powerful your character is naturally. Note, however, that even characters that are naturally inclined to be weak (those with a Vigour of 1) can advance their Vigour Skills. It just takes them longer.

THE AGILITY ATTRIBUTE

Agility is the measure of how dextrous and nimble a character is. Agility is an important quality for a good warrior, but is also greatly valued by spies, thieves, and other sneaks.

THE STAMINA ATTRIBUTE

Stamina is the measurement of a character's fitness, endurance, and general health. Of course, a sickly person can take measures to improve his health and fitness (by improving Stamina Skills), but the Stamina Attribute stays the same, for health is to some extent predetermined. For example, a very fit person may nonetheless be prone to colds, or may fall victim to a

hereditary disease. There are only a few Stamina Skills, but they are very important to game play.

THE INTUITION ATTRIBUTE

The Intuition Attribute is the measure of a character's intuition. Intuition is the ability to perceive or know things without conscious use of reasoning. It is in some ways the opposite of the Intellect Attribute: it is the power to know without reasoning, whereas Intellect is the power to know by reasoning. Religious impulses are closely tied to irrational ways of knowing. Intuition is therefore important for Priests.

THE INTELLECT ATTRIBUTE

Intellect covers all facets of a character's intelligence: reasoning, memory, wit, understanding, perception, and so on. There is an endless number of possible Intellect Skills. Most anything that can be known can be made into an Intellect Skill.

THE LUCK ATTRIBUTE

Some people are just lucky. Others seem cursed. The Luck Attribute is a measure of how kindly fate is inclined to treat a character. There are no Luck Skills, for Luck is the opposite of Skill. Yet even without Skills, Luck is an extremely useful Attribute, for Luck governs Lucky Breaks.

Lucky Breaks are a way for characters to get out of a jam. A Lucky Break gives your character a Lucky Break bonus in any Skill or Skills he makes a Skill roll for that round. The amount of the Lucky Break bonus is equal to the character's Luck stat. Lucky Breaks can be lifesavers—literally!

You can't just get a Lucky Break any time you like. To get one, you must have a spare Advancement Point to spend on it. If you don't have an AP in reserve, you cannot get a Lucky Break. See chapter three, Advancement.

You can declare a Lucky Break at any time in a round; you do not have to declare it the Strategy Stage (explained in chapter five, Order of Play). But keep in mind that a Lucky Break only lasts for one round. That means that if you declare it in the Resolution Stage (the last Stage of a round), you will only get the benefit of it during that Stage and until the end of the round. But if you declare it at the start of the Timing Stage (the first Stage of a round), you'll get Lucky

Break bonuses to everything your character does in that Stage and the other three Stages of the round.

EXAMPLE

Dame Beatrice Rideout failed her Strike roll this round. And now she has been hit with a Strike roll of 7! If she doesn't make a good Withstand Injury roll, she'll be in big trouble. She decides this would be a good time to get a Lucky Break!

Dame Beatrice (WithIn 8) spends 1 AP on her Lucky Break. She has a Luck stat of 3, so she gets a +3 Lucky Break bonus. Now she can roll 11 or less to Withstand the Strike: 8 [Dame Beatrice's WithIn] + 3 [Dame Beatrice's Lucky Break bonus] = 11. She rolls a 6: an excellent WithIn roll!

Note two things: (1) Beatrice had 3 spare APs before the Lucky Break, but now has only 2; (2) Actions Beatrice took this round before declaring her Lucky Break do not get the benefit of her +3 Lucky Break bonus. For example, Beatrice still fails the Strike roll she attempted earlier in the round.

A Lucky Break is not considered an action. So characters do not incur an Action Penalty for giving themselves a Lucky Break (on Action Penalties, see chapter two, Skills).

EXAMPLE

Sir Derek Cape declares two Strikes this round. Thus, he incurs an Action Penalty of -1 for the duration of the round.

Sir Derek's Strike is normally 10, but right now it's 7 because of a -3 Injury Penalty. So Sir Derek needs to roll 6 or less to make his Strikes: 10 [Sir Derek's Strike] - 3 [Injury Penalty] - 1 [Action Penalty] = 6. Sir Derek decides to give himself a Lucky Break. He spends 1 AP and adds his Luck stat (3) to all subsequent Skill rolls this round.

Sir Derek now needs to roll 9 or less to Strike successfully: 6 [Sir Derek's modified Strike; see above] + 3 [Lucky Break Bonus] = 9.

Giving himself a Lucky Break did not increase Sir Derek's Action Penalty; Lucky Breaks are not considered actions.

It is possible to get double, triple, or even greater Lucky Breaks by spending two or more APs.

EXAMPLE

Dame Beatrice is in a jam. She has 2 APs to spare. She decides to use them both to get a double Lucky Break. Dame Beatrice's Luck stat is 3. By using 2 APs instead of one, she gets to add 6 to all Skill rolls for the duration of the round: 3 [Beatrice's Luck] x 2 [number of APs spent] = 6.

Keep in mind, however, that no matter how big your Lucky Break bonus is, a roll of 12 always fails.

COMPOSITES

Composites are derived from a combination, or 'composite', of two Attributes. There are three Composites:

the Combat Composite, the Priestcraft Composite and the Witchcraft Composite.

The Combat Composite is a combination of the Vigour and Agility Attributes. The Priestcraft Composite is a combination of the Stamina and Intuition Attributes. The Witchcraft Composite is a combination of the Intellect and Luck Attributes.

This may sound confusing but it's very simple once you see it in action.

COMPOSITES AND SKILLS

Like Attributes, Composites have associated Skills (called Composite Skills). The Combat Composite produces Combat Skills, the Priestcraft Composite gives Priestcraft Skills, and the Witchcraft Composite is the basis for Witchcraft Skills.

Composites serve as the starting-point for Composite Skill stats in the same way as Attributes do for normal Skill stats. When you create your character, her Composite Skill stats start out equal to the Composite stat from which they derive. You then improve Composite Skill stats with Advancement Points, just like normal Skill stats. Just as you can never improve your Attribute stats, you can also never improve your Composite stats.

EXAMPLE

You have created a new Priest character with a Priestcraft Composite of 3. So all your Priest's Priest Skill stats start out as 3. You can use Advancement Points to improve those stats. But your character's Priestcraft Composite stat will never change.

THE COMBAT COMPOSITE

The actions used in Combat—running, jumping, lunging, swinging, aiming, and so on—test a character's strength and nimbleness. In DR terms, Combat tests a character's Vigour and Agility. The Skills that Combat requires cannot be said to be exclusively Vigour- or Agility-based. Rather, a good sword attack or a successful parry of an opponent's blow relies on both Attributes. That's why Combat Skills are not founded solely on either the Vigour or Agility Attribute, but are based instead on the Combat Composite.

There are nine Combat Skills: Strike, Missile Strike, Feint, Disarm, Brawling, Parry, Block, Dodge and Movement. They are explained in chapter seven, Combat.

Every character needs to work out her Combat Composite. Unlike Priestcraft and Witchcraft, which only some characters dabble in, all characters will need to know how to attack and defend themselves.

THE PRIESTCRAFT COMPOSITE

The Priestcraft Composite combines the Stamina and Intuition Attributes. A Priest's Stamina is significant because Priests channel divine energy through their bodies when using Priestcraft Skills. This can be a wearisome experience for the body. It is also wearisome on a Priest's soul, which is why Intuition is the second part of the Priestcraft Composite: it serves here as a measure of the Priest's spiritual strength.

There are eleven Priestcraft Skills. They are: Channel, Bless, Consecrate, Curse, Defile, Heal, Smite, Wrath, Prophecy, Resurrect, and Work Miracle. They are explained in chapter nine, Priestcraft.

Not all characters use Priestcraft Skills. Indeed, most characters do not. Unless you're planning to use Priestcraft Skills, there is no need for you to work out your character's Priestcraft Composite.

THE WITCHCRAFT COMPOSITE

The two parts of the Witchcraft Composite are Intellect and Luck. A Witch's Intellect is significant because a Witch's grasp of the arcane knowledge that makes spellcasting possible is very demanding on a Witch's mind, particularly his memory and ability to learn. A Witch's Luck is important because the supernatural powers invoked by Witches are often random and unpredictable; a character with good fortune is more likely to be successful in controlling them.

There are eight Witchcraft Skills. They are: Alchemy; Arcana; Conjuring; Enchantment; Hex; Illusion; Sorcery; and Summoning. See chapter ten, Witches, Magic and Spellcasting.

Like Priestcraft, most players do not need to work out their character's Witchcraft Composite. Only do so if you are creating a spellcasting character.

FAVOURABLE ROUNDING

Composite stats are determined by taking the average of the associated Attribute stats. For instance, if your character has a Vigour stat of 4 and an Agility stat of 2, her Combat Composite stat will be 3. But as often

as not, the average will not be a whole number (like 2) but a fraction or decimal (like 2.5). For example, if your character has a Vigour stat of 4 and an Agility stat of 3, the average is 3.5. But you can't have a stat of 3.5, because you can't roll decimal numbers on a twelve-sided die. So fractions in DR must always be rounded up or down.

The Favourable Rounding rule determines how your character rounds fractions: either in her favour (which usually means up) or against her (which usually means down). Characters who enjoy Favourable Rounding always round numbers in the way that is most favourable to them. In the case of Composite stats, for instance, characters with Favourable Rounding round up. So a character with an average of 3.5 between her Vigour and Agility stats gets a Combat Composite of 4. Characters who do not have Favour-

able Rounding always round numbers in the way that is least favourable to them. So, in the example above, 3.5 would be rounded down to give a Combat Composite of 3.

How, then, do characters get Favourable Rounding? Whether or not a character enjoys Favourable Rounding is determined when you create your character. There are only two ways to get it. First, your character can get Favourable Rounding by rolling a 1 on any of the Character Generation Tables. Second, your character automatically gets Favourable Rounding if you roll poorly when determining your Attribute stats. A poor roll is one which results in 5 or fewer Attribute Points to divide between your six Attributes.

For more on Favourable Rounding and character creation, see chapter four, Characters.

SKILLS

Skills are what make your character special. Though there are some Skills all characters need to be proficient in, most are a matter of personality—yours and your character’s. DR’s Skill rules are intentionally open-ended: while many Skills are defined by the rules, others are left for players and GMs to create themselves. Characters in DR have the freedom to develop any Skill they put their minds to.

HOW MANY SKILLS ARE THERE?

Below you’ll find rules for using a variety of Attribute-based Skills. In other chapters, you’ll find rules for Combat-, Priestcraft- and Witchcraft-based Skills. Altogether, this makes for a large number of Skills available to characters in DR.

But there is no limit to the number of Skills characters can have, for any ability or talent a player wants his character to specialize in can become a Skill. Players and GMs are free—and encouraged—to create new Skills and new rules for using them. See the guidelines for creating new Skills at the end of this chapter.

SKILL ROLLS

All Skills work in essentially the same way: by making a Skill roll on the twelve-sided die.

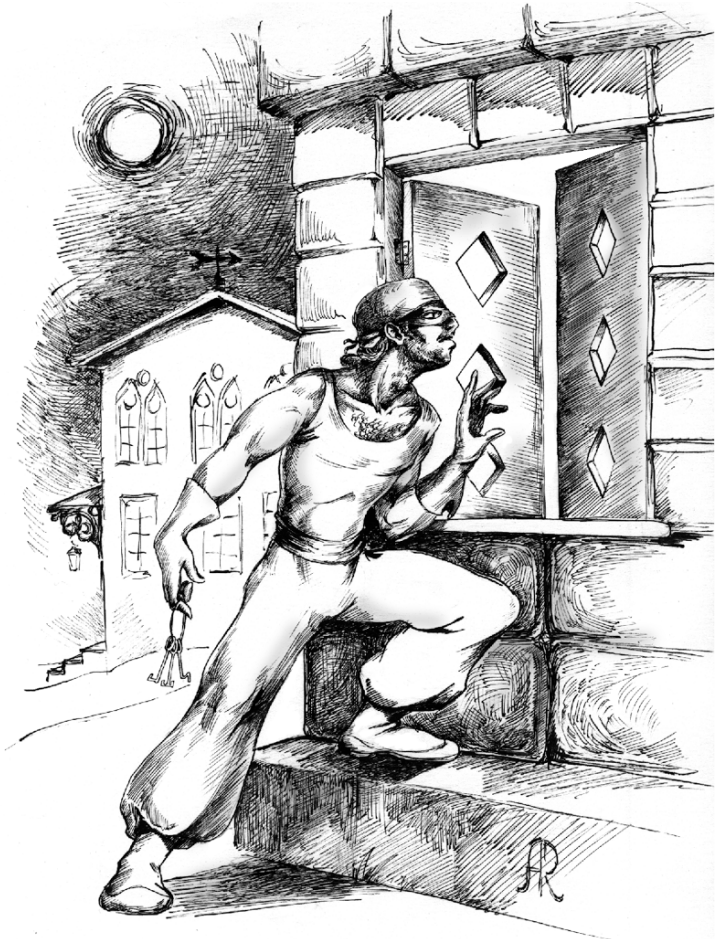
To make a Skill roll, simply roll the twelve-sided die. If the result you roll is less than or equal to your Skill stat, as modified by any applicable modifier, you succeed. Otherwise, you fail.

EXAMPLE

Cedric wants to break a door down. He must use his Muscle Skill to do it. His Muscle stat is 4. He rolls a 10. He fails to break down the door.

MODIFIERS

Frequently in DR the chance of making a successful Skill roll is increased or decreased by modifiers. Modifiers are temporary bonuses and penalties to Skill stats, making Skill rolls easier or harder. Modifiers that make Skill rolls easier are called bonuses.



Credit: Oksana Romanova

Modifiers that make Skill rolls harder are called penalties.

EXAMPLE

Cedric wants to break a very flimsy old door down. His Muscle stat is 4, but the GM gives him a +5 bonus because of the door’s weakness. Cedric now need to roll 9 or less to succeed. He rolls a 7: success!

Common bonuses include Strike Bonuses, Armour Bonuses, Lucky Break Bonuses, Feint Bonuses, and Blessing Bonuses. Many other bonuses may also be found in these rules, and your GM is free to create new ones.

Common penalties include Action Penalties, Defence Penalties, Injury Penalties, Stealth Penalties, Called Shot Penalties, Fervour Penalties and Difficulty Penalties of all sorts. This is not an exhaustive list of penalties, and your GM may create new ones as she sees fit.

Certain modifiers can be either bonuses or penalties, depending on the circumstances. These modifiers are not called bonuses or penalties, but simply modifiers.

When a penalty, or the combination of several penalties, is greater than the penalized Skill stat, that Skill is impossible to perform.

EXAMPLE

A ranger who has a Withstand Injury (or WithIn) stat of 5 falls 12 m and lands in a white-hot fire.

Characters who attempt to Withstand Injury from falls are subject to a -1 Falling Penalty for every 2 m they fall (see Hazard Injury in chapter six, Injury). This makes for a Falling Penalty of -6.

Furthermore, characters attempting to Withstand Injury from white-hot fire are subject to a -3 Fire Penalty.

Altogether then, the ranger's WithIn roll is at -9: -6 (Falling Penalty) + -3 (Fire Penalty). But the ranger's WithIn is only 5. So it is impossible for the ranger to Withstand the Injury. His Injury stat falls by 9.

ACTION PENALTIES

Characters can attempt to do two or more things at the same time—that is, they can make more than one Skill roll per round. This is particularly desirable in Combat where, for example, a character may want to Strike twice and Parry.

For every Skill a character attempts to use at the same time beyond the first, all Skill stats used that round (except Stamina Skills; see below) are modified by -1. This is called the Action Penalty. It is one of the most important modifiers in the DR system. It is meant to reflect the difficulty of doing two or more things at the same time.

When we say 'at the same time', we mean during the same round of play. To know what a round is, see chapter five, Order Of Play.

Timing rolls made for the purpose of determining a character's Timing Score for the round do not attract Action Penalties. See chapter five, Order of Play.

EXAMPLE

Dame Beatrice (Strike 8 Dodge 5) wants to do two things this round: Strike the soldier who is attacking her and Dodge his attack. Since she is using two Skills in one round (her Timing roll doesn't count), she suffers an Action Penalty of -1 to all Skill stats. So she must roll 4 or less to Dodge successfully (5 [Dame Beatrice's Dodge] - 1 [Action Penalty] = 4) and 7 or less to Strike successfully (8 [Dame Beatrice's Strike] - 1 [Action Penalty] = 7).

There is an exception to the Action Penalty rules for characters who use two weapons at the same time. See Attacking with Two Weapons in chapter seven, Combat.

ACTION PENALTIES FOR NON-SKILL ACTIONS

The GM may also assign an Action Penalty where a character attempts to do two or more things at the same time, one of which is not a Skill. The GM must consider whether the non-Skill action hinders the use of the Skill. If so, she may assign an Action Penalty.

EXAMPLE

Cedric wants to Parry his opponent's attack while also untying the rope which binds his feet. Parry is a Combat Skill. Untying things is not a Skill; it's just one of those things that everyone knows how to do. Yet the GM rules that Cedric's attempt to untie the rope will get in the way of his attempt to Parry his opponent's attack. So the GM assigns an Action Penalty.

The Action Penalty is only -1, because Cedric is only trying to do two things: Parry and untie the rope.

UNHONED SKILLS

What happens when a character is forced to attempt something he has never done, or knows nothing about? In such cases, we say that the character has not honed the Skill he is attempting to use. The Skill stat of an unhoned Skills is equal to the Attribute stat most associated with that Skill. (If the associated Attribute stat is not given in these rules, the GM will determine it.)

EXAMPLE

Cedric the Initiate has never learnt Croellic. He now is trying to read an inscription in that language. The GM informs him that if he had it, the Croellic Skill would be an Intellect Skill (like all language Skills). So Cedric uses his Intellect stat (3) to try to read the book. He rolls a 5. He cannot read the book.

NO LIMIT ON SKILL STATS

Characters improve their Skill stats over time using Advancement Points (see chapter three, Advancement). There is no limit on how much characters may increase their Skill stats. Characters may even have Skill stats of 12 and higher. But if a character has a Skill stat of 12, how can she ever fail a Skill roll? And why bother raising a Skill stat past 12?

First, a Skill roll of 12 always fails, no matter how high your Skill stat. So even if your Skill stat is 14, you need to make a Skill roll.

EXAMPLE

Mbenke Ai-Aidar is the foremost heraldry expert in the Desert Kingdoms. He has an unmodified Heraldry stat of 16. But even he can make mistakes.

Each time Mbenke uses his Heraldry Skill, he must make a Heraldry roll. Usually he succeeds with ease. But if he rolls 12, he automatically fails. Nobody's perfect!

Second, Skill stats are often subject to penalties. Thus, while a character may have an unmodified Skill stat of 12 or higher, his modified Skill stat may often fall below 12. Very advanced characters will raise their Skill stats to 12 and higher to counteract the effects of penalties.

EXAMPLE

Mbenke Ai-Aidar encounters a party of explorers from far beyond the Desert Kingdoms. They bear heraldic devices on their shields and arms of a sort that Mbenke has never seen but only read about in books.

Mbenke attempts to identify the explorers and their homeland by a Heraldry roll. Due to the exotic origin of these arms, the GM imposes a Difficulty Penalty of -10. So Mbenke's Heraldry stat is 6: 16 [Mbenke's Heraldry stat] - 10 [Difficulty Penalty] = 6 .

FAILURE RULES

What happens when a character fails a Skill roll? Can she try again, and keep trying until she succeeds? Or is she forever incapable of doing the thing she has tried to do?

It depends on the Skill. With many Skills, the character who has failed the first time may try again.

EXAMPLE

Sir Derek Cape attempted to use his Strike Skill (a Combat Skill) in battle. But he failed his Strike roll. Does this mean he is incapable of ever Striking this opponent? Of course not! Sir Gavin just tries again next round. He'll get him yet!

For other Skills, however, failure is more-or-less permanent. The character who has failed cannot try again unless circumstances somehow change.

EXAMPLE

Dame Beatrice (Croellic 6) attempts to read a scroll written in Croellic. She fails her Skill roll, rolling an 8. She cannot try again. Otherwise, she could just keep trying until she suc-

ceeded.

Later, Dame Beatrice comes across a dictionary of Croellic. The dictionary gives her a +2 bonus to her Croellic Skill. Circumstances have changed: she now has a new tool to help her decipher the scroll. So the GM lets her try again. She rolls a 5: success!

Characters who have failed their Skill roll for one of these 'more-or-less permanent failure Skills' can try them again after improving their Skill stat with Advancement Points.

EXAMPLE

The last time Otto tried to pick this lock, he couldn't do it: he failed his Skill roll. But that was some time ago, and Otto's Pick Locks stat is better now. So the GM lets him try again, using his newly acquired talents.

So how do you know if you can try again or not? To put it another way, how do you know what the Failure Rules are for any particular Skill? If the Skill is described here, check its description. It will tell you the Skill's Failure Rules. If the Skill is one you or your GM created, ask your GM.

VIGOUR SKILLS

There are as many Vigour Skills as players can dream up. A few Vigour Skills are given below. Players are encouraged to create more (see Creating New Skills, below).

Climbing

Description. Characters use the Climbing Skill to scale walls, climb trees, pull themselves up ropes, etc. All characters are able to climb simple obstacles like ladders and trees with many branches. The Climbing Skill is only necessary when the thing to be climbed is especially challenging, such as a sheer wall or cliff face.

Some obstacles can only be climbed using climbing tools like ropes and hooks. Your GM will tell you whether these tools are needed, or if they offer any bonuses to your Skill roll.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. If you fail a Climbing roll, you fall from the thing you were climbing. Falls can cause Injury (see chapter six). A character who falls is free to try the climb again.

Grip

Description. The Grip Skill measures the strength of a character's grip. The stronger a character's Grip, the less likely it is that the character will accidentally drop or let go of something. The GM will call on you to make a Grip roll whenever there is a risk that your character will drop or let go of something (for instance, when hanging by your fingertips from a cliff).

In Combat, the Grip Skill acts as a modifier to Disarm attacks. For details of how Grip works in Combat, see the discussion of the Disarm Skill in chapter seven, Combat.

Skill Roll Rules. When using Grip outside of Combat, roll less than or equal to your Skill stat, subject to any modifiers. For details of how Grip works in Combat, see Disarm in chapter seven, Combat.

Failure Rules. A failed Grip roll means you have dropped or let go of the thing you were gripping.

Muscle

Description. Muscle is a catch-all Skill used whenever a character needs to do something that requires nothing more than pure muscle. Examples include breaking down doors, bending bars, and crushing objects.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. You cannot try the Skill again. You simply aren't strong enough to do whatever you are trying to do.

Swimming

Description. The Swimming Skill represents how adept a character is at both keeping himself afloat and moving through water. Every character will have some ability to keep himself afloat (represented by the Vigour stat where the character's Swimming Skill is Unhoned; see Unhoned Skills, above). But it takes practice to become a proficient swimmer.

A successful Swimming roll will allow the character to remain afloat and move up to a number of metres equal to her Swimming stat each round. Swimming resembles the Movement Skill in that a character's Swimming roll may be modified by Injury and Action Penalties, but the number of metres moved following a successful Swim roll is always equal to her Swim

stat. See the discussion of Movement in chapter seven, Combat.

EXAMPLE

A sailor is thrown overboard by a cannon blast. He suffers a -1 Injury Penalty.

His Swimming stat is 6. This means he needs to roll 5 or less to Swim this round: 6 [Soldier's Swim] - 1 [Injury Penalty] = 5.

He rolls a 3: success! With this successful roll, he is able to Swim 6 metres, i.e., the number of metres equal to his Swim stat.

When the need arises, characters may choose to Sprint-Swim. This is resolved in the same manner as Sprint Movement, except that the Sprinting character uses her Swimming stat instead of her Movement stat. Note, however, that unlike the Movement Skill, the Swimming Skill always counts as an Action for Action Penalty purposes. See Sprint Movement in chapter seven, Combat.

Where a character's modified Swimming stat is less than 1 (as a result of Injury, rough water, or any other reason), it is impossible for her to Swim and she sinks under water immediately.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. When a character fails a Swimming roll, or cannot make one because his modified Swimming stat is less than 1, he makes no headway for that round and simply splashes about getting nowhere. Should the character fail consecutively for a number of rounds equal to his Swimming stat, he is pulled under water. He must then Hold his Breath while under water, or eventually die (see Hold Breath, below). The submerged character can get back to the water's surface with a successful Swimming roll.

AGILITY SKILLS

There are all sorts of possible Agility Skills, several of which are described below. To create more, see Creating New Skills.

Horsemanship

Description. Horsemanship is a character's ability to ride, train and select horses and other mounts. Characters with strong Horsemanship stats can do more than simply ride their mounts. They can train them to do useful things.

There are many ways to use Horsemanship. The most common way is a simple Skill roll. The GM may call

upon you to make a Horsemanship roll whenever something happens that requires adept Horsemanship.

A case in point is Bolting. Whenever a horse or other mount is Injured in Combat, its rider must make roll less than or equal to his Horsemanship stat to prevent the mount from Bolting. If he fails, the mount Bolts and flees whatever has Injured it. The mount will keep running until the rider makes another successful Horsemanship roll to rein the mount in, or until the mount tires or decides to stop. A rider trying to regain control of his mount may make no more than one Horsemanship roll per round.

Mounts may also Bolt on other occasions (such as when they are frightened). Your GM will tell you whether you need to make a Horsemanship roll in such cases.

Characters who have Horsemanship stats of 5 or higher are allowed to spend Advancement Points to train their mounts, i.e., to improve certain of their mounts' stats. To know which stats can be improved this way, consult the mount's Beast Description or ask your GM.

Note that a character may not improve her mount's stats beyond her own Horsemanship stat.

EXAMPLE

A rider uses a palfrey (a type of horse) for a mount. The horse's unmodified Timing stat is 6. The rider's Horsemanship stat is 7.

The rider may spend 6 Advancement Points to raise the palfrey's Timing from 6 to 7. But the rider may not raise the palfrey's Timing above 7, because that would be higher than the rider's Horsemanship stat. Only once the rider has become a better Horseman may he improve his mount's Timing stat again.

Characters with Horsemanship stats of 7 or higher are automatically able to pick out the best mount (i.e., the one with the best skill stats) from a crowd. This is useful when buying or selecting a mount.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers. Or see above.

Failure Rules. See above, or consult your GM.

Pick Locks

Description. With Pick Locks, characters can use tools to open locked doors or other locked objects. Some sort of tool is needed to pick a lock.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers. Especially good lock-picking tools give a bonus to your Pick Locks stat. Ordinary lock-picking tools give no bonus, but prevent a penalty. Improvised or otherwise inappropriate tools will result in a penalty on your Pick Locks stat.

Failure Rules. You cannot try the Skill again. You are unable to pick this lock.

Pick Pockets

Description. This Skill measures a character's aptitude for stealing from people's pockets, or elsewhere on their person, without being caught.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. The person you are trying to rob discovers you!

Stealth

Description. Stealth measures the character's ability to move without being detected by others. This is a combination of moving silently, making use of available cover and knowing when to move and when to stay still.

A character who makes a successful Stealth roll imposes a Stealth Penalty on the Alertness stats of anyone within earshot, sight-range, etc. A character who fails her Stealth roll has the option of not moving that round—even though she declared movement in the Strategy Stage.

EXAMPLE

A spy attempts to sneak past a nightwatchman at Raith Hall. His Movement stat is 8 and his Stealth stat is 7.

He rolls his Stealth: a 10. Failure! He must decide immediately whether to risk it and move without the benefit of Stealth, or stay put and try again next round.

He decides that he's in no hurry and would rather play it safe. So he doesn't move at all this round, but simply rests motionless, trying not to attract anyone's attention.

Having made a successful Stealth roll, it is up to you to determine how Stealthy your character wants to be.

The Stealth Penalty you choose to impose upon the Alertness stats of people nearby will also apply to your own Movement stat, thus slowing you down to the same degree as it conceals you. It's up to you to decide how Stealthy you need to be, and how slow you can afford to be. You can never impose a Stealth Penalty higher than your own Stealth roll.

EXAMPLE

Next round, the spy tries again. This time he makes a successful Stealth roll with a 5.

Now it is up to him to decide how Stealthy he wants to be. He guesses that the nightwatchman is probably a fairly Alert person. So he decides to play it safe and move very Stealthily—and therefore very slowly. He sets the Stealth Penalty at 5.

The nightwatchman now suffers a -5 Stealth Penalty to this Alertness for the duration of the round. But the spy also suffers a -5 Stealth Penalty to his own Movement stat. Thus, the spy moves only 3 metres this round: 8 [Spy's Movement stat] - 5 [Stealth Penalty] = 3.

Skill Roll Rules. Declare your Stealth Skill in the Strategy Stage and the direction in which you intend to move. Roll less than or equal to your Stealth stat in the Modifier Stage. Recall that if you fail your Stealth Skill, you have the option of aborting your movement for that round.

Failure Rules. See above.

Timing

Description. Timing is a general measurement of how quick a character's reflexes are. Timing is an especially important Agility Skill, for it is used to determine the Order of Play (see chapter five).

Apart from this special way of using Timing, it can be used in any situation that requires rapid reactions. Your GM will tell you when to make a Timing roll.

Skill Roll Rules. To know how to use Timing to determine the order of play, see chapter five, Order Of Play.

To use Timing in other ways, roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. A failed Timing roll usually means you were slower than someone or something. Your GM will explain the consequences of failing your Timing roll.

STAMINA SKILLS

There are only a few Stamina Skills, but they are very important to game play. Stamina Skills are measures of a character's fitness, endurance, and capacity to withstand deprivation.

Stamina Skills are unlike all other Skills in one crucial way: Stamina Skills are never subject to Injury Penalties or Action Penalties.

EXAMPLE

Raven the Unscrupulous is suffering from a -3 Injury Penalty and a -1 Action Penalty. These penalties modify all Raven's Skill rolls—except his Stamina Skills—by -4.

Raven's Withstand Injury stat (a Stamina Skill), as modified by his armour, is 7. So if Raven is Injured this round, he will need to roll less than or equal 7—not 3—to Withstand the Injury. The -4 penalty does not apply to Stamina Skills.

Three Stamina Skills are described below: Hold Breath, Withstand Injury, and Withstand Magic.

Hold Breath

Description. Anyone can hold his breath. The problem is that you can only do it so long before you have to breathe again or die. The Hold Breath Skill measures how long a character can go without air.

All characters can go without breathing for a number of rounds equal to their Hold Breath stat without suffering any adverse consequences. After that time, characters must make a successful Hold Breath roll every round. For every round they fail, they suffer 1 Injury Point. Eventually the character must breathe again or die.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. You take 1 Injury Point. (See chapter six, Injury.)

Withstand Injury

Description. One of the most important Skills in the DR system is Withstand Injury (WithIn for short). WithIn measures to what extent a character can withstand or endure Injury of all sorts. By Injury is meant any action or event that causes physical harm, from falling off a cliff to being attacked by an enemy to contracting a disease. Injury is fully explained in chapter six.

Whenever a character is Injured, she must make a WithIn roll. If she rolls greater than her WithIn stat, she fails to Withstand the Injury and takes the full amount of Injury Points caused by the Injury.

If she rolls less than or equal to her WithIn stat, she Withstands the Injury and takes only some of the Injury Points it caused: the difference between the number of Injury Points caused by the Injury and the character's WithIn roll, subject to the rule that it is impossible to completely Withstand Injury, no matter what a character rolls. No Injury will ever do less than 1 Injury Point.

EXAMPLE

Sir Derek has Struck Otto with a roll of 4. So Otto must make a Withstand Injury roll. Otto's modified WithIn is 6.

If Otto rolls higher than 6, he fails his WithIn roll and takes 4 Injury Points.

If Otto rolls between 1 and 6, he makes a successful WithIn roll. He then subtracts his WithIn roll from Sir Derek's Strike roll (4) and takes the difference in Injury Points.

However, no Injury will ever do less than 1 Injury Point. So even if Otto rolls a 4, 5 or 6, he will still take 1 Injury Point.

Otto rolls a 1: success! So Otto takes only 3 Injury Points from Sir Derek's Strike: 4 (Sir Derek's Strike roll) - 1 (Otto's WithIn roll) = 3.

The WithIn rules given above apply unless stated otherwise. For example, in some cases a successful WithIn roll means that the character completely avoids all Injury. An example is the WithIn roll made to determine whether a character contracts an Illness or Disease (see chapter six, Injury).

Related to the WithIn Skill is a special stat called the Injury stat. The Injury stat is not a Skill; it is simply a stat used to keep track of how Injured a character is. An unInjured character's Injury stat is equal to his unmodified WithIn stat. When a character is Injured, his Injury stat drops, but his WithIn stat remains the same. The Injury stat, and the related concepts of Injury Points and the Injury Penalty, are all explained in chapter six, Injury.

Characters can give themselves bonuses to their WithIn stats by wearing armour. Note that these bonuses apply to the character's WithIn stat, not her Injury stat. A character's Injury stat is never greater than her unmodified WithIn stat. For more on how armour helps characters Withstand Injury, see chapter eight, Weapons and Armour.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers (particularly modifiers generated by armour).

Failure Rules. As explained above, a failed WithIn roll means you take full Injury Points from the Injury. A successful WithIn roll means you take only some of the Injury Points, unless otherwise stated elsewhere in these rules.

Withstand Magic

Description. Another important Stamina Skill is Withstand Magic (WithMag for short). Characters use WithMag to resist the effects of Magic. The Magic's source may be from Witch Spells, magically-endowed objects, or magical creatures.

If the Magic at play causes Injury (such as Sorcery Spells and the magic of some magical creatures), use WithIn instead of WithMag to resist the Injury.

In most cases, a person or creature against whom magic is used may make a WithMag roll and attempt to resist the Spell's effects. There are some forms of Magic, however, that are impossible to resist.

A person or creature exposed to Magic can always decline to make the roll if he doesn't want to Withstand it (for instance, when the Magic benefits him somehow).

The GM may ask a character to make a WithMag roll without explaining why. The reason will be clear enough if, for example, the character is battling a Witch. But the character may not know that there is a Witch, or a magical creature, or someone using a magical item, in the area. If that is the case, and the character makes a successful WithMag roll, he'll know only that someone or something tried to use magic upon him. If he wants to know who or why, he'll have to find out for himself. Alternatively, the GM may make the WithMag roll secretly himself.

For more on Withstand Magic and Spells, see the discussions of Resistance in chapter ten, Witches, Magic and Spellcasting.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers.

Failure Rules. You are affected by the magic. The GM will tell you the magic's effect.

INTUITION SKILLS

Intuition Skills are not as obvious as Vigour or Agility Skills. For Intuition is about hunches and gut feelings, rather than learnt abilities. Yet Intuition Skills do exist. A few are given below.

Intuition can be faulty. Sometimes our hunches and gut feelings turn out to be wrong. We don't find out, of course, until it's too late. That's why GMs usually make secret Intuition Skill rolls, hiding the result from the player using the Intuition Skill. If the GM makes a successful Skill roll, he tells the player the truth. If he fails the roll, he tells the player that she has no intuition about the matter. But if the GM fails the roll with a 12, he secretly tells the player something wrong and misleading. So beware: you can't always trust your instincts!

Alertness

Description. This Skill measures a character's innate ability to sense danger or other irregularities in the world around him.

When a character is confronted with a potential threat or oddity of which she is unaware, the GM may allow her to make an Alertness roll. A successful roll means the character is Alerted to the source of the danger or abnormal circumstance. She may act immediately by using any Defensive Combat Skill or any non-Combat Skill. However, she may not respond with an Offensive Combat Skill until the next round.

Use of the Alertness Skill is involuntary. Therefore, it does not count as an action for the purpose of Action Penalties.

Skill Roll Rules. Since Alertness is a sort of 'gut feeling' or 'sixth sense', it works passively. A character need not declare his Alertness Skill to use it. Instead, the GM simply tells the player to make an Alertness roll (or, if the GM really wants to be really sneaky, she will make the roll secretly herself). The player or GM will attempt to roll less than or equal to the character's Alertness stat, subject to any modifier the GM sees fit to impose.

Failure Rules. A failed Alertness roll means simply that the character is not Alerted to the danger or abnormality in question. There may be no consequence to this at all. Or it may cost the character his life!

Direction Sense

Description. Direction Sense is the ability to tell north from south, east from west, and generally where you are without consulting a map, looking at the stars, or employing other rational methods.

To use Direction Sense, tell the GM that you want to determine which way is which. He will make the Skill roll secretly and tell you either, "That way is north" (etc.) or that you cannot tell. But beware: if he rolled a 12, he will tell you the wrong direction.

Skill Roll Rules. Tell the GM your Direction Sense stat. He will then make a Skill roll, attempting to roll less than or equal to your Skill stat (subject to any modifiers).

Failure Rules. You cannot try the Skill again right away. You are unable to sense direction at this time or in this place. The GM may allow you to try again later. Or if you rolled 12, the GM will give you a misleading response (see above).

Lie Detection

Description. Lie Detection is the ability to judge whether a person is lying or telling the truth.

To use Lie Detection, inform your GM that you think someone may be lying. He will then make your Lie Detection roll secretly, and report back to you. He will tell you that you think you are being lied to, or you think you are being told the truth, or you cannot tell. If the GM rolls a 12 he will deceive you.

Skill Roll Rules. Tell the GM your Lie Detection stat. He will then make a Skill roll, attempting to roll less than or equal to your Skill stat (subject to any modifiers).

Failure Rules. You cannot try the Skill again about the same supposed lie. But you can attempt to detect other lies that you suspect that same person of telling. Or if you rolled 12, the GM will give you a misleading response.

Weather Sense

Description. Weather Sense is the ability to predict the weather. Some people say they can 'feel it in their bones'.

To use the Skill, tell your GM you want to use it. She will then make your Weather Sense roll secretly, and

report back. She will either tell you what you think the weather will be, or say you cannot tell. If the GM rolls a 12 she will deceive you.

Skill Roll Rules. Tell the GM your Weather Sense stat. He will then make a Skill roll, attempting to roll less than or equal to your Skill stat (subject to any modifiers).

Only weather coming in the near future can be predicted using Weather Sense. At most, characters can use Weather Sense to determine weather coming in the next two days. For any attempt to use Weather Sense to predict weather coming later than in the next 12 hours, the GM may impose Difficulty Penalties.

Failure Rules. You cannot try the Skill again right away. You can try again in 3-6 hours time, as determined by the GM. Or if you rolled 12, the GM will give you a misleading response.

INTELLECT SKILLS

There is an unlimited number of possible Intellect Skills. Anything a character desires to put his mind to (and spend Advancement Points on!), she can learn. Only a few Intellect Skills are included here. You are encouraged to make new one. Here are some examples of possible Intellect Skills.

- Any language (other than a character's native tongue) can be learnt as an Intellect Skill.
- Social skills such as Etiquette, Dance, Song, and playing musical instruments can make a character more popular with his fellows—in a king's court or a common pub.
- Navigation and Astronomy are essential for seafaring characters. Geography is also useful.

Heraldry

Description. Heraldry is the art of reading, interpreting, and creating heraldic devices. Heraldic devices include coats of arms, flags, and banners. Heraldry is especially useful for soldiers in battle, who use the Skill to tell friend from foe.

A successful Heraldry roll may reveal not only the name of the person wearing the colours, etc. but also his genealogy and place of origin.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers. More obscure coats of arms such as those from faraway lands may attract a penalty.

Failure Rules. You cannot try the Skill again.

Literacy

Description. Literacy is the ability to read texts written in your native language. Any character with a Literacy stat of 3 or more is considered Literate: he can read most texts in his mother tongue without making a Literacy roll. The GM will only ask Literate characters to make Literacy rolls if the text they are trying to read is technical, obscure or otherwise difficult to understand. In such cases the GM may impose Difficulty Penalties.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers. This is usually unnecessary for Literate characters.

Failure Rules. You cannot try the Skill again. You are unable to read the text.

Medical Lore

Description. Medical Lore increases the rate at which Injured characters heal. The Skill is explained in chapter six, Injury.

Skill Roll Rules. See chapter six, Injury.

Failure Rules. See chapter six, Injury.

Tracking

Description. Characters skilled in Tracking can follow the trail of creatures or characters by reading the marks they leave in passing.

Skill Roll Rules. Roll less than or equal to your Skill stat, subject to any modifiers, for every 1 km (1000 metres) of tracking.

The GM may impose various bonuses and penalties to take account of such factors as the type of terrain, the amount of time since the trail was made, weather effects and the level of traffic in the area. The exact modifier is in the GM's discretion, but the table below offers some guidelines.

Guidelines for tracking modifiers

<i>Terrain type</i>	<i>Modifier</i>
Soft (mud, snow, dirt)	+2 to +4
Normal (grass, forest floor)	+1, 0 or -1
Hard (stone, riverbed, indoors)	-2 to -4
<i>Days passed since trail made</i>	<i>Penalty</i>
Less than one day	0
One day	-1
Two days	-2
Three days or more	-3 to -12
<i>Weather since trail made</i>	<i>Penalty</i>
Light snow	-1
Light rain	-2
Heavy snow	-2 to -4
Heavy rain	-3 to -6
<i>Traffic since trail made</i>	<i>Modifier</i>
None	+2
Slight (occasional animal or person)	+1 to 0
Regular (frequent animal or humanoid traffic)	-1 to -2
Heavy (constant traffic, either in part or all of the trail)	-2 to -6

Failure Rules. You cannot try to track again on this stretch of trail. You may try to pick up the trail again after having travelled 1 km from your current location

(assuming, of course, that you somehow remain on the trail).

LUCK SKILLS

There are no Luck Skills. But Luck is still a very useful Attribute, because it is the basis for Lucky Breaks. See chapter one, Attributes and Composites.

CREATING NEW SKILLS

Creating new Skills is easy. Start by coming up with the Skill you want to create. Let's take Juggling as our new Skill. Next, determine which Attribute the new Skill relates to. You should consult your GM about this if you're not certain. Juggling is clearly an Agility Skill. Finally, write up a brief description of what the Skill does, how you roll it, and what happens if you fail your Skill roll. That's it: a new Skill.

Juggling

Description. Juggling allows characters to keep a number of objects (such as balls, knives, or flaming torches) in the air continuously. In the most simple form of juggling, the juggler uses three balls. More complex forms involve many more objects, or objects that are much more difficult to throw and catch.

Skill Roll Rules. Roll less than or equal to your Agility Skill stat, subject to any modifiers. You must repeat the roll once per round for every round you want to continue juggling.

Failure Rules. You drop one or more of the items you attempted to juggle.

ADVANCEMENT

Characters develop physically and mentally with the passage of time and exposure to new challenges and experiences. This is called Advancement. The Advancement rules described here explain how players apply Advancement Points awarded by the Games Master to develop the abilities of their characters.

ADVANCEMENT POINTS

The GM gives players Advancement Points (APs) as rewards for good play. Usually this is done at the end of the playing session, though GMs may give APs out at any time. (Players also get APs when creating new characters; see chapter four, Characters.) An ordinary session of play (meaning 3-5 hours of fairly successful adventuring) will usually result in each character gaining 8-15 APs.

In giving and receiving APs, GMs and players should remember that DR is designed so that Skill stats become harder to improve as they increase. For instance, it costs 4 APs to go from a Skill stat of 4 to a Skill stat of 5, but 9 APs to go from 9 to 10. GMs shouldn't give out more APs to characters with high stats just because advancing such high stats is costly; it's supposed to be hard to advance that high. Characters seeking to advance very high stats will just have to play more, play better, or be patient.

We said earlier that characters gain APs for good play. But what is good play? Ultimately that is a matter for the GM to decide. But here are a few examples of what players can do to earn APs from Games Masters.

First, good play is inspired roleplaying. A player who really get into his character—thinking, speaking and acting like him—deserves to be recognized with APs.

Second, good play involves heroic and selfless acts. Players who put their character's life and limb on the line to help their friends or gain honour should be rewarded. (Note, however, the difference between courage and foolhardiness!)

Third, good play means coming up with clever ideas. Bold and inventive schemes, solutions to difficult problems, and quick thinking should be rewarded by GMs.

Finally, good play can also include things players do as background work in preparation for adventures. Some players may not be great roleplayers, but may nonetheless contribute to game play in other ways. Such preparation can include: fleshing out their character's history, personality, weaponry, etc.; knowing a lot about the rules or their dominion; creating new Skills, Spells, or other DR-compatible rules; even painting figurines or drawing pictures of the party's characters. Background work such as this enriches the game and should be rewarded with APs.

In assessing how many APs to give players, GMs should not hesitate to ask the players themselves to assess their own performances and those of their companions. Players will often have a better sense of the value of their own contributions than the GM.

Once you have APs, what can you do with them? Players can spend APs in several ways. The most important ways to spend APs are on Skill improvement and Lucky Breaks. Starting characters use APs to equip themselves with armour and weapons. APs are also used in other ways described below.

SKILL IMPROVEMENT

The main way of spending Advancement Points is to improve your character's Skills. Remember the difference here between Skills and Attributes: Skills can be improved through time by using APs, but APs cannot be spent on Attributes because Attributes never change.

To improve a Skill, you must spend a number of APs equal to the current unmodified stat of the Skill you want to improve. Note that you use the unmodified stat to determine how many APs to spend.

EXAMPLE

Raven the Unscrupulous (unmodified WithIn 4) wants to improve his WithIn stat to 5. This costs 4 APs.

Note that Raven wears leather armour, which gives him a +2 Armour Bonus to his WithIn stat. So Raven's modified WithIn before he spent the 4 APs was 6: 4 [Raven's unmodified WithIn] + 2 [Armour Bonus] = 6. Now Raven's modified WithIn is 7: 5 [Raven's new unmodified WithIn] + 2 [Armour Bonus] = 7.

Skill improvement table

Desired stat	Current stat											
	1	2	3	4	5	6	7	8	9	10	11	
1	-	-	-	-	-	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-	-	-	-
4	6	5	3	-	-	-	-	-	-	-	-	-
5	10	9	7	4	-	-	-	-	-	-	-	-
6	15	14	12	9	5	-	-	-	-	-	-	-
7	21	20	18	15	11	6	-	-	-	-	-	-
8	28	27	25	22	18	13	7	-	-	-	-	-
9	36	35	33	30	26	21	15	8	-	-	-	-
10	45	44	42	39	35	30	24	17	9	-	-	-
11	55	54	52	49	45	40	34	27	19	10	-	-
12	66	65	63	60	56	51	45	38	30	21	12	-

EXAMPLE

Ursula the Witch (Stealth 4) wants to improve her Stealth stat to 6. To raise it to 6, she must spend a total of 9 APs: 4 APs to go from Stealth 4 to Stealth 5, and 5 APs to go from Stealth 5 to Stealth 6.

As these examples demonstrate, it's fairly easy to figure out how many APs are needed to make small improvements to Skill stats. Larger improvements, such as raising one's Dodge from 3 to 8, are a little more complicated. The Skill Improvement Table simplifies this process. To determine how many APs are needed to go from your current stat to your desired stat, simply match your current stat to your desired stat. As the table reveals, it is technically possible to raise a low stat quite a bit with relatively few APs. For instance, a stat of 1 can be raised to 5 by spending 10 APs. But while this is technically possible, your GM may not allow it in every case.

EXAMPLE

Titus Deepstriker (Horsemanship 3) didn't ride a horse, or any other mount, at any time during his last adventure. Titus' player, Ted, now wants to use the 12 APs he gained in that adventure to increase Titus' Horsemanship to 6.

Some GMs may allow this. But Ted's GM does not. She feels it doesn't make sense for Titus to go from Horsemanship 3 to Horsemanship 6 without more experience or training in the Skill. So she allows Ted to improve Titus' Horsemanship to 4 only. He can increase it again after the next adventure.

The Skill Improvement Table gives results for Skill stats between 1 and 11. Characters are free, however, to advance their Skills to 12 and beyond. There is no

limit to how high a character may advance a given Skill. A player may choose, for instance, to advance her character's Strike stat to 15. That way, the character would have a good chance of hitting his target even with a -7 Strike Penalty. Keep in mind, however, that a roll of 12 always fails.

LUCKY BREAKS

Another way characters can spend Advancement Points is on Lucky Breaks. A character cannot get a Lucky Break unless he has at least 1 AP to spend on it. The AP is expended whether the Lucky Break is helpful to the character or not.

Lucky Breaks are explained in chapter two, Attributes and Composites.

EQUIPPING CHARACTERS

New characters may use their starting Advancement Points to acquire the weapons and armour they need to begin their careers. See chapter four, Characters.

OTHER USES

Other uses for APs are provided for elsewhere in these rules. For instance, characters can use APs to specialize in certain weapons: see Weapon Specialization in chapter eight, Weapons and Armour. Also, characters can use APs to improve their mounts. See Horsemanship in chapter two, Skills.

CHARACTERS

Characters are the heart of roleplaying. Each player designs a persona through which to experience the fantasy world governed by the Games Master. Creating a character is the one of the most imaginative parts of roleplaying. DR is designed to allow players to create characters any way they want them—unburdened by unnecessary limitations to their abilities, powers or personalities.

SIX STEPS TO CHARACTER CREATION

This chapter explains how to create a DR character in six steps:

- Step One: Think about your character.
- Step Two: Roll on the Character Generation Table.
- Step Three: Determine your character's Attribute stats.
- Step Four: Determine your character's Composite stats.
- Step Five: Determine your character's starting Advancement Points.
- Step Six: Apply your Advancement Points.

That's all it takes. You can create your character as you read along. But it's best to read the rules over completely first.

In each of the six steps, you'll find an example box like the one below showing you how to create a new character.

TED'S NEW CHARACTER

Ted is new to Dominion Rules and wants to create a character. He'll do so by following the six steps described in this chapter.



Credit: Oksana Romanova

STEP ONE: THINK ABOUT YOUR CHARACTER

To create a DR character, start by thinking about the sort of character you want to roleplay. The following questions may help you think about who you want your character to be.

What is your character's background?

Roleplaying worlds are often places where hierarchies of class and power are clearly defined: emperors, kings, aristocrats, and religious authorities often rule over the common people. Where does your character fit in the scheme of things? Is he a peasant, landless and poor? Or a titled aristocrat? Also, consider your character's life. Most players create characters that are at least young adults. Many are much older. What has your character been doing all these years? What country does she come from, and what city or village? Where is her family, or does she have any?

What sort of creature do you want to play?

In Dominion Rules, players can make characters out of any creature, so long as their GM does not object. In consultation with their Games Master, players can even create entirely new creatures and races to use as PCs. You should start by thinking about what sort of creature you want to play. Even if you're not exactly sure, you should try to narrow it down. For instance, do you want to be humanoid, i.e., an upright-walking creature with two hands and feet, or do you want to be some sort of quadruped, or a flying creature, or even some sort of sea creature?

What kind of creature you play is likely to be tied closely to what sort of dominion your GM intends to run. If your dominion is historical rather than fantasy, for instance, your character will have to be human. Be sure to consult with your GM.

What kind of personality do you want your character to have?

Perhaps you want to play an honourable gentleman, loyal to his king and reverent of his god. Or perhaps you want a character who is skeptical of authority and loves to push her luck. You may choose to play a recluse, full of idiosyncrasies and not too good with people. An intellectual. An artist. A religious zealot. Whatever you choose, be sure to decide upon the sort of personality you would like to roleplay before you determine your character's stats.

What motivates your character?

Chances are, your character will risk his life on a routine basis. Why does he do it? Is it love of money? The desire for glory? To avenge a death, or right a wrong? Or is your character simply a thug who likes to beat on things? Perhaps your character would rather live a quiet life, but just can't keep out of trouble. Knowing your character's motivation will make it easier to make good decisions at crucial points in the game.

CHARACTER STYLES

Once you have thought about these questions, you may want to consider some classic RPG character styles. These are offered to you simply for guidance. You don't have to choose any of them. You are always free to create your own style, or to create a character with no clear style at all. But these styles may help you think about your character.

The Soldier

The Soldier style of character is one who lives for battle. Soldiers are professional warriors, expert in the arts of armour, weaponry and tactics. They will often choose to master particular weapons such as bows (an Archer), blades (a Swordsman), or siege engines (an Engineer).

Soldiers specialize above all in Combat Skills. Besides these crucial Skills, they often possess other Skills related to their main interest, such as Heraldry (useful for telling friend from foe on the battlefield), or Horsemanship.

A typical variation on the Soldier style is the Knight. Knights are the premier soldiers, schooled not only in the basics of soldiering, but also in such skills as Etiquette, History, Literacy, and Falconry. Most importantly, though, knights are expert horsemen. Their horses are more than just mounts; they are weapons of war. Male knights are styled 'Sir'. Female knights are styled 'Dame'.

The Crusader

The Crusader style of character is a holy warrior, a character whose faith motivates his every act. Crusaders attempt to spread their religion by travelling to heathen lands, conquering their peoples, and establishing churches and shrines to the True Faith (whatever that may be).

Crusaders specialize in Combat Skills as Soldiers do, but may also dabble in Priestcraft. Since it is difficult to be both a powerful warrior and a powerful cleric, Crusader-style characters tend to specialize in only a few basic Priestcraft Skills, such as Bless and Heal.

The Priest

The Priest style of character is one who devotes his life entirely to the service of his deity. Priestcraft is, of course, the specialization of Priest-style characters, and its rigours are such that characters specializing in Priestcraft rarely advance far in other Skills.

Some Priests focus on particular Priestcraft Skills. The Bless Skill tends to be the speciality of Clergy, whose ability makes them revered by their flocks. More prized than these are Healers, the greatest of whom can make the blind see and the crippled walk again. Prophets are at once revered and suspected by common folk, and thus tend to be solitary types. But those great Holy Men who master the Resurrection and Work Miracle Skills are celebrated throughout the ages.

For more, see chapter nine, Priestcraft.

The Monk/Nun

The Monk or Nun style of character is above all an intellectual. Monasteries and nunneries are places of devotion and worship, but they are equally places of study, renowned for their libraries and learning. Monks and their monasteries are the guardians of knowledge.

In spite of their outwardly religious appearance, monks and nuns tend to specialize more in worldly Skills than in Priestcraft. They can often read, write, and speak several languages. They are also knowledgeable in such fields as History, Literature, Medical Lore, Geography, and Philosophy. Monks and Nuns also tend to possess more practical Skills such as Animal Husbandry, Farming, Wine-making and Brewing. Due to their great learning, Monks and Nuns are valuable companions when adventuring in foreign lands.

The Merchant Adventurer

Merchant Adventurers live for wealth and the power it can bring. The challenge of making a profit inspires Merchant Adventurers to travel the world in quest of new, untapped sources of wealth. These may be gold,

spices, natural resources, religious artifacts or (amongst the worst kind of Merchant Adventurer) slaves. In general, the Merchant Adventurer does not let moral quibbling get between him and a bit of coin. Pirates, who can be seen as a seafaring cross between Merchant Adventurers and Rogues (see below), are particularly notorious for their merciless techniques.

Merchant Adventurers tend to specialize in Combat Skills above all else. But they also prize foreign languages and some find such Agility Skills as Pick Locks and Pick Pockets useful in the course of their financial transactions.

The Rogue

Merchant Adventurers generally operate within the law. They may push at its edges occasionally, but for the most part they are considered law-abiding (and tax-paying) subjects of their princes, kings or emperors. Rogues are different. They are villains for hire (though some are self-employed!). Most Rogues are Thieves, be they Highwaymen (who prey on travelers), Burglars (who specialize in breaking into secure areas and stealing from them), or Cut-purses (petty thieves who make their living by stealing from unsuspecting victims in crowded places like streets and pubs). Spies are another type of Rogue. Spies are hired by the rich and powerful to keep an eye on their enemies—rival kings, merchants, or even priests. Spies who work for the government are known as Diplomats or Ambassadors. The worst type of Rogues are Assassins, who have no qualms about killing total strangers in return for a handsome wage.

Not all Rogues are evil, however. Some Thieves steal from the rich to give to the poor. Some Spies hold high office in the service of benevolent kings. You don't have to be an ethical monster to be a Rogue, but it helps!

Rogues value stealth very highly, and thus specialize in Agility Skills. For the most part, Rogues would rather stab someone in the back than fight face-to-face. Yet they also hone their Combat Skills.

The Ranger

Rangers are characters that adventure in nature to preserve the countryside, maintain trails, fend off marauding creatures, or guard borders. Foresters, the most common sort of Ranger, are devoted to woodland habitats. Mountaineers work in mountainous re-

gions. Coastguards work at sea. Rangers are as varied as the environments they inhabit.

Rangers often become experts in particular species of animals, plants and other creatures. For instance, in a fantasy dominion a Forester working to preserve borderlands from the onslaught of hostile Goblin tribes may become an expert in Goblin languages, fighting techniques and behaviour. Apart from these Skills, Rangers tend to value Combat and Agility Skills.

The Fool

The Fool style of character is one who trusts in his Luck and little else. Fools are experts in the art of survival and in such entertainments as Music, Poetry, and Acrobatics. Yet they are rank amateurs at almost everything else. Fools are thought to be insane, and they often are. It is impossible to get a straight answer out of them. They prefer to rhyme and sing than to speak sensibly, and they can be terrible cowards (though many, after frequent beatings by those who do not appreciate their constant insubordination, have quite good Combat stats). Yet in spite of their many shortcomings, Fools are prized by kings and emperors. They often possess secret abilities, and their sudden insights at unexpected times can be the difference between life and death. A Fool will always surprise you, for better or for worse.

A glance at the character record of a Fool will usually reveal a character with a very high WithIn stat, a few high stats in such trivialities as Music and Dance, and hardly any other stats beyond 4. Look more closely, however, and you will see that the Fool has 20 APs in reserve for Lucky Breaks! Some, too, may surprise you with a bit of Witchcraft! They are powerful companions—if you can bear to be around them.

The Witch

Witches go by many names: sorcerers, magicians, alchemists, wizards, warlocks and more. Call them what you will, the Witch style of character is powerful and challenging. Witches devote themselves to the study of Magic and the casting of Spells. These Spells can be very powerful. But they are also dangerous, for Magic is elusive and untameable. Many Witches have died at their own hands casting a Spell that went horribly wrong.

For more on the powers and dangers of Witchcraft, see chapter ten, Witches, Magic and Spellcasting.

Other styles

The styles described above are most suitable for human or humanoid characters. If you play a non-humanoid, you may wish to create a new style that better suits your character's form.

But even if you do play a humanoid character, you should not feel obliged to use one of these styles. The DR system is designed to allow players the freedom to be whatever they want to be. If you want to create your own style, do so.

TED'S NEW CHARACTER: STEP ONE

Ted will be playing in a typical fantasy dominion. He wants to play a hearty dwarven fighter. His character will fit generally within the Soldier style described above. But rather than being a chivalrous and high-minded warrior, Ted wants to play a character with a love of battle and a great sense of humour.

So Ted decides to create a dwarven fighter. He names his character Titus Deepstriker.

Titus' motto is, 'Life is short'. That is certainly true for those who dare oppose him in battle! But he considers it to be just as true for himself. Titus believes that one must seize the day and live one's life to the fullest. Titus seeks adventure and battle not to win eternal renown—which is useless if you're not there to enjoy it—but simply to savour the moment.

STEP TWO: THE CHARACTER GENERATION TABLE

Once you have determined who your character is, you must make a roll on the Character Generation Table. This table give perks to starting characters.

For fantasy settings, the Character Generation Table also reflects differences between four character races commonly found in conventional fantasy dominions: Human, Elven, Dwarven and Halfling. If you are not playing in a fantasy setting, simply disregard those columns on the table that do not apply.

Also included on the Character Generation Table (again for fantasy dominions only) are columns for Humanoids and Beasts. A humanoid is a creature that basically resembles humans in body-form, i.e., a creature that walks upright on two feet, has arms and hands and at least one head. The Humanoid column serves as a catch-all for quickly generating characters in fantasy dominions who do not fall into the Human, Elven, Dwarven or Halfling columns.

If your character is nothing like a humanoid, but instead goes on all fours, or flies, or swims, or doesn't

Character generation table

Roll	Human	Elven	Dwarven	Halfling	Humanoid	Beast
1	Favourable Rounding	Favourable Rounding	Favourable Rounding	Favourable Rounding	Favourable Rounding	Favourable Rounding
2	Ambidexterity	Ambidexterity	Ambidexterity	Ambidexterity	Ambidexterity	Gifted: +2 to any Attribute
3	Gifted: +2 to any Attribute	Agile: +2 to Agility Attribute	Strong: +2 to Vigour Attribute	Lucky: +2 to Luck Attribute	Gifted: +2 to any Attribute	Gifted: +1 to any Attribute
4	Gifted: +1 to any Attribute	Lucky: +2 to Luck Attribute	Tough: +2 to Stamina Attribute	Intelligent: +2 to Intellect Attribute	Talented: Starting stat of 6 in any Skill	Talented: Starting stat of 6 in any Skill
5	Talented: Starting stat of 6 in any Skill	Stealthy: Starting Stealth of 5	Muscular: Starting Muscle of 5	Intuitive: +2 to Intuition Attribute	Charmed: Starting Withstand Magic of 6	Talented: Starting stat of 5 in any Skill
6	Talented: Starting stat of 5 in any Skill	Alert: Starting Alertness of 5	Keen: Starting Direction Sense of 5	Stealthy: Starting Stealth of 5	Tough: Starting Withstand Injury of 6	Charmed: +4 to Withstand Magic
7	Talented: Starting stat of 4 in any Skill	Swift: Starting Movement of 5	Fit: Starting Climbing of 5	Keen: Starting Direction Sense of 5	Alert: Starting Alertness of 6	Charmed: +3 to Withstand Magic
8	Tough: Starting Withstand Injury of 5	Charmed: Starting Withstand Magic of 5	Tough: Starting Withstand Injury of 6	Alert: Starting Alertness of 5	Swift: Starting Movement of 5	Tough: +4 to Withstand Injury
9	Tough: Starting Withstand Injury of 4	Charmed: Starting Withstand Magic of 4	Tough: Starting Withstand Injury of 5	Learned: Starting Literacy of 5	Quick: Starting Timing of 5	Tough: +3 to Withstand Injury
10	Quick: Starting Timing of 5	Quick: Starting Timing of 5	Quick: Starting Timing of 5	Perceptive: Starting Lie Detection of 5	Keen: Starting Direction Sense of 5	Quick: +4 to Timing
11	Quick: Starting Timing of 4	Quick: Starting Timing of 4	Quick: Starting Timing of 4	Quick: Starting Timing of 5	Stealthy: Starting Stealth of 5	Quick: +3 to Timing
12	Experienced: +10 Advancement Points	Experienced: +10 Advancement Points	Experienced: +10 Advancement Points	Experienced: +10 Advancement Points	Experienced: +10 Advancement Points	Experienced: +15 Advancement Points

even have a body (like a ghost), use the Beast table and make any adjustments your GM recommends.

Your GM may wish to revise or replace the Character Generation Table with one more suited to the dominion she has created. In a historical setting, for instance, this table could be replaced with one reflecting the skills or traits of common ethnic or regional groups, e.g., characters from coastal nations may have more aptitude for swimming and seafaring, characters raised in the countryside may start with Skills city-dwelling characters do not, and so on. GMs are free to revise the Character Generation Table to suit their

dominions.

Once you have made your roll and recorded the result, move to step three.

TED'S NEW CHARACTER: STEP TWO

Ted's new character is a dwarf, so Ted rolls on the Character Generation Table and consults the Dwarven column.

Ted rolls a 1: Favourable Rounding. He records the result.

STEP THREE: DETERMINE ATTRIBUTE STATS

The next step is to determine your character's Attribute stats. (For more on Attributes, see chapter one.) To determine your character's Attribute stats, follow these directions:

1. Assign a minimum score of 1 to each of your character's six Attributes.
2. Roll the twelve-sided die three times and record your results.
3. Calculate the average of your three rolls. This is done by adding the three rolls together and dividing the sum by three. The result is the number of Attribute Points you have to distribute between your six Attributes. Make note of the remainder, if you get one.
4. Assign your Attribute Points between your character's six Attribute stats as you see fit. If your character got an Attribute bonus of some sort from the Character Generation Table, be sure to include that bonus now. If you received 5 Attribute Points or less, keep in mind when assigning your Attribute Points that you are automatically entitled to Favourable Rounding; see Step Four, below.

That's it. Your character's Attribute stats are determined.

TED'S NEW CHARACTER: STEP THREE

Ted follows the steps to determine Titus' Attribute stats.

1. Ted assigns Titus a starting stat of 1 in each of the six Attributes.
2. Ted rolls the twelve-sided die three times. The results are 6, 11, and 5.
3. Ted calculates the average of the three rolls: $6 + 11 + 5 = 22$. $22 / 3 = 7$ remainder 1. So Ted has 7 Attribute Points to assign to Titus' six Attribute stats. He notes his remainder (1).
4. Ted has already decided that Titus is going to be a character with high Vigour. So Ted assigns Titus the following stats:
VIG: 4 AGI: 3 INTU: 1 STA: 2 INTE: 1 LUCK: 2

STEP FOUR: DETERMINE COMPOSITE STATS

In this step, you'll determine your character's Composite stats. To start with, you must determine whether your character enjoys Favourable Rounding. (For explanations of Composites, Composite stats, and Favourable Rounding, see chapter one.)

We begin with Favourable Rounding. If you had only 5 Attribute Points or less to divide between your six Attributes in Step Three, your character is automatically entitled to Favourable Rounding. This is a way of compensating players who roll low Attribute stats. (If you are automatically entitled to Favourable Rounding, but your character already got Favourable Rounding from the Character Generation Table, go back and reroll on that table. If your reroll results in Favourable Rounding yet again, ignore that roll and keep rolling until you get something else.)

If you received 6 Attribute Points or more, your character does not get Favourable Rounding unless you rolled it on the Character Generation Table in Step Two.

Now, determine your Composite stats. Follow these directions:

1. Take the two Attribute stats that make up the Composite you want to determine. For the Combat Composite, take your Vigour and Agility stats. For the Priestcraft Composite, take your Stamina and Intuition stats. For the Witchcraft Composite, take your Intellect and Luck stats.
2. Your Composite stat is the average of the two Attribute stats that make up the Composite. So add the two Attribute stats together and divide by 2. If you get a whole number (e.g. 2, 3, 4), that's your Composite stat.
3. If you don't get a whole number but instead get a number with a fraction (e.g. 2.5), round it up if your character enjoys Favourable Rounding (e.g. 2.5 becomes 3), and round it down if your character does not (e.g. 2.5 becomes 2).

TED'S NEW CHARACTER: STEP FOUR

Ted wants to determine Titus' Combat Composite. He follows the directions given above.

First, Ted notes that Titus enjoys Favourable Rounding, due to a lucky roll on the Character Generation Table.

Next, Ted follows the directions for determining Composite stats.

1. Ted takes Titus' Vigour stat (4) and Agility stat (3).
2. Ted takes the average of these two stats by adding them and dividing by 2. The result is 3.5 ($4 + 3 = 7$, $7 / 2 = 3.5$).
3. You can't have a stat of 3.5, so Ted must round that number either up or down. Since Titus enjoys Favourable Rounding, Ted gets to round up to 4.

That's it: Titus' Combat Composite stat is 4.

All characters must determine their Combat Composite, because all characters are likely to be involved in Combat. But players of characters who do not intend to practise Priestcraft or Witchcraft needn't bother working out their character's Priestcraft and Witchcraft Composites.

EXAMPLE

Ted has designed Titus as a Soldier style of character, so he doesn't bother figuring out Titus' Priestcraft and Witchcraft Composites.

If for some reason an established character that has never worked out his Priestcraft or Witchcraft Composites one day needs to do so, he can.

EXAMPLE

If one day, after long years of battle, Titus retires from the world of arms and take up Holy Orders, Ted can then work out Titus' Priestcraft Composite just as if the character was new. But there's no point in doing it now, because Titus isn't going to learn Priest Skills yet and may never do so at all.

STEP FIVE: DETERMINE YOUR ADVANCEMENT POINTS

All starting characters are given 45 Advancement Points (APs) to spend as you see fit. Some characters start with more than 45 APs.

If you had a remainder when you determined your Attribute stats, that remainder is converted into an equivalent number of starting Advancement Points (APs).

EXAMPLE

Ted had a remainder of 1 when he rolled Titus' Attribute Points in Step Three. This is converted into 1 extra Advancement Point.

So Ted has a total of 46 APs: 45 [standard starting Advancement Points] + 1 [Ted's remainder from his Attribute stat rolls] = 46.

Some characters gain extra Advancement Points from the Character Generation Table.

EXAMPLE

Ted rolled 1 on the Character Generation Table (Dwarven), giving him Favourable Rounding. So Ted did not get any extra APs from the table.

But had Ted rolled 12, he would have gained an extra 10 APs. In that case Titus would have had a total of 56 starting APs: 45 [standard starting Advancement Points] + 10 [from the Character Generation Table] + 1 [Ted's remainder from

his Attribute stat rolls] = 56.

Once you have determined how many starting APs your character has, move to Step Six.

TED'S NEW CHARACTER: STEP FIVE

Titus has a total of 46 starting Advancement Points.

STEP SIX: APPLY YOUR APs

As chapter three explained, Advancement Points can be used to improve Skill stats, equip starting characters, get Lucky Breaks, and more. The last step in creating a character is to apply your starting APs in these ways, and to note any spare APs you have left over.

When you create a character, it is assumed that she has all of the basic equipment she needs. Basic equipment includes: clothes, bags or packs, a modest sum of money, and any other basic items adventurers require. (This is all subject to GM approval, of course.) The only sort of equipment that is not automatically given to new characters is weapons and armour. These must be bought with your starting APs. The 'AP price' of these items is given in chapter eight, Weapons and Armour. Only starting characters acquire weapons and armour this way.

To learn how to use APs to improve your character's Skill stats, see chapter three, Advancement.

Starting characters should spend their APs wisely. A good rule is to spend 10-15 APs on weapons and armour and the rest on Skills, while also trying to save at least one extra AP in case you need a Lucky Break during your first adventure. While you are free to spend your starting APs on weapon specialization or other things, it's probably best to wait until you have stronger Skill stats.

TED'S NEW CHARACTER: STEP SIX

Ted begins spending his 46 APs by consulting chapter eight, Weapons and Armour.

He buys the following items of armour: brigandine (4 APs), an open-faced helm (1 AP), leather boots (1 AP), and a target (2 APs).

For a weapon, Ted chooses a battle axe (3 APs).

Now Ted improves Titus' Skills. He raises Titus' Timing stat from 3 to 6 (12 APs). He raises Titus' WithIn from 2 to 5 (9 APs). He raises Titus' Strike from 4 to 6 (9 APs). Finally, he raises Titus' Block from 4 to 5 (4 APs).

Altogether, Ted spent 34 APs on Skill improvement and 11 APs on equipment. That leaves 1 AP to spare. Ted decides to

keep it in case he needs a Lucky Break. He records it on his character record.

THE COMPLETED CHARACTER

Once you have spent your starting Advancement Points, your character is ready for play.

TITUS DEEPSTRIKER

Dwarven Axe-Fighter

SKILLS

Vigour 4	Agility 3	Intuition 1	Stamina 2	Intellect 1	Luck 2	
Grip 4	Timing 6 (0)	Alertness 1	WithIn 5 (9)	Medical Lore 1	Spare APs: 1	Favourable Rounding: Yes
	Horse-manship (3)		WithMag 2			

COMBAT

Strike 6 (9)	Feint 4	Disarm 4 (2)	Brawling 4	Dodge 4 (2)	Parry 4 (X)	Block 5	Movement 4 (2)
Missile Strike 4							

ARMOUR

<i>Item</i>	<i>Armour Bonus</i>	<i>Agility Penalty</i>	<i>Movement Penalty</i>	<i>Parry Penalty</i>	<i>Dodge Penalty</i>
Brigandine	+4	0	-2	-1	-2
Helm, open-faced	+1 (head)	0	0	0	0
Boots, leather	+1 (feet)	0	0	0	0
Target	+1	0	0	0	0

WEAPONS

<i>Item</i>	<i>Strike</i>	<i>Parry</i>	<i>Disarm</i>	<i>Timing</i>	<i>WIP</i>	<i>Armour Penalty</i>	
Battle axe (1H)	+3	X	-2	-6	0	-1	In hand

ORDER OF PLAY

Complex actions such as Spellcasting and Combat require a lot of dice-rolling. Players need to keep track of various stats and modifiers. To make this quick and easy, Dominion Rules use a straightforward system which divides play into rounds and stages. Swifter characters act before slower ones, and Injury is resolved immediately.

The Order of Play rules explain who goes first, who goes last, who goes in between, and which actions affect or do not affect other characters. This will make more sense as you read on.

WHEN TO USE THE ORDER OF PLAY RULES

RPGs can be divided into two types of play: roleplaying and roll-playing.

Roleplaying is the sort of interaction between characters and the Games Master that requires all involved to play a role, like actors in a play.

EXAMPLE

Sir Gavin is trying to gain entry to Broadkeep Jail. His friends languish inside, unjustly imprisoned by the crooked captain of the Broadkeep City Guard. Sir Gavin is played by Scott. Scott decides that rather than attacking the guards, Sir Gavin will try to talk his way past them. In other words, Scott is going to try to roleplay through the situation.

"I walk up to the guards", says Scott, playing the role of Sir Gavin. "May I help you, sir?" responds the GM, playing the role of one of the guards.

"I am Sir Gavin Strong, His Majesty's Inspector of Prisons", declares Sir Gavin—telling a little white lie! "I am commanded to inspect this prison. You have, of course, been informed of my visit."

"First I've heard of it, mate", replies the guard, "I can't let you in without authorization."

"This is outrageous!" replies Sir Gavin, "I command you to step aside, in the name of the king, or I shall see you sacked."

"Sacked? Er...will you wait a moment, sir? I'll check with the sheriff."

You do not need to use the Order of Play rules when roleplaying. You just act out the parts as needed.

Roll-playing is determining the consequences of character action by rolling the twelve-sided die: making

Skill rolls, Timing rolls, Within rolls, applying Action Penalties and other modifiers to these rolls, and so on. This can get complicated. The Order of Play rules are the way to keep it simple.

Just because you are rolling the die doesn't mean you must use the Order of Play rules. If the die-rolling is simple to resolve, don't bother using them.

EXAMPLE

Dame Beatrice Rideout and her party find themselves in the ruins of an ancient castle. Dame Beatrice discovers writing in Croellic carved round a stone door-way. She wants to try to read it, so she will use her Croellic Skill (6). The other party-members take no actions.

This is a simple situation: only one player is acting, and the action is straightforward. There is no reason to use the Order of Play rules here. The GM simply tells Dame Beatrice that there is a -1 penalty to her Skill roll caused by the difficulty of reading the worn stone. Dame Beatrice rolls a 4: she succeeds. The writing says, "The entrance is easy; the exit is perilous!"

Usually, Order of Play rules will only be necessary in Combat (ordinary as well as magical and priestly) or when several characters are acting at roughly the same time—especially when their actions are somehow in competition.

EXAMPLE

Otto the Rat spies the key hanging on a hook on the south wall. But so does the drunken sailor! To determine who gets to it first, use the Order of Play rules.

The Order of Play rules apply somewhat differently when catching up with retreating characters. See chapter seven, Combat.

ROUNDS AND STAGES

Character action in DR is divided into periods called rounds. Some actions are complete in one round (for example, racing a drunken sailor to a key hanging on the wall). Other actions, especially Combat, last many rounds.

A round consists of four Stages. They are the Timing Stage, the Strategy Stage, the Modifier Stage and the Resolution Stage.

The Timing Stage. In this stage, characters determine Timing Order for the round by making Timing rolls. Timing Order is the order in which characters act in the Strategy and Resolution Stages.

The Strategy Stage. In this stage, characters declare what actions they will take this round based on the Timing Order: from the slowest character to the fastest.

The Modifier Stage. In this stage, characters roll all Skills that produce modifiers to other Skills. These include all Defensive Combat Skills, Defensive Beast Skills, some Priestcraft Skills and certain Spells.

The Resolution Stage. In this final stage, characters resolve all Skills declared this round and not resolved in the Modifier Stage (notably Offensive Combat Skills and Offensive Beast Skills). Skills are resolved in reverse Timing Order: from the fastest character to the slowest. Injury is resolved the moment it occurs.

Each Stage is explained below.

THE TIMING STAGE

A round begins with the Timing Stage, in which characters determine their Timing Scores for the round.

To determine a Timing Score, roll the twelve-sided die and add the character's Timing stat to the result.

EXAMPLE

Alas, Sir Gavin's attempt at a peaceful entry into the Broadkeep Jail has failed. The guards don't believe his story. Oh well, Sir Gavin prefers a fight anyway...

There are two guards, Brutus and Groth. Brutus's Timing stat is 3. Groth's is 4. Sir Gavin's is 6.

Brutus rolls 5 on the twelve-sided die, so his Timing Score this round is 8: 5 [Brutus's roll] + 3 [Brutus's Timing] = 8.

Groth also rolls a 5. His Timing Score is 9: 5 [Groth's roll] + 4 [Groth's Timing] = 9.

Finally, Sir Gavin rolls 10. His Timing Score is 16: 10 [Sir Gavin's roll] + 6 [Sir Gavin's Timing] = 16.

Use the Timing Scores to establish the Timing Order for the round. The Timing Order goes from slowest score to the fastest score.

EXAMPLE

The Timing Order for this round is Brutus (8), Groth (9), and finally Sir Gavin (16).

The Timing Order determines two things: the order in which characters declare their Strategies in the Strat-

egy Stage; and the order in which characters resolve their actions in the Resolution Stage.

When characters' Timing Scores are tied, the tied characters roll again.

EXAMPLE

A soldier and his drunken mate attack a merchant in a half-empty pub. The Soldier gets a Timing Score of 10. The Drunk and the Merchant both end up with Timing Scores of 7, so they roll again.

Note that characters who did not get tied Timing Scores do not roll again.

EXAMPLE

The Merchant rerolls his Timing Score and gets a 9. The Drunk rerolls and gets a 6. The Timing Order is as follows: the Drunk (6), the Merchant (9), and the Soldier (10).

Timing rolls are like all other rolls in that a roll of 12 always fails. This means that a character who rolls 12 on his Timing roll goes to the bottom of the Timing Order. Note that only a rolled 12—before adding the character's Timing stat—is an automatic failure. If a character's Timing Score equals 12, that is not an automatic failure.

EXAMPLE

Had Sir Gavin rolled a 6, his Timing Score would have been 12 ($6 + 6 = 12$). But this would not put him at the bottom of the Timing Order, because he did not roll a 12. However, had he rolled a 12, he would have had the lowest Timing Score—even though $12 + 6 = 18$. That's because a roll of 12 always fails.

Timing rolls made for the purpose of determining a character's Timing Score for the round do not attract Action Penalties. Rolling your Timing score is not an action.

EXAMPLE

Later this round, Brutus, Sir Gavin and Groth will each declare and perform various Skills. These Skills will not be reduced by a -1 Action Penalty simply because each character made a Timing roll in the Timing Stage.

Some weapons force their wielders to forfeit their Timing stat when calculating their Timing Scores. See chapter eight, Weapons and Armour.

The Timing rules described here apply in exactly the same way to the Beast Skill called Timing. See chapter thirteen, Beasts and Beast Skills.

THE STRATEGY STAGE

In this Stage, characters declare their Strategies for the round. To declare your character's Strategy is simply to announce what your character proposes to do this round.

Characters declare their Strategy in Timing Order: from the slowest character to the fastest. This means that characters with poor Timing Scores have to declare their Strategy before characters with good Timing Scores. So characters with good Timing Scores have the advantage of waiting to see what others (especially their opponents) intend to do before deciding what they themselves will do. This is especially important in Combat.

EXAMPLE

The Timing Order is Brutus, Groth, and Sir Gavin. So Brutus declares his Strategy first: he intends to Strike Sir Gavin once. Groth declares next: he intends to Strike Sir Gavin once as well, while also using his Heraldry Skill to identify his attacker by the colours he wears. It is now Sir Gavin's turn to declare his Strategy. Knowing that both his opponents have declared Strikes against him, he declares a Dodge.

Once a character has declared his Strategy, he is committed to it. He cannot change at any other point in the round. (There is an exception to this rule for the Stealth Skill; see chapter two, Skills.)

EXAMPLE

Groth declared a Strike against Sir Gavin, while also declaring his Heraldry Skill to identify his attacker. If, during the Resolution Stage, Groth successfully identifies Sir Gavin and decides he doesn't want to Strike such a famous knight, that's too bad. He cannot change his Strategy now. He should have thought of that during the Strategy Stage, before he declared a Strike.

THE MODIFIER STAGE

In this Stage, the GM and players make rolls for all Skills declared this round which create modifiers to other Skills declared this round. That sounds complicated, but it's actually pretty easy. You roll Defensive Combat Skills, Defensive Beast Skills, some Priestcraft Skills, and some Spells (Witchcraft Skills) in this Stage. You then apply the penalties and bonuses generated by these rolls to the Skill rolls which you will make in the Resolution Stage.

The following Priestcraft Skills are rolled in the Modifier Stage: Bless, Consecrate, Curse and Defile.

Certain Witchcraft Spells are also resolved in the Modifier Stage. To know when to roll a given Spell, consult the Spell's Description (in the case of Known Spells) or consult you GM (for New Spells).

All Defensive Combat Skills and Defensive Beast Skills are rolled in the Modifier Stage. The difference between Offensive and Defensive Skills is that the former are used to Injure or otherwise harm an opponent, while the latter are used to defend oneself from Injury or other harm. Defensive Combat Skills protect characters by producing penalties that make Offensive Combat Skills harder to use.

EXAMPLE

Of the three combatants in our example, only Sir Gavin declared a Defensive Combat Skill: he declared a Dodge. Sir Gavin now makes his Dodge roll. His Dodge stat is 7. If he rolls higher than 7, his attempted Dodge is unsuccessful. But if he rolls 7 or under, his Dodge succeeds. Sir Gavin rolls: a 4! A successful Dodge.

When a Defensive Combat Skill roll succeeds, the result of the roll is applied in the Resolution Stage as a penalty to the rolls of attacking opponents. These are called Defence Penalties. Defence Penalties last only for the duration of the current round.

EXAMPLE

Sir Gavin rolled 4, a successful Dodge. So the guards are assigned a Defence Penalty which will modify their Offensive Combat actions in the Resolution Stage. The Defence Penalty lasts only until the end of the current round. The penalty is -4 (because Sir Gavin rolled a 4).

If a character rolls two or more successful Defensive Combat Skills in the same round, the Defence Penalty is equal to the sum of the successful rolls.

EXAMPLE

Imagine that Sir Gavin declared two Dodges this round, and that he rolled a 4 and a 1. Both these were successful Dodge rolls. So the total Defence Penalty created by Sir Gavin's Dodges this round would have been -5: -4 [first Dodge roll] + -1 [second Dodge roll] = -5.

It may sometimes happen that a Defence Penalty makes an action impossible that round.

EXAMPLE

Brutus' Strike stat is 5. But what if it were 4? The Defence Penalty is -4. So Brutus could not possibly Strike Sir Gavin this round: $4 - 4 = 0$, and you can't roll 0 on a twelve-sided die! This would mean that Sir Gavin had totally outmanoeuvred Brutus this round. Brutus would just have to wait and try again next round.

Defence Penalties apply to Offensive Combat Skills only. No other Skill is subject to Defence Penalties, even if the Skill seeks to cause Injury (for example, a Sorcery Spell) or cause harm in some other way (for example, the Priest's Smite with Infirmity Skill).

For more on the difference between Offensive and Defensive Combat Skills, see chapter seven, Combat. For more on Offensive and Defensive Beast Skills, see chapter thirteen, Beasts and Beast Skills.

THE RESOLUTION STAGE

The last Stage of a round is the Resolution Stage. It is called the Resolution Stage because it is the Stage in which characters 'resolve' (complete or finish) all the actions declared in the Strategy Stage that haven't yet been dealt with. These actions include any Offensive Combat Skills declared this round (if the characters are in Combat), Offensive Beast Skills, and any other Skills they declared (such as reading a text, Smiting an opponent, casting a Spell or picking a pocket).

Offensive Combat Skills and Offensive Beast Skills are subject to any Defence Penalties established in the Modifier Stage, as well as any other applicable modifiers determined then. No other Skills are subject to Defence Penalties.

In the Resolution Stage, all rolls are made in reverse Timing Order: the fastest goes first, the slowest goes last.

EXAMPLE

We are now in the Resolution Stage. The reverse Timing Order is Sir Gavin (16), Groth (9), and finally Brutus (8). So Sir Gavin goes first.

But Sir Gavin has not declared any actions this round other than his Dodge, which was dealt with in the Modifier Stage. So we skip to Groth.

Groth has declared a Strike and a Heraldry Skill action. It doesn't matter which one he rolls first.

Groth's Strike roll is subject to a -4 Defence Penalty created by Sir Gavin's Dodge. Groth is also subject to a -1 Action Penalty for doing two things in one round: a Strike and a Heraldry Skill action. Groth's Strike stat is 7. But it drops to 2 because of the Defence and Action Penalties: $7 [\text{Groth's Strike}] - 4 [\text{Defence Penalty}] - 1 [\text{Action Penalty}] = 2$. So Groth needs to roll 2 or less to Strike Sir Gavin this round. He rolls a 7. He misses.

Groth now rolls his Heraldry Skill. His Heraldry stat is 6. It is not affected by the Defence Penalty because it is not an Offensive Combat Skill. But it is affected by the Action Penalty. So Groth needs to roll 5 or less to use his Heraldry Skill successfully this round. He rolls: 11, a failure.

Now it's Brutus' turn. His Strike stat is 5. The Defence Penalty

is -4. So Brutus needs a 1 to Strike Sir Gavin. He rolls: a 1! Incredibly, he manages to Strike Sir Gavin.

THE RESOLUTION STAGE: INJURY

Of the five Offensive Combat Skills, three are capable of causing Injury: Strike, Missile Strike and Brawling. Several Beast Skills cause Injury. There are also others ways in which Injury is caused. See chapter six, Injury.

No matter how they are caused, Injuries are always dealt with the moment they occur, before moving on to resolve the next action.

EXAMPLE

Groth's Strike attempt failed. But had it succeeded, the Injury it would have caused Sir Gavin would have been determined immediately—before moving on to Brutus' actions.

Injury is determined immediately because of Injury Penalties. Injury Penalties are modifiers to Skill stats caused by Injury. They must be determined immediately because they can affect a character's actions later in the Resolution Stage.

EXAMPLE

Imagine that Sir Gavin had declared a Strike against Groth this round.

The reverse Timing Order is Sir Gavin, Groth, and Brutus. So Sir Gavin goes first. He successfully Strikes Groth, causing a -2 Injury Penalty.

Now, Groth rolls for his Strike and Heraldry attempts. But both these rolls are subject to a -2 Injury Penalty. This renders Groth's Strike impossible: $7 [\text{Groth's Strike}] - 4 [\text{Defence Penalty}] - 1 [\text{Action Penalty}] - 2 [\text{Injury Penalty}] = 0$. So Groth won't roll the Strike he declared, because he is now incapable of performing it.

Injury Penalties, and Injury in general, are explained in chapter six, Injury.

THE END OF THE ROUND

The Resolution Stage continues until all the characters have resolved the actions they declared in the Strategy Stage—including any Injury caused by those actions.

When that's done, the round ends. A new round now begins, starting with the Timing Stage.

INJURY

Part of the fun of roleplaying is the danger: risking your character's life and limb in pursuit of justice, glory, or loot. In Combat or in other ways, characters stand to injure others and to get injured themselves in the course of their adventures. This chapter explains how injuries occur, how to keep track of them, and how (when possible) to heal them.

OVERVIEW OF INJURY

Later in this chapter we address specific types of Injury arising from Combat, Priestcraft, Witchcraft, Hazards, and Illness and Disease. But we begin with an overview of how Injury works.

Injury is physical damage to a character's body. Characters can only tolerate so much Injury before they begin suffering penalties to their actions arising from pain, distraction or disability. These penalties are called Injury Penalties. Characters who are very seriously Injured may become incapable of performing certain Skills, because their Injury Penalty is greater than one or more of their Skill stats. This is called Partial Incapacitation. When a character is Incapacitated in all his Combat Skills, he is Defeated. When a character is so gravely wounded that his Injury Penalty is greater than any of his Skill stats (Combat or otherwise), he is Totally Incapacitated. Finally, a character whose Injury Penalty is -12 or greater dies.

All sorts of actions can cause Injury: a Strike from an enemy's sword, a dragon's maul, a wizard's lightning strike, a long fall, a nasty disease, or any other dangerous turn of events. When a character is confronted with such an Injurious act or event, she is permitted to make a Withstand Injury roll. (See chapter two, Skills.) Withstand Injury (or WithIn) is used to determine the consequences of Injurious actions or events on characters. Either the Injured character will take the full damage caused by the Injury (because she failed her WithIn roll) or she will take only part of the damage (that is, she Withstands the Injury). Over time, characters can make themselves more tolerant of Injury by increasing their WithIn stat with Advancement Points.

(Sometimes, WithIn operates differently: rather than allowing the character a chance to take only partial damage from the Injury, a successful WithIn roll



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means the character avoids Injury altogether. WithIn only works this way where specifically indicated.)

INJURY POINTS

The amount of Injury done by a Strike, a Beast's Claw, a wizard's Sorcery, or any other Injury-causing act is expressed in Injury Points. The number of Injury Points suffered by a character depends on the nature of the Injury. Serious Injuries do more Injury Points than minor ones.

INJURY STAT

The amount of Injury currently suffered by a character is measured by her Injury stat. The Injury stat is a special stat related to the Withstand Injury Skill. The Injury stat is not a Skill. It is simply a stat used to keep track of how Injured a character is.

An uninjured character's Injury stat is equal to his unmodified Withstand Injury stat. "Unmodified"

means the natural WithIn stat, before adding Armour Bonuses or any other modifiers.

EXAMPLE

Cedric's modified WithIn is 7, due to 4 points of Armour Bonuses. Cedric's unmodified WithIn, i.e., his WithIn when he is not wearing armour, is 3.

Cedric is currently unInjured. So Cedric's Injury stat is 3.

Injury Points are deducted from the Injured character's Injury stat.

EXAMPLE

Cedric (unmodified WithIn 3 Injury 3) takes 3 Injury Points from a fall. Because he's wearing his armour, he needs to roll 7 or less to Withstand the Injury. He makes a successful WithIn roll with a 2. So he takes only 1 Injury Point.

This lowers Cedric's Injury stat from 3 to 2: $3 [\text{Cedric's Injury}] - 1 [\text{Injury Point}] = 2$.

INJURY PENALTIES

When a character's Injury stat falls below 0, the character suffers an Injury Penalty to all Skills except Stamina Skills. The Injury Penalty is equal to the character's current Injury stat. The Injury Penalty remains in place until the character heals.

EXAMPLE

Cedric's Injury stat is 2. He has no Injury Penalty, because his Injury stat is still above 0. Later he takes 3 more Injury Points, so his Injury stat drops to -1 ($2 - 3 = -1$). Now, all Cedric's Skill stats, except Stamina Skills, are subject to a -1 Injury Penalty until he heals.

The main consequence of the rule that Stamina Skills are not affected by Injury Penalties is that an Injured character's WithIn roll is never modified by the Injury Penalty, and he therefore can never become incapable of making a WithIn roll.

EXAMPLE

Cedric (WithIn 7) is currently suffering a -1 Injury Penalty to all his Skill stats—except his Stamina Skills. This means that if Cedric is attacked again, he will still roll 7 or less to Withstand the Injury, because WithIn is a Stamina Skill.

Even if Cedric's Injury Penalty were -7 or lower—that is, equal to or greater than his WithIn stat—he would nonetheless be able to make WithIn rolls against new Injuries. Injury Penalties do not apply to WithIn or other Stamina Skills.

An Injury always causes at least 1 Injury Point. See the discussion of Withstand Injury in chapter two, Skills, and see Combat Injury, below.

When a character's Injury Penalty is greater than one or more of his Skill stats, he is Partly Incapacitated. See Incapacitation, below.

When a character's Injury Penalty is greater than any of his Skill stats, he is Totally Incapacitated. See Incapacitation, below.

When a character's Injury Penalty is greater than or equal to his highest Combat Skill stat, he is Defeated. See Combat Injury: Defeat, below.

When a character's Injury Penalty is -12 or lower, he dies. This is true even if the character has Skill stats greater than 12.

INCAPACITATION

If an Injured character's Injury Penalty is greater than one or several of his Skill stats, the character becomes unable to perform those Skills until he is at least partially healed, i.e., until his Injury Penalty is again lower than the Skill stat in question. This is called Partial Incapacitation. Notice that Partial Incapacitation is not a special rule, it's just math.

EXAMPLE

Ned Luckless (WithIn 3 Injury 3) decides to go rock-climbing. This is a bad decision, for Ned's Climbing Skill is only 2! He soon fails a Climbing Skill roll, and slips 18 m.

An 18 m fall does 9 Injury Points. Ned fails his WithIn roll, so his Injury stat plummets to -3: $3 [\text{Ned's Injury stat}] - 9 [\text{Injury Points from fall}] = -6$.

Ned is now incapable of making a successful Climbing roll: $2 [\text{Ned's Climbing}] - 6 [\text{Injury Penalty}] = -4$. So Ned is Incapacitated as far as Climbing (or any other Skill he has with a stat of 6 or less) goes.

Ned is only Partially Incapacitated, however, for he has some Skills stats of 7 and higher.

If an Injured character's Injury Penalty is equal to or greater than all his Skill stats, the character becomes unable to perform any Skills until he is at least partially healed, i.e., until his Injury Penalty is again lower than at least some of his Skill stats. This is called Total Incapacitation.

EXAMPLE

Ned Luckless's highest Skill stat is 8. If he takes another 2 Injury Points, his Injury stat will be -8, and he'll have a -8 Injury Penalty.

A -8 Injury Penalty will render Ned incapable of performing even those Skills in which he has a stat of 8. So Ned will be Totally Incapacitated.

COMBAT INJURY

The Injury rules are the same no matter how the Injury occurs—whether by Combat, Priestcraft, Witchcraft, Hazard, Illness, Disease, or any other means. But most Injury takes place in Combat. So we turn now to the specific case of Combat Injury.

Of the five Offensive Combat Skills described in chapter seven, only three are capable of causing Injury: Strike, Missile Strike, and Brawling.

When a Strike, Missile Strike, or Brawl is successful, the result of the attack is determined immediately, before resolving other characters' actions that round (see The Resolution Stage: Injury in chapter five, Order of Play). Likewise, any Injury Penalties resulting from the attacks take effect immediately.

EXAMPLE

Sir Derek has caught up with the Retreating thief Otto the Rat, with whom he was in Combat until Otto broke away. The two characters are now back in melee.

In the Timing Stage, Sir Derek gets the best Timing Score.

So Otto declares his Strategy first: he will Strike once and Dodge. Sir Derek, angry now, declares three Strikes.

In the Modifier Stage, Otto rolls a 3: a successful Dodge.

We now move to the Resolution Stage. Sir Derek's actions are resolved first. Sir Derek (Strike 10) needs 5 or less to Strike: 10 [Sir Derek's Strike] - 2 [Action Penalty] - 3 [Defence Penalty] = 5.

Sir Derek rolls his first Strike: a 10. He misses. He rolls his second Strike: a 3. He hits! The characters determine the result of this Strike immediately, even before rolling Sir Derek's third Strike.

The target of a successful attack now makes his Withstand Injury roll.

EXAMPLE

Otto must make a WithIn roll against Sir Derek's second Strike. Otto's WithIn, modified by padded armour, is 6. He rolls a 5: a good WithIn roll!

An Injury generated by an Offensive Combat Skill such as Strike, Missile Strike, or Brawling lowers the Injured character's Injury stat by a number of Injury Points equal to the attacker's roll. But this is subject to the rule that an Injury always causes at least 1 Injury Point.

EXAMPLE

Otto takes only 1 Injury Point from Sir Derek's first Strike: 3 [Sir Derek's Strike] - 5 [Otto's WithIn] = -2, but this is deemed to be 1 because you can't totally Withstand Injury.

Otto was previously uninjured, so his Injury stat was equal to his unmodified Withstand Injury stat: 5. But now Otto's Injury stat is 4: 5 [Otto's Injury] - 1 [Injury Point from Sir Derek's Strike] = 4.

Once the result of a successful attack has been determined, the round's remaining actions are resolved, taking into account the Injury Penalty (if any) produced by the successful attack.

EXAMPLE

Now Sir Derek makes his third and final Strike roll. He rolls a 4: another Strike!

Otto must Withstand Injury again. He rolls a 10: he fails! Otto takes 4 more Injury Points. Otto's Injury stat is now 0: 4 [Otto's previous Injury] - 4 [Sir Derek's Strike] = 0.

Sir Derek's two successful Strikes have been dealt with. Now Otto makes his Strike roll. Since Sir Derek's attacks did not give rise to an Injury Penalty, Otto Strikes normally. If Otto did have an Injury Penalty as a result of the attacks, his Strike would be modified by that Injury Penalty.

Otto (Strike 6) needs a 5 or less to Strike: 6 [Otto's Strike] - 1 [Action Penalty] = 5. He rolls an 8: he misses.

COMBAT INJURY: CALLED SHOTS TO VULNERABLE AREAS

Called Shots to those parts of the body that carry a -3 or more Called Shot Modifier are particularly deadly. These areas (the neck, head, and eyes; see chapter seven, Combat) are called Vulnerable Areas: they are more vulnerable to significant Injuries than are the torso and the limbs. Called Shots attract Action Penalties. See the discussion of Called Shots in chapter seven.

When a Called Shot is successful against a Vulnerable Area, the Called Shot Modifier becomes an equivalent number of Injury Points, and is deducted from the victim's Injury stat along with the Strike (or Missile Strike, or Brawling) roll.

EXAMPLE

Next round, Otto (Dodge 5) gets the lowest Timing Score, so he declares his Strategy first. He declares a Dodge. Sir Derek declares a Called Shot to Otto's head, a Vulnerable Area with a -3 Called Shot Modifier.

Otto's Dodge is successful, giving rise to a -3 Defence Penalty.

Sir Derek (Strike 10) needs to roll 6 or less to Strike Otto: 10 [Sir Derek's Strike] - 3 [Defence Penalty] - 1 [Action Penalty]

= 6. He needs to roll 3 or less to make a successful Called Shot to Otto's head: 6 [Sir Derek's modified Strike] - 3 [Called Shot Modifier] = 3.

A roll of 4, 5, or 6 results in a normal Strike—a Strike to Otto's torso. A roll of 7 or higher is a miss. Sir Derek rolls a 1: he Strikes Otto's head.

Otto's WithIn is 5. He rolls an 11: he fails to Withstand Injury. So Otto's Injury stat drops from 0 to -4: 0 [Otto's Injury] - 1 [Strike roll] - 3 [Called Shot Modifier] = -4.

COMBAT INJURY: DEFEAT

When a character's Injury stat is greater than or equal to his highest unmodified Combat Skill stat, he is Incapacitated with respect to his Combat Skills. This is known as Defeat. In Dominion Rules, Combat frequently ends in Defeat rather than in death.

EXAMPLE

A new round begins.

Timing Stage: Otto again gets the lowest Timing Score (even though his Timing roll is now subject to his -4 Injury Penalty).

Strategy Stage: Otto declares a Dodge, which, theoretically at least, he can still perform because his unmodified Dodge stat is 5. Now, however, the Injury Penalty brings it down to 1. Sir Derek declares one Strike.

Defence Stage: Otto fails his Dodge roll.

Resolution Stage: Sir Derek makes his Strike roll with a 6. Otto needs to roll 5 or less to Withstand the Injury: he rolls 7! So Otto's Injury stat drops from -4 to -10: -4 [Otto's Injury] - 6 [Sir Derek's Strike roll] = -10.

Otto doesn't have any unmodified Combat Skills higher than 5; thus, all his Combat Skills are now impossible to perform. Otto cannot attack or defend himself until he is healed. Otto is Defeated.

Note that it is the victim's unmodified Combat Skills that are at issue.

EXAMPLE

Otto's highest modified Combat Skill is his Strike, which is 6 due to a +1 Strike Bonus from his shortsword. But for the purpose of determining Defeat, it is a character's unmodified Combat Skills that matter. A character can't stave off Defeat simply by clinging on to a weapon that gives a good Strike Bonus!

When a character's highest Skill stat is a Combat Skill, Defeat is the same as Total Incapacitation. But characters who practise Priestcraft or Witchcraft may be only Partially Incapacitated by Defeat, because they may be able to continue to fight with Spells and Priestcraft Skills.

A character who Defeats his opponent must then decide what to do with him. One option, of course, is to finish him off. Because he cannot attack or defend, a Defeated character is easy prey to those so unscrupulous as to attack him. All Called Shot Penalties are suspended against Defeated characters.

EXAMPLE

Otto is now Defeated. Were Sir Derek to attack Otto again, declaring a Called Shot to Otto's throat, the -4 Called Shot Penalty to the neck would not apply.

But Sir Derek spares Otto, because mercy is a chivalrous virtue.

There are, however, other options. A Defeated character, knowing the danger he is in, will likely yield and ask for mercy. He then becomes the victorious character's prisoner, and may be ransomed. Another option for the winner is simply to leave his opponent to his own devices.

EXAMPLE

"I yield!", declares Otto, recognizing that he has been Defeated.

"Very well," says Sir Derek as he contemplates what to do with Otto. Were Otto a nobleman or a knight, Sir Derek might make Otto his prisoner and ransom him on just (but advantageous) terms. But Otto is a mere cutpurse. He is unlikely to have the means to pay his own ransom, and he cannot be trusted to abide by any terms Sir Derek might impose.

"Let this be a lesson to you," says Sir Derek. "Do not trouble me again."

Note that characters who are not yet Defeated may also, if they wish, yield to their opponents. This might happen, for instance, where a character is Disarmed by his opponent.

MAGICAL AND PRIESTLY INJURY

The Injury rules described above apply in exactly the same way when the Injury is caused by Priestcraft Skills, Witchcraft Skills (i.e., Spells), or other forms of magic. A few points about Priestly and Magical Injury should be made, however.

Only two Priestcraft Skills are capable of causing Injury: Smite and Wrath. One version of the Smite Skill, Smite with Infirmity, causes Infirmity without causing Injury. The Curse Skill cannot be used against the Injury stat because it applies only to Skills, and the In-

jury stat is not a Skill. The Work Miracle Skill cannot be used to cause direct Injury.

In Witchcraft, only Sorcery causes direct Injury. So only Sorcery Spells, or Mixed Spells involving Sorcery, can cause direct Injury. But other spells may be capable of causing Injury indirectly, e.g. a Spell that makes something fall on someone.

When a Priest's Injury stat is greater than or equal to her highest Combat Skill stat, she is Incapacitated with respect to her Priestcraft Skills. We say the Priest is Repudiated. Similarly, when a Witch's Injury stat is greater than or equal to his highest Witchcraft Skill stat, we say he is Vanquished.

Forms of magic other than Witchcraft can cause Injury, such as magically endowed weapons and magic-using creatures. These sorts of magical Injury work exactly like other forms of Injury.

HAZARD INJURY

There are infinite ways of getting Injured other than those described above. All sources of Injury other than Combat, Priestcraft, Witchcraft, Illness, Disease and Poison are grouped together under the category of Hazards. Hazard Injury works just like other forms of Injury.

No rules system can predict all the Hazards which may befall characters. But here are some rules covering three common Hazards: falls, falling objects, and fire.

Falls

Characters in roleplaying games have an unfortunate tendency to fall from great heights. The fall itself does no harm (apart from being terrifying), but the landing can be deadly.

Falls do 1 Injury Point for every 2 m fallen, rounded up or down depending on whether the falling character enjoys Favourable Rounding. The falling character is permitted a WithIn roll, but that roll is subject to a Difficulty Penalty equal to half the number of Injury Points normally caused by the fall of -1, again rounded up or down depending on whether the falling character enjoys Favourable Rounding. Characters fall 20 m per round.

EXAMPLE

Clyde the Clumsy falls from a high cliff. The distance to the ground is 39 m. Clyde does not have Favourable Rounding. So he will suffer 20 Injury Points ($39 / 2 = 19.5$, rounded up to 20) upon landing, or less if he makes a successful WithIn roll. But his WithIn roll is subject to a Difficulty Penalty of -5 ($20 \text{ Injury Points} / 2 = 5$).

Clyde will land in the second round after he fell: he falls 20 m in the first round after his fall and 19 m more in the second.

Because it can be so deadly, falling is an excellent occasion to give your character a Lucky Break. But remember that a Lucky Break lasts only one round. Be sure to declare it during the round when you will land. It's no good to you in mid-air!

Falling objects

Another common Hazard for adventurers is being struck by falling objects. A falling object does 1 Injury Point for every 3 m that it has fallen, plus a number of Injury Points for the thing itself. This last number varies depending on the object. It is for the GM to decide.

EXAMPLE

A stone the size of a fist that has fallen 15 m might do a total of 6 Injury Points: 5 Injury Points for the fall plus 1 Injury Point for the stone itself.

A boulder that has fallen 15 m would also do 5 Injury Points for the fall, and then do 8 more Injury Points just for being a boulder.

Characters are allowed WithIn rolls against falling objects.

Fire

Another common form of Hazard Injury is fire. There are three degrees of fire intensity in DR: normal, red-hot, and white-hot.

A normal fire inflicts 3 Injury Points per round of exposure. Characters exposed to normal fires make WithIn rolls against them for every round that the exposure lasts, subject to a -1 Difficulty Penalty.

A red-hot fire inflicts 6 Injury Points per round of exposure. Characters exposed to red-hot fires make WithIn rolls against them for every round that the exposure lasts, subject to a -2 Difficulty Penalty.

Finally, a white-hot fire inflicts 9 Injury Points per round of exposure. Characters exposed to white-hot fires make WithIn rolls against them for every round

that the exposure lasts, subject to a -3 Difficulty Penalty.

INJURY BY ILLNESS, DISEASE AND POISON

Characters can fall ill, contract diseases and be exposed to poisons. This can happen in many ways: adventuring in dank dungeons, travelling through plague-ridden countries, being attacked by creatures with poisonous venom, and so forth. Illness, Disease and Poison are all potential sources of Injury.

Illness. Illnesses reduce a character's Injury stat by a certain amount until he recovers. Minor Illnesses do only 1 or 2 Injury Points, while severe Illnesses can do much more. The Games Master will describe any important symptoms of your character's Illness.

A character exposed to an Illness makes a WithIn roll subject to any modifiers except Armour Bonuses (armour can't protect against Illnesses). If he succeeds, he does not catch the Illness. If he fails, he does catch it, and his Injury stat is reduced accordingly.

EXAMPLE

Horatio Yellowbeard, the famous navigator, sets sail for the distant lands of Tul-Qir Ac. Conditions on his ship are not very sanitary. The Green Pox ravages his craft. The Green Pox is an Illness which does 3 Injury Points to those who fail to Withstand Injury.

Horatio (WithIn 7 Injury 7) rolls an 8, failing his WithIn. So he comes down with the Illness. His Injury stat falls to 4: 7 [Horatio's Injury] - 3 [Green Pox] = 4.

A Normal Illness will heal naturally with the passage of time; see Natural Healing, below. A Lingering Illness heals differently. For a Lingering Illness, the Ill character must make a successful WithIn roll every day that he is Ill in order to heal naturally from it.

EXAMPLE

Were the Green Pox a Normal Illness, Horatio would heal naturally with bed rest in 3 days' time. But the Green Pox is a Lingering Illness. So the next day, Horatio must make a WithIn roll to heal naturally (i.e., to gain +1 to his Injury stat that day).

Horatio makes a successful WithIn roll. So his Injury stat rises from 4 to 5.

The next day, Horatio fails his WithIn roll. So his Injury stat stays at 5.

The third day, Horatio makes his WithIn roll. His Injury stat rises to 6. He's almost better now.

But Horatio fails his WithIn roll three times over the next three days! He doesn't finally get well until the seventh day of his Illness, when he finally makes a successful WithIn roll, restor-

ing his Injury stat to 7.

Disease. Diseases are like Illnesses that get worse as time goes by. The effect of a Disease is to reduce the Diseased character's Injury stat by a certain amount initially, and by that same amount, or by a different amount, for every day, week or month that the Diseased character fails his WithIn roll against it. This is called Spreading. The rate at which a Disease Spreads is determined by your GM and depends on the gravity of the disease.

A character exposed to a Disease makes a WithIn roll, subject to any modifiers except Armour Bonuses, to determine whether he contracts it. If successful, he does not contract the Disease. Otherwise, he becomes Diseased.

EXAMPLE

Landing in Tul-Qir Ac, Horatio is exposed to a strange foreign Disease called Mung's Rage. The Disease immediately lowers a character's Injury stat by 3, then lowers it by 3 for each day the character fails her WithIn roll.

Horatio must make a successful WithIn roll to avoid contracting it. He rolls a 10! He has contracted Mung's Rage. Horatio's Injury stat falls to 4: 7 [Horatio's Injury] - 3 [Mung's Rage] = 4.

The next day, Horatio fails his WithIn roll again! The Disease is Spreading. Horatio's Injury stat falls to 1: 4 [Horatio's Injury] - 3 [Mung's Rage] = 1.

The Disease will continue to Spread every day until Horatio dies or is healed.

Characters may be healed from Illness and Disease by Natural Healing, Medical Lore, and the Heal Skill (a Priestcraft Skill). See Natural Healing and Natural Healing With Medical Lore, below. See also Heal in chapter nine, Priestcraft.

Poison. Poisons are substances that cause Illness or Disease when ingested. Ingestion may occur in various ways: poisons may be taken orally, as in a poisoned drink; breathed, as a noxious gas; or introduced into the bloodstream, as in a Beast's Poisonous Claw attack. By whatever means, poisons must be absorbed by their victim's body to take effect.

The effects of poison vary greatly from substance to substance. But all poisons operate either as Illnesses or Diseases. For game purposes, poisons are simply ingestible forms of Illness or Disease.

INFIRMITY

An Infirmary is not an Injury. Rather, it is a permanent but not life-threatening affliction, disability or impairment. Blindness, lameness, paralysis, and missing limbs are all examples. Infirmities can be caused by Injury, but they are not Injuries themselves, i.e., they do not generate Injury Points.

EXAMPLE

The victim of a Called Shot to the eyes may be blinded by the cruel attack. The Strike itself causes Injury, but the Infirmary of blindness that may arise from it does not.

In the ordinary course of play, Injuries do not cause Infirmities. (This is a game, after all, and Infirmities aren't much fun.) Whether your character suffers an Infirmary is for your GM to decide.

An Infirmary is permanent in the sense that it will not heal naturally. For instance, a blind man will always be blind. But Infirmities can be healed by mighty Priests; see chapter nine, Priestcraft.

NATURAL HEALING

Characters can heal naturally or (in fantasy dominions) with the assistance of Priestcraft. On Priestly Healing, see chapter nine, Priestcraft. Natural Healing occurs in two ways: by the passage of time, or with the assistance of the Medical Lore Skill.

A resting character will heal naturally at the rate of +1 to his Injury stat per day. Resting means bed-rest: no Combat and no movement. Injured characters suffering from Injury Penalties will see those penalties reduce as their Injury stat climbs back towards zero.

EXAMPLE

Otto the Rat has been very badly Injured in Combat. His Injury stat is -10. After one day of bed rest, Otto's Injury stat rises to -9: -10 [Otto's Injury] + 1 [one day's natural healing] = -9 . Otto's Injury Penalty (formerly -10) is now -9 .

After nine more days of bed rest, Otto's Injury stat reaches 0. His Injury Penalty disappears. But he is still Injured; he will not be fully healed until his Injury stat is again equal to his unmodified Within stat (5). This will require 5 more days of bed rest.

Natural Healing alone will not stop a Disease from Spreading. For that, Medical Lore or Priestcraft is needed.

NATURAL HEALING WITH MEDICAL LORE

Characters heal more quickly when in the care of someone proficient in the Medical Lore Skill. Medical Lore is an Intellect Skill which allows the Skill-using character to heal an Injured character.

Characters can use Medical Lore to heal others or themselves. They can only heal themselves, however, when they have no Injury Penalty, i.e., if their Injury stat is 0 or greater.

Medical Lore on Injured or Ill characters

For characters suffering from Injury or Illness, Medical Lore works like this. There is a doctor (the Skill-using character) and a patient (the Injured or Ill character). The doctor must roll equal to or less than her Medical Lore Skill. If the doctor's Medical Lore roll succeeds, the patient's Injury stat rises at a rate of +3 per day (if the patient takes bed-rest) or +2 per day (if he does not). This period is called Recuperation.

EXAMPLE

Sir Gavin Strong (Within 8 Injury 1) is cared for by Dame Beatrice (Medical Lore 6). Dame Beatrice must roll 6 or lower to help Sir Gavin. She rolls a 3: success!

Sir Gavin now begins to Recuperate from his Injury. He takes bed-rest for the first day, gaining +3 to his Injury stat. After that, he resumes normal activity, gaining +2 to his Injury stat per day. By the end of the third day, Sir Gavin is fully Healed (1 [Sir Gavin's Injury] + 3 [one day of bed rest] + 2 [one day of activity] + 2 [a second day of activity] = 8).

If the patient has an Injury Penalty, the doctor's Medical Lore roll is modified by that Injury Penalty.

EXAMPLE

Had Sir Gavin's Injury stat been -2 , Dame Beatrice would have needed to roll 4 or less to make a successful Medical Lore roll: 6 [Dame Beatrice's Medical Lore] - 2 [Sir Gavin's Injury Penalty] = 4 .

A doctor can only attempt to heal an Injured or Ill patient once a day. So if a doctor's Medical Lore roll fails, the patient must wait until the next day before the same doctor, or another doctor, can attempt to heal him again. (The doctor, however, may continue attempting to heal other patients.) Note that the passage of a day's time will also partially heal the patient (see Natural Healing, above).

EXAMPLE

Let's say that Sir Gavin's Injury stat was -2 and Dame Beatrice rolled a 9. Dame Beatrice failed to heal Sir Gavin, so Sir Gavin's Injury stat remains at -2 until the next day, when it rises to -1 by natural healing due to the bed-rest Dame Beatrice prescribed.

Dame Beatrice can now try her Medical Lore skill again. She now needs to roll 5 or under: 6 [Dame Beatrice's Medical Lore] - 1 [Sir Gavin's Injury Penalty] = 5.

Medical Lore on Diseased characters

Medical Lore can also help characters suffering from Disease. To stop a Disease from Spreading, the doctor

must make a Medical Lore roll subject to a difficulty penalty to be assigned by your GM. The more serious the Disease, the higher the penalty. If the doctor rolls less than or equal to his modified Medical Lore stat, the Disease quits Spreading. Once the Spreading stops, the character will heal naturally.

If the doctor fails his Medical Lore roll, he cannot cure the Disease (i.e., stop it from Spreading). The patient must try another doctor, or find some other way to cure the Disease.

COMBAT



Credit: Oksana Romanova

Combat is one of the most exciting parts of roleplaying. Combat in DR is no exception: combatants strike and parry, feint and dodge in battles that are as challenging to players' minds as they are to their characters' bodies.

MELEE AND MISSILE COMBAT

Combat comes in two forms: melee and missile.

Melee is close-contact Combat using weapons like swords, maces, and hammers ("melee" means a fight, skirmish or scuffle). Combatants that are within 3 metres of each other are in melee range.

Missile Combat is battle from a distance using missile weapons such as crossbows, catapults and slings. The

combatants may be as far away from each other as the range of their missile weapons allows.

Some Combat Skills can be used only in melee Combat. Others can be used in both melee and missile Combat. Whether a Combat Skill can be used in missile Combat is noted in the Skill's description.

OFFENSIVE AND DEFENSIVE COMBAT SKILLS

As explained in chapter five, Order of Play, whether a Combat Skill is Offensive or Defensive dictates what Stage it is resolved in.

Strike, Missile Strike, Feint, Disarm, and Brawling are Offensive Combat Skills. Offensive Combat Skills are

used to Injure or otherwise harm opponents. They are aimed at a particular target or opponent, and can be performed more than once in a round.

EXAMPLE

Raven the Unscrupulous and Otto the Rat have attempted to mug a man in a dark alley. Little do they know, their intended victim is the renowned Sir Derek Cape!

The three men are in Combat. Otto declares one Strike. Raven declares two Strikes. Sir Derek has declared a Parry.

A Strike is an Offensive Combat Skill: it is aimed at a particular target, and can be performed more than once in a round. Sir Derek is the target of both Otto and Raven's Strikes. Otto has declared only one Strike, but he could have declared more (as Raven did).

Parry, Dodge, Block, and Movement are Defensive Combat Skills. Defensive Combat Skills are used to protect oneself against Offensive Combat Skills. Unlike Offensive Combat Skills, Defensive Combat Skills have no particular target or victim. They affect anyone who attacks them in the current round. But like Offensive Combat Skills, they can be performed more than once in a round.

EXAMPLE

Knowing Otto and Raven would Strike him (because he had the best Timing Score), Sir Derek declared a Parry.

A Parry is a Defensive Combat Skill. It has no particular target. Rather, the Parry is effective against any melee attacker. Sir Derek's Parry created a Defence Penalty of -4. This penalty applies to both Otto and Raven.

Note, too, that Sir Derek could have chosen to Parry twice, or to Parry and Dodge. Doubling up like this might have improved his chances of making a successful roll. It could also have produced a bigger Defence Penalty. But it would also have generated an Action Penalty.

If a character rolls two or more successful Defensive Combat Skills in the same round, the Defence Penalty is equal to the sum of the successful rolls.

EXAMPLE

Had Sir Derek declared two Parries this round, succeeding in both rolls with a 4 and a 2, the total Defence Penalty this round would have been -6: -4 [first Parry roll] + -2 [second Parry roll] = -6.

This same distinction between Offensive and Defensive Skills is used for certain Beast Skills, as described in chapter thirteen.

STRIKE

Description. A Strike is an Offensive Combat Skill by which a combatant attempts to hit his opponent with a melee weapon.

Skill Roll Rules. To make a successful Strike, a combatant must declare a Strike in the Strategy Stage and roll less than or equal to her Strike stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

EXAMPLE

Otto is about to try to Strike Sir Derek. Otto's unmodified Strike stat is 5. But his modified Strike stat is 6, due to the +1 Strike Bonus he gets from using a rapier.

Normally, then, Otto would need to roll 6 or less to Strike. But Sir Derek's Parry created a -4 Defence Penalty. So Otto's Strike stat is 2: 6 [Otto's modified Strike] - 4 [Defence Penalty] = 2.

Otto rolls an 11. He misses.

A combatant must have a melee weapon to use the Strike Skill. If he has no melee weapon, he can attack using his Missile Strike Skill (if he has a missile weapon) or attack without a weapon using his Brawling Skill.

Strikes may be Parried, Dodged or Blocked by their intended victims.

A successful Strike results in Injury. See chapter six, Injury.

Failure Rules. You may try to Strike again.

MISSILE STRIKE

Description. A Missile Strike is an Offensive Combat Skill by which a combatant attempts to hit his opponent with a missile weapon, such as longbow or a sling.

Skill Role Rules. To make a successful Missile Strike, a combatant must declare a Missile Strike in the Strategy Stage and roll less than or equal to his Missile Strike stat in the Resolution Stage, subject to any modifiers (notably Range Penalties). A roll of 12 always fails.

Range Penalties are modifiers to Missile Strike imposed to represent the greater difficulty of hitting targets that are far away. There are three ranges: short, mid and long. The Range Penalty at short range is 0. At mid-range, the penalty is -3. At long range, the penalty is -6. What counts as short, mid, or long range depends on the type of missile weapon used. The ranges of missile weapons are given in chapter eight, Weapons and Armour.

EXAMPLE

Geoffrey Sureshot declares two Missile Strikes with his longbow against the oncoming bandits. The bandits are 60 m away, i.e., at mid range for a Longbow.

Geoffrey's Missile Strike stat is 10. This is modified by a -3 Mid Range Penalty and a -1 Action Penalty. So Geoffrey needs to roll 6 or under.

Missile Strike and missile weapons can also be used in melee range (known as point blank range).

Missile Strikes cannot be Dodged or Parried. Defence Penalties generated by Dodge and Parry Skills do not apply to Missile Strikes. Defence Penalties created by Blocks do apply, however. Characters who want to defend themselves against Missile Strikes must use the Block Skill.

A successful Missile Strike results in Injury. See chapter six, Injury.

A combatant must have a missile weapon to use the Missile Strike Skill.

Missile Strikes work like Strikes, except for the differences described here. Unless otherwise noted, rules that apply to Strikes also apply to Missile Strikes.

Failure Rules. You may try again.

BRAWLING

Description. Brawling is an Offensive Combat Skill for attacking without weapons. Punches, kicks, wrestling moves of all types, even bites and head-butts: these are the sorts of actions covered by the Brawling Skill.

Skill Roll Rules. To make a successful Brawling attack, a combatant must declare a Brawling attack in the Strategy Stage and roll less than or equal to his Brawl-

ing stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Brawling attack results in Injury. See chapter six, Injury.

EXAMPLE

Bully (Brawling 4) attacks Yobbo with his bare hands. Yobbo takes no defensive action, so Bully needs a 4 or under to attack Yobbo successfully. He rolls 3: a successful Brawling attack.

Brawling attacks may be Parried, Dodged or Blocked by their intended victims.

It goes without saying that Brawling is a melee Skill only.

Failure Rules. You may try again.

FEINT

Description. A Feint is an Offensive Combat Skill consisting of a pretended blow, evasion, or attack intended to confuse an opponent. To be effective, a Feint must be used in conjunction with a Strike. This is because a successful Feint enhances the Feinting character's Strike stat that round. A Feint cannot be used to enhance Missile Strikes or Brawling attacks.

Skill Roll Rules. To make a Feint, declare both a Strike and a Feint in the Strategy stage. (Note that declaring two or more actions in the same round gives rise to an Action Penalty.) In the Modifier Stage, make your Feint roll. If your Feint fails, roll your Strike normally. If your Feint roll is successful, make your Strike roll with a Feint Bonus to your Strike stat equal to your Feint stat. Note that the Feint Bonus is equal to your Feint stat, not your Feint roll; the Feint roll only determines whether the Feint is successful. As always, a Feint roll of 12 automatically fails.

EXAMPLE

Raven (Strike 7 Feint 5) declared a Feint and a Strike against Sir Derek. Because of the -1 Action Penalty Raven incurs for taking two actions this round, he must roll 6 or less to Strike and 4 or less to Feint.

In the Modifier Stage, Raven makes his Feint roll: 3, a successful Feint! But Sir Derek made a Parry, rolling 1.

So Raven needs a 10 or less to Strike Sir Derek: 7 [Raven's Strike] - 1 [Action Penalty] + 5 [Raven's Feint stat] - 1 [Defence Penalty] = 10. Raven rolls a 12. Unlucky!

EXAMPLE

Had Raven's Feint roll failed, he would have needed to roll 5 or less to Strike Sir Derek this round: 7 [Raven's Strike] - 1 [Action Penalty] - 1 [Defence Penalty] = 5.

A successful Feint roll modifies only one of the Feinting character's Strikes that round. If the Feinting character declares one Feint and two or more Strikes, the Feint (if successful) modifies only the first Strike. If the Feinting character declares two Feints and three or more Strikes, the Feints (if successful) modify the first and second Strikes, respectively. And so on.

EXAMPLE

Frederic the Faker (Strike 8 Feint 6) declares one Feint and two Strikes. Frederic needs a 4 or less to Feint: 6 [Frederic's Feint] - 2 [Action Penalty] = 4.

In the Modifier Stage, Frederic rolls 4—a successful Feint.

In the Resolution Stage, Frederic's modified Strike stat for the first Strike is 12: 8 [Frederic's Strike] + 6 [Feint Bonus] - 2 [Action Penalty] = 12. So he'll only fail if he rolls a 12 (automatic failure).

But for Frederic's second Strike, he needs to roll 6 or less: 8 [Frederic's Strike] - 2 [Action Penalty] = 6. The Feint Bonus applies only to the first Strike.

To enjoy Feint Bonuses on both his Strikes, Frederic would need to declare two Feints: one for each Strike.

A character can declare no more than one Feint for each Strike he declares. She may not, for instance, declare three Feints and one Strike.

Strike attacks improved by successful Feints remain subject to Defence Penalties. See the discussion of the Modifier Stage in chapter five, Order of Play.

EXAMPLE

Frederic the Faker is attacking Dodgy Dirk.

In the Timing Stage, Dirk gets the best Timing Score.

In the Strategy Stage, Frederic (Strike 8 Feint 6) declares a Strike and a Feint. Dirk (Dodge 9) declares a Dodge.

In the Modifier Stage, Dirk makes a successful Dodge roll of 6 and Frederic makes a successful Feint roll with a 3.

Finally, the Resolution Stage. Frederic's Strike stat is 8. So Frederic needs to roll 7 or less to Strike Dirk this round: 8 [Frederic's Strike] - 1 [Action Penalty] + 6 [Feint Bonus] - 6

[Dirk's Dodge] = 7.

It is impossible to Feint without a weapon, because it is impossible to Strike without a weapon.

Failure Rules. You may try to Feint again.

DISARM

Description. Disarm is an Offensive Combat Skill by which an attacker attempts to knock his opponent's weapon out of his hand(s). The attacking character can attempt to Disarm his opponent with or without the use of a weapon, but there is a penalty for weaponless Disarm attacks.

Skill Roll Rules. To Disarm an opponent, a combatant must declare a Disarm attack in the Strategy Stage. In the Modifier Stage, the intended victim of the Disarm attack rolls his Grip Skill. (Grip is a Vigour Skill: see chapter two, Skills.) If the Grip roll is successful, it produces a Grip Penalty equal to the Grip stat. Finally, in the Resolution Stage, the attacker must then roll less than or equal to his Disarm stat, subject to any Grip Penalty and any other modifiers. A roll of 12 always fails.

EXAMPLE

In the Strategy Stage, Sir Derek declared a Disarm attack against Raven.

In the Modifier Stage, Raven rolled his Grip Skill to defend against the Disarm attack. Raven's Grip stat is 5—a strong grip! If Raven rolls higher than 5, he fails his Grip roll and Sir Derek suffers no penalty to his Disarm stat. If Raven rolls 5 or less, Sir Derek suffers a -5 Grip Penalty to his Disarm stat. Raven rolls a 3: a successful Grip roll.

In the Resolution Stage, the knight must roll a 1 to Disarm Raven: 7 [Sir Derek's Disarm stat] - 1 [Action Penalty (Sir Derek's Parry)] - 5 [Grip Penalty] = 1. Sir Derek rolls 1! The Disarm attack succeeds and Raven loses his scimitar.

EXAMPLE

Had Sir Derek's Disarm stat been 6 or lower, it would have been impossible for him to Disarm Raven this round. Why? Because 6 [Sir Derek's Disarm stat] - 1 [Action Penalty] - 5 [Grip Penalty] = 0, and you can't roll less than 1 on a twelve-sided die.

Note that the defending character does not incur an

Action Penalty for using his Grip Skill against a Disarming attacker.

The Grip Skill is not the only defence a character has against Disarm attacks. The Defence Penalties created by Blocks and Dodges are deducted from the Disarming character's Disarm stat, too. Furthermore, Defence and Grip Penalties are cumulative in effect.

EXAMPLE

Had Raven declared a Dodge this round, producing a Defence Penalty of -1, Sir Derek would not have been able to Disarm Raven this round.

Here's the math: 5 [Sir Derek's Disarm stat] - 1 [Action Penalty] - 3 [Grip Penalty] - 1 [Defence Penalty] = 0.

The Parry Skill is not effective against a Disarm attack. Rather, a character attempting to Disarm an opponent who is Parrying enjoys a +1 Parry Bonus to his Disarm roll. This is because using a weapon to Parry oncoming blows exposes that weapon to Disarm attacks. Clever combatants will take advantage of good Timing Scores by attempting to Disarm those who Parry unwisely.

EXAMPLE

Charles the Clever is duelling Bruto the Brash. Bruto's Timing Score is lowest, so he declares first. He unwisely declares a Parry. "Aha!", thinks Charles, and declares a Disarm attack.

Charles' Disarm stat is 5, but because Bruto is Parrying this round, Charles gets a +1 bonus to his stat. So Charles's Disarm stat (for this round only) is 6.

When a combatant is Disarmed, his weapon falls to the ground. It is for the GM to determine exactly what happens to it (for instance, perhaps it falls over a nearby cliff), but usually it will fall somewhere nearby where it can be retrieved.

To retrieve a lost weapon, the combatant must declare this action in his Strategy. Any other combatant (notably the one who Disarmed the character!) may also attempt to retrieve the weapon. Of those characters who attempt to retrieve the weapon, whoever has the best Timing Score that round will get to it first. Retrieving a weapon is an action for Action Penalty purposes. It takes place in the Resolution Stage.

EXAMPLE

Next round the knight and the rogues make their Timing rolls. Sir Derek makes the worst Timing roll again! The resulting Timing Order is Sir Derek, Otto, Raven.

Since Sir Derek's Timing Score was lowest, he has to reveal his Strategy first. He knows he hasn't been fast enough to beat Raven to the fallen sword, so he declares a Strike on Raven. Otto declares a Strike on Sir Derek, and Raven declares he will Dodge Sir Derek's Strike and retrieve his weapon.

In the Modifier Stage, Raven fails his Dodge roll (which was lowered by a -1 Action Penalty).

In the Resolution Stage, Raven acts first and retrieves his weapon. Otto misses his Strike. Sir Derek then attempts to Strike Raven. But he rolls 11, a miss.

EXAMPLE

Imagine that Raven had the lowest Timing Score this round, and so had to declare his Strategy before knowing what Sir Derek was going to do.

Had Raven declared he would retrieve his scimitar, Sir Derek would most likely have declared the same thing, and since Sir Derek had the better a Timing Score this round, he would have beaten Raven to it.

Given this, Raven would probably be forced to consider some other option: drawing another weapon, or Retreating, or anything else he could come up with!

A Disarm attack is only possible in melee. A character can attempt to Disarm an opponent armed with a missile weapon, but only if that opponent is in melee.

EXAMPLE

A bandit armed with a sword proposes to Disarm his opponent, Geoffrey Sureshot. Geoffrey is armed with a longbow. But Geoffrey is standing 50 metres away! The bandit cannot Disarm him; he's not in melee. But were Geoffrey—still armed with his longbow—in melee, the bandit could attempt to Disarm him.

In all the examples above, the Disarming character carried a weapon. It is possible, however, to Disarm an opponent without using a weapon. But it is harder to do. Characters attempting to Disarm their opponents without a weapon are subject to a -3 Difficulty Penalty.

EXAMPLE

In the first example, had Sir Derek attempted to Disarm Raven with his bare hands, he would have been subject to a -3 Difficulty Penalty. This would have made it impossible for Sir Derek to Disarm Raven this round.

Here's the math: 5 [Sir Derek's Disarm] - 3 [Grip Penalty] - 3 [Difficulty Penalty] = -1, which can't be rolled on a twelve-sided die.

(Note the absence of the -1 Action Penalty: had Sir Derek been weaponless, he could not have Parried and therefore would not have suffered an Action Penalty.)

A Disarmed character may pull another weapon, if she has one, or attempt to Retreat, or resort to Brawling, or do anything else she can think of to save herself.

Failure Rules. You may try to Disarm your opponent again.

PARRY

Description. Parry is a Defensive Combat Skill that consists of countering a Strike or Brawling attack. For example, a character may avoid being Struck by her opponent's quarterstaff by Parrying the blow with her broadsword.

Skill Roll Rules. To make a successful Parry, a combatant must declare the Parry in the Strategy Stage, then roll less than or equal to his Parry stat (subject to any modifiers) in the Modifier Stage. As always, a roll of 12 automatically fails.

Recall that because Parry is a Defensive Combat Skill, it is effective against all attackers; it is not necessary to declare whose attack one is Parrying.

A successful Parry imposes a Defence Penalty on the Striking character.

EXAMPLE

This round, the Timing Scores produce the following Timing Order: Raven, Otto, Sir Derek.

Otto declares a Strike against Sir Derek. Raven declares three Strikes. Sir Derek declares a Parry.

Sir Derek's unmodified Parry stat is 7. This is reduced to 6 by his partial mail (-1 Parry Penalty). So Sir Derek's modified Parry is 6.

If Sir Derek rolls higher than 6, he fails to Parry, and the rogues make their Strike rolls without the hindrance of a Defence Penalty. Sir Derek rolls a 5! So Raven and Otto's Strikes are subject to a -5 Defence Penalty this round.

Otto's Strike stat is 6. But it is subject to the -5 Defence Penalty. So Otto needs a 1 to Strike: 6 [Otto's Strike] - 5 [Defence Penalty] = 1. Otto rolls a 3: his Strike was Parried.

Raven's Strike stat is 7, but is subject to a -2 Action Penalty. Since 7 [Raven's Strike] - 5 [Defence Penalty] - 2 [Action Penalty] = 0, all three of Raven's Strikes automatically fail.

Parrying is effective only against Strike and Brawling attacks. It has no effect against Feints or Missiles Strikes. For the effect of Parrying Disarm attacks, see Disarm, above.

If a combatant declares a Parry, and that Parry becomes unnecessary because the Parrying combatant is not attacked that round, the Parry is simply ignored. Action Penalties apply normally, however.

EXAMPLE

Imagine that Raven declared two Strikes and a Parry, that Otto declared a Strike, and that Sir Derek declared a Parry. In that case, Raven's Parry is totally unnecessary: he expected the knight to attack him, but the knight did not. In such a case, Raven's Parry is simply ignored, and no Parrying Penalty applies. However, Raven's Strike is still subject to a -2 Action Penalty because Raven took three actions this round: a Parry (which turned out to be unnecessary) and two Strikes.

A Strike cannot be Parried without a weapon with which to Parry the attack. Some weapons cannot be used to Parry; the wielder must change weapons to use his Parry Skill, or go without it. Furthermore, some weapons grant their wielders bonuses to Parry, while others impose penalties. See chapter eight, Weapons and Armour.

Brawling attacks can be Parried with a weapon or without one.

Failure Rules. You may try to Parry again.

DODGE

Description. Dodge is a Defensive Combat Skill to evade enemy Strike, Brawling or Disarm attacks by moving out of their path.

Skill Roll Rules. To make a successful Dodge, a combatant must declare the Dodge in the Strategy Stage and roll less than or equal to his Dodge stat (subject to any modifiers) in the Modifier Stage. A roll of 12 always fails.

Defensive Combat Skills compared

	Parry	Dodge	Block
<i>Do weapon and armour modifiers apply?</i>	Yes. Some weapons give Parry bonuses, while others impose Parry penalties.	Partly. There are no Dodge modifiers on weapons. But there is a Dodge penalty on certain kinds of armour.	No. Shields never give Block bonuses or impose Block penalties.
<i>Do you need a weapon?</i>	Yes. You cannot Parry Strikes without a weapon. You can Parry Brawling attacks without a weapon, however.	No.	No.
<i>Do you need a free hand?</i>	No. You can Parry with both hands engaged (e.g., while wielding a two-handed weapon).	No.	Yes. You need a free hand to hold your shield.
<i>Do you need a shield or shield-like object?</i>	No.	No.	Yes. If you don't have one, you cannot Block.
<i>Does it work against all Offensive Combat Skills?</i>	No. Parry does not work against Disarm attacks. In fact, you are more likely to be Disarmed yourself if you Parry at the wrong time.	Yes.	Yes.
<i>Does it work against Missile Strikes?</i>	No. You cannot Parry Missile Strikes.	No. In Dominion Rules, you cannot Dodge a bullet (or any other Missile weapon).	Yes. You can Block Missile Strikes.

Because Dodge is a Defensive Combat Skill, it is effective against all attackers; it is not necessary to declare whose attack one is Dodging.

A successful Dodge imposes a Defence Penalty on the attacking character equal to the Dodge roll.

EXAMPLE

The Timing Order this round is Otto, Raven, and Sir Derek.

Otto and Raven both declare one Strike against the knight. In response, Sir Derek declares a Dodge.

Sir Derek (Dodge 4) rolls a 4: a successful Dodge. Raven and Otto's attacks are now modified by a -4 Defence Penalty.

Raven's needs a 3: 7 [Raven's Strike] - 4 [Defence Penalty] = 3. Raven misses with a 4: his Strike is Dodged.

Otto needs to roll 1 to Strike: 6 [Otto's Strike] - 4 [Defence Penalty] = 2. Otto rolls a 6: his Strike is Dodged.

If a combatant declares a Dodge which becomes unnecessary because there is no attack to Dodge, the Dodge is ignored. Action Penalties apply normally, however.

Dodges are not effective against Missile Strikes.

Failure Rules. You may try to Dodge again.

BLOCK

Description. A Block is a Defensive Combat Skill whereby the Blocking character attempts to counter a Strike, Missile Strike, Brawling, or Disarm attack with his shield. You must have a shield, or some shield-like object, to use the Block Skill.

Skill Roll Rules. To make a successful Block, a combatant must declare the Block in the Strategy Stage and roll less than or equal to his Block stat (subject to any modifiers) in the Modifier Stage. A roll of 12 always fails.

Recall that Block is a Defensive Combat Skill, so it is effective against any attack received that round; it is not necessary to declare whose attack one is Blocking.

A successful Block imposes a Defence Penalty on the attacking character equal to the Block roll.

EXAMPLE

Next round, the Timing Order is Sir Derek, Raven, and Otto.

Sir Derek declares three Strikes on Raven. Raven declares he will try to Block the Strikes with his target. Otto declares a Strike against Sir Derek.

Raven's Block stat is 4. He rolls a 3: a successful Block, creating a -3 Defence Penalty.

Otto rolls a 7: his Strike misses.

Sir Derek's Strike stat is 10, but it is lowered to 5 this round by the -3 Defence Penalty and the -2 Action Penalty. Sir Derek rolls 6, 8 and 6. More misses! This is not Sir Derek's day.

If a combatant declares a Block which becomes unnecessary because there is no attack to Block, the Block is ignored. Action Penalties apply normally, however.

Blocks are impossible without a shield or some shield-like object. Shields do not give bonuses to Block, though they do give Armour Bonuses to characters' Withstand Injury stats (see chapter eight, Weapons and Armour). Shields require a free hand, so characters who use two-handed weapons cannot use the Block Skill.

Failure Rules. You may try to Block again.

MOVEMENT

Description. Movement is a Defensive Combat Skill that determines how far a character can move in one round. Characters can move a number of metres equal to their Movement stat per round, as modified by any Movement Penalty imposed by their armour or by any other encumbering factor (such as a heavy object carried by the character). All other modifiers—notably Action Penalties, Defence Penalties and Injury Penalties—are ignored for the purpose of calculating a character's Movement rate.

Characters do not incur Action Penalties for moving at a normal rate.

EXAMPLE

When not in armour, Dame Beatrice moves at 8 m per round (unmodified Movement 8). In Full Mail (Movement Penalty -3) and Plate boots (Movement Penalty -1) she moves at half

that rate (modified Movement 4).

Dame Beatrice is currently in her armour. She is also under a -2 Action Penalty and has a -1 Injury Penalty. So she can move up to 4 m this round: 8 (Dame Beatrice's unmodified Movement stat) - 3 (Full Mail penalty) - 1 (Plate boots penalty) = 4. The -2 Action Penalty and the -1 Injury Penalty are ignored.

She does not incur an Action Penalty for moving at this normal rate.

There are two variations on the Movement Skill: Sprint Movement and Retreat Movement. These are not separate Skills; they are simply types of Movement.

Sprint Movement

Characters who need to move faster can attempt Sprint Movement.

Skill Roll Rules. To Sprint, declare a Sprint and roll less than or equal to your Movement stat, subject to any modifiers—including Action Penalties and Injury Penalties—in the Modifier stage. Unlike normal Movement, Sprint Movement is subject to these modifiers. If your roll is successful, add the result to your Movement stat (modified only by any Armour Penalty). The sum is the number of metres you move this round. Sprint Movement counts as an action for Action Penalty purposes.

EXAMPLE

Dame Beatrice (Movement 4 Injury -1) wants to Sprint this round.

In the Strategy Stage, she declares a Sprint. She declares no other action, so she incurs no Action Penalty.

In the Modifier Stage, she needs to roll 3 or less to Sprint: 4 [Dame Beatrice's Movement] - 1 [Injury Penalty] = 3. If she fails, she will only move 4 m this round. If she succeeds, she will move 4 + X m, where X is her Sprint roll. She rolls a 2—success! So she moves 6 m this round: 4 [Dame Beatrice's Movement stat] + 2 [her Movement roll] = 6.

Sprint Movement occurs immediately, i.e., before the start of the Resolution Stage of the current round. Usually it will not matter when the movement occurs. But sometimes it can be important.

EXAMPLE

Dame Beatrice's 6 m Sprint takes place immediately, i.e., before the start of the Resolution Stage. So what? So nothing, usually.

But the reason Dame Beatrice wanted to Sprint was because she was within long range of an attacker's bow shot. By Sprinting 6 m this round, she got out of his range. That means that the shots he declared in the Strategy Stage, and which occur in the Resolution Stage, cannot Strike her this round. She Sprinted out of range.

Characters cannot Sprint out of melee (though they can Sprint out of missile range, as the example above illustrates). To flee melee, characters use another variation on the Movement Skill called Retreat.

Failure Rules. You try to Sprint but do not move significantly faster than normal. You may try again next round.

Retreat Movement and Closing In

Characters remain in melee, and therefore remain susceptible to Strike and Brawling attacks, for as long as they remain in melee range (3 m). To leave melee, characters must perform a successful Retreat.

Skill Roll Rules. To Retreat, declare Retreat Movement in the Strategy Stage. Then, in the Modifier Stage, roll less than or equal to your Movement stat, subject to any modifiers—including Movement Penalties, Action Penalties and Injury Penalties.

If you make a successful Movement roll, your character immediately (i.e., before the Resolution Stage) moves a number of metres equal to your Movement stat plus your Movement roll. If this distance is greater than 3 m, your character is out of melee range: he has successfully Retreated. If your character moves only 3 m or less, he fails to Retreat and remains in melee.

Retreating in the Modifier Stage nullifies all melee actions (Strikes, Feints, Brawls, and Disarm attacks) declared against you that round. Missile Strikes remain possible so long as the Retreating character is within missile range. Similarly, some priestly and magical attacks are not negated by a successful Retreat. See the rules on Retreating in chapter nine, Priestcraft, and chapter ten, Witches, Magic and Spellcasting.

EXAMPLE

Raven is starting to think he has made a mistake! The knight is too hard to hit. So Raven decides to Retreat.

The combatants make their Timing rolls. Raven gets the best Timing Score. Sir Derek's Score is the second best, and Otto's is the worst.

In the Strategy Stage, Otto declares a Strike against Sir Derek. The knight declares three actions: a Parry and two Strikes against Raven. So his actions will be subject to a -2 Action Penalty. Raven (Movement 4) declares a Retreat.

In the Modifier Stage, Sir Derek fails his Parry roll. Now Raven rolls his Retreat Movement. His Movement stat, modified by a -1 Movement Penalty from his leather armour, is 4. He rolls a 2: success! Raven moves a total of 6 m: 4 [Raven's Movement stat] + 2 [Raven's Movement roll] = 6. This is enough to take Raven out of melee range, so he has successfully Retreated.

Now the Resolution Stage begins, but with one less combatant than it had last round! The Strikes Sir Derek declared against Raven are nullified, because he's no longer there. However, there is still Otto's Strike against Sir Derek. It misses.

Failure Rules. If you fail your Movement roll, your character remains in melee—and thus may be exposed to more attacks—until the end of the Resolution Stage, when he breaks away and moves a number of metres equal to his Movement stat. Whether that takes your character out of melee will depend on his Movement stat.

EXAMPLE

Had Raven failed his Retreat Movement roll, he would still have been able to Retreat. But he would only have moved 4 m away (because his Movement stat is 4) and he would not have left melee until the end of the round. So Sir Derek would have had two more chances to Strike him before he Retreated.

Note that if Raven's Movement stat were 3 or less, and had he failed his Retreat Movement roll, he could not have successfully Retreated because he could not have moved out of melee range (i.e., more than 3 m away).

In the examples given above, the Retreating character had a better Timing Score than his opponent. This meant that he declared his Retreat after his attacker declared his actions. The attacker had no way of knowing that his opponent was about to Retreat. It is a great advantage to Retreat during a round in which your Timing Score is better than those of your adversaries.

When the Retreating character has a worse Timing Score than his attacker, the attacker learns of the Re-

treat before declaring his Strategy. The attacker may then react to the Retreat by declaring that he will attempt to prevent it by using his own Movement Skill. This is called Closing In.

To Close In on a Retreating character, declare Closing In Movement in the Strategy Stage. In the Modifier Stage, roll less than or equal to your Movement stat, subject to any modifiers. If you move close enough to be within melee range at the end of the round (i.e., 3 m), you prevent the Retreat and remain in melee. This can happen in either the Modifier Stage or in the Resolution Stage.

(Note that if the Closing In character moves further than the Retreating character, this does not mean the Closing In character runs past the Retreater! The extra distance is ignored.)

EXAMPLE

Next round, Otto sees that Raven has fled and decides to do the same. The two remaining combatants make their Timing rolls: Otto is slower, so he reveals his Strategy first.

Otto declares Retreat Movement. In response, Sir Derek declares that he will Close In on Otto to prevent his Retreat, and also Strike.

Otto's Movement stat is 3. (His unmodified Movement stat is 4, but he is wearing padded armour.) So Otto must roll 3 or less to Retreat successfully.

Otto rolls a 1: he Retreats, moving 4 m: $3 [\text{Otto's Movement stat}] + 1 [\text{Otto's Movement roll}] = 4$. But Sir Derek (Movement 3) also gets a Movement roll in the Modifier Stage. He needs a 2 or less: $3 [\text{Sir Derek's Movement}] - 1 [\text{Action Penalty}] = 2$. He succeeds with a 2. So he moves 5 m: $3 [\text{Sir Derek's Movement stat}] + 2 [\text{his Movement roll}] = 5$.

The result is that Otto's Retreat failed because Sir Derek Closed In on him. (Strictly speaking, Sir Derek moved 1 m past Otto. But we ignore this extra movement. You never run past the person you are chasing!)

The Resolution Stage begins. Otto declared no other actions, but Sir Derek declared a Strike. He rolls his Strike (subject to the -1 Action Penalty). He misses.

Sometimes, the Closing In character may not even need to roll his Movement to Close In on the Retreating character.

EXAMPLE

In a previous example, Sir Derek prevented Otto's Retreat by Closing In on him in the Modifier Stage. But he could also have done so in the Resolution Stage. Let's replay the last example, but this time make the Closing In Movement occur in the Resolution Stage.

Timing Stage: Otto decides to flee. His Timing roll is slower, so he reveals his Strategy first.

Strategy Stage: Otto declares Retreat Movement. In response, Sir Derek declares that he will Close In on Otto to prevent his Retreat, and also Strike.

Modifier Stage: Otto's Movement stat is 3. So he is incapable of Retreating from melee without a successful Retreat Movement roll, because his normal rate of Movement (3) is too slow. Otto rolls a 6: he fails.

But let's pretend Otto's Movement stat is 4. He still fails his Retreat Movement roll, so he can't Retreat in the Modifier Stage, but will be able to Retreat at the end of the round—unless Sir Derek Closes In.

Now Sir Derek (Movement 3) Closes In. Normally, he would have to make a Closing In roll. But there's no need this time. For even if Sir Derek were to fail his Movement roll, he would still move 3 m, and that's enough.

Resolution Stage: Otto declared no actions, but Sir Derek declared a Strike. He rolls his Strike (subject to the -1 Action Penalty). He misses.

We've reached the end of the Resolution Stage, so Otto moves 4 m. But Sir Derek Closes In with 3 m of movement. So at the end of the round, Otto and Sir Derek are still in melee: they are within 1 m of each other ($4 [\text{Otto's Movement}] - 3 [\text{Sir Derek's Movement}] = 1$). Otto's Retreat attempt failed.

Once a character has Retreated, melee attacks of all sorts are impossible against her. But Missile Strikes continue to be effective as long as the Retreating character is within the missile weapon's range.

Since Movement is a Defensive Combat Skill, a Retreat is effective against all attackers. One does not Retreat from a particular attacker, but from the entire battle.

Retreat is a melee Skill; it cannot be used against missile weapons. To flee missile attacks, combatants need simply get out of their attackers' range. They can do this using normal Movement or using Sprint Movement.

Catching Up With Retreating Characters

The Closing In Movement described above prevents a character who wants to Retreat from doing so. That is not the same thing as catching up with a character who has Retreated successfully. To catch up with a Retreating character, you must simply run him down using Sprint Movement. If you catch up with the Retreating character, you return to melee.

We use a pared down version of the Order of Play Rules here; Timing is irrelevant and there is no Resolution Stage, but it is essential to keep track of how many rounds have passed.

EXAMPLE

A new round begins.

Timing Stage: Otto gets a better Timing Score than Sir Derek.

Strategy Stage: Sir Derek declares two Strikes. Otto declares a Retreat.

Modifier Stage: Otto rolls a successful Retreat Movement and gets away, running 6 m.

Resolution Stage: Sir Derek's Strikes are negated. There's no one left to Strike.

Melee Combat has ended. Raven Retreated two rounds ago and Otto left last round. Sir Derek doesn't have his longbow with him, so he cannot take any Missile Strikes against the two Retreating low-lives. Sir Derek decides to try to catch up with Otto. (He gives up on Raven, who's too far away now.)

Otto has a 6 m lead on Sir Derek. Both characters declare Sprint Movement. Otto (Movement 3) rolls 7, a failed Movement roll, so he only moves 3 m this round. Sir Derek (Movement 3) rolls 3, a great roll! So Sir Derek moves a total of 6 m this round: 3 [Sir Derek's Movement stat] + 3 [Sir Derek's Movement roll] = 6. So Otto has advanced 9 m, and Sir Derek has moved 6 m.

Next round, Otto makes his Movement roll with a 1. Sir Derek makes his again, with another 3! By round's end, Otto has advanced 13 m, and Sir Derek has sprinted an amazing 12 m. Sir Derek has almost caught up with Otto.

Next round, Otto fails his Movement roll. Speedy Sir Derek succeeds again, rolling 2. By the end of this round, Otto has moved 17 m, and Sir Derek 17 m, too. So Sir Derek has caught up with Otto. They return to melee next round.

Note that ordinarily characters are deemed to be within melee range when they are within 3 metres of each other. Yet to return to melee with a Retreating character the chasing character must actually catch up with him. It is not enough to get within 3 metres of the Retreater. This is because, even if you are within 3 metres of the other, you can't be in melee with someone that is running away from you!

CALLED SHOTS

A Called Shot is not a Skill. Rather, it is a way of using certain Offensive Combat Skills (Strikes, Missile Strikes and Brawling attacks).

Strikes, Missile Strikes and Brawling attacks may all be made without aiming for any particular part of the opponent's body (such as the guard's left hand) or any

Called Shot Penalties for body parts

Target	Penalty
Eyes	-5
Neck	-4
Head	-3
Hand	-2
Foot	-2
Arm	-1
Leg	-1

particular spot on a target (such as a hole in the middle of a tree trunk). When these attacks against people or creatures are successful, they are deemed to hit their victim's torso (if the victim has a torso!). When these attacks succeed against targets, they are deemed to hit the target's most exposed spot (e.g., the tree trunk but not the hole in it).

A Called Shot is more specifically aimed. To make a Called Shot, a player declares in his Strategy that he is aiming for a particular target, such as "the guard's left hand" or "the hole in the tree trunk". Every Called Shot counts as one action for the purposes of Action Penalties. So a character who declares a Strike with a Called Shot makes his Strike with a -1 Action Penalty. A character may declare 2 Strikes, one with a Called Shot and one without (-2 Action Penalty), 2 Strikes both with Called Shots (-3 Action Penalty), and so on.

Called Shots require two rolls: a Called Shot roll and, if needed, a normal Strike or Missile Strike or Brawling roll afterwards. This roll is only necessary if the player misses his Called Shot. The GM will assign a Called Shot Penalty reflecting the extra difficulty.

To make a Called Shot, roll equal to or less than your Strike, Missile Strike or Brawling stat minus the Called Shot Penalty.

If you fail, you must then make a normal Strike (or Missile Strike or Brawling) roll to see what happened with your failed Called Shot. This is because even a failed Called Shot can still do damage, provided the attempt does not miss its target altogether. This second roll is not subject to the Called Shot Penalty.

EXAMPLE

Geoffrey Sureshot is competing in an archery tournament. He is at short range from the target. He declares a Called Shot on the bullseye.

The GM determines that the Called Shot Penalty is -7. Geoffrey's Missile Strike is 10.

First, Geoffrey makes his Called Shot roll. He needs a 2 or less to hit the bullseye: 10 [Geoffrey's Missile Strike] - 1 [Action Penalty for the Called Shot] - 7 [Called Shot Penalty].

Geoffrey rolls a 6. Bad luck. He missed the bullseye. So now he must roll his ordinary Missile Strike to see where his arrow went.

If Geoffrey rolls 9 or less, the arrow hits the target but misses the bullseye: 10 [Geoffrey's Missile Strike] - 1 [Action Penalty for the Called Shot] = 9 . If he rolls 10 or higher, the arrow sails past the target altogether—very embarrassing!

Geoffrey rolls a 2. So he hits the target. Note, however, that he still did not hit the bullseye. To do that, he needed to roll 2 or less on his Called Shot roll. It's too late now. But at least he hit the target.

The Called Shot Penalties table shows Called Shot Penalties for commonly aimed-for body parts. In the case of parts of the body with modifiers of -3 or greater (head, eyes and neck), special Injury rules apply. See the discussion of Called Shots to Vulnerable Areas in chapter six, Injury.

EXAMPLE

No one was injured in the first round of Combat between Sir Derek and the rogues. This round, the Timing Order is Sir Derek, Raven and Otto.

Sir Derek declares a Disarm attack against Raven and another Parry. Raven declares a Feint and a Strike. Otto declares a Called Shot to Sir Derek's head.

In the Modifier Stage, Raven makes successful Feint and Grip rolls, and Sir Derek makes a successful Parry, rolling 1.

Otto's modified Strike stat is 6. But this is subject to a -1 Action Penalty this round for the Called Shot, and a -1 Defence Penalty for Sir Derek's Parry.

The Called Shot Penalty to Strike Sir Derek's head is -3. So Otto must roll a 1 to hit the knight's head: 6 [Otto's Strike] - 1 [Action Penalty for the Called Shot] - 1 [Defence Penalty] - 3 [Called Shot Modifier] = 1 .

Otto rolls a 5. He misses his Called Shot. Next he rolls his normal Strike; even if he missed Sir Derek's head, he could still hit his body. This time he needs 4 or less: 6 [Otto's Strike] - 1 [Action Penalty for the Called Shot] - 1 [Defence Penalty] = 4 . But he rolls another 5: he misses!

As explained in chapter six, Called Shot Modifiers are suspended against Defeated characters.

ATTACKING WITH THE NON-FAVOURLED HAND

Most characters have a favoured hand and a non-favoured hand. The favoured hand (usually the right) is naturally more skilful than the non-favoured hand. A character's Strike, Missile Strike, Disarm, and Parry stats apply when the character is using either a two-handed weapon or a one-handed weapon in the character's favoured hand.

EXAMPLE

Otto's unmodified Strike stat is 5. He is right-handed. When he uses his rapier (a one-handed weapon), his Strike stat is 6: 5 [Otto's unmodified Strike] + 1 [Rapier Strike Bonus] = 6 .

Were Otto to attempt to wield his rapier with his left hand (i.e., his non-favoured hand), his unmodified Strike stat would be lower. But Otto always wields his rapier with his right hand.

Sometimes a character may need to use his non-favoured hand to Strike, Disarm, Parry or perform Missile Strikes. This may be because his favoured hand is somehow not available; perhaps it is holding something, or heavily bandaged, or handcuffed to another character. Or it may be that the character uses two weapons—one in each hand.

Whatever the reason, a character who acts with his non-favoured hand will naturally be less adept with it than with the other. A character's starting Strike, Missile Strike, Disarm, and Parry stats for her non-favoured hand are equal to her Combat Composite stat minus 2. (If the character's Combat Composite is 2 or less, her non-favoured hand stats are 1.) This represents the natural weakness of the non-favoured hand.

EXAMPLE

If Otto needed to use his rapier in his left hand, his Strike stat would be 2: 1 [Otto's Combat Composite - 2] + 1 [Rapier Strike Bonus] = 2 .

Characters can improve their Strike, Missile Strike, Disarm and Parry stats for their non-favoured hand by spending Advancement Points in the ordinary way. See chapter three, Advancement. There are two main reasons why a player might improve his character's non-favoured hand Skills. The first reason is, 'just in case': you never know when you might get stuck having to attack with your bad hand. The second reason

is that you may want your character to attack with two weapons. See *Attacking With Two Weapons*, below. Each non-favoured hand stat must be improved separately, in the same way all stats are improved.

EXAMPLE

If Otto decides to improve his (unmodified) left hand Strike stat from 1 to 3, he can do so by spending 3 APs. That only improves Otto's Striking ability with the left hand; his Parry, Disarm and Missile Strike stats for that hand remain at 1.

There is a limit to how much a character can improve his non-Favoured hand stats. A character's non-favoured hand stats can never be greater than his favoured hand stats in the same Skills minus 2.

EXAMPLE

Since Otto's unmodified Strike stat with his favoured hand is 5, he cannot improve his non-favoured hand Strike stat higher than 3: his left hand will always be slightly less effective than his right hand.

If Otto later improves his Strike stat with the right hand from 5 to 6, he may then improve his non-favoured Strike stat from 3 to 4.

These non-favoured hand rules are not applicable to the Brawling, Feint, Block, Dodge, and Movement Skills. Brawling always involves both hands. Dodge, Feint and Movement involve not just both hands but a character's entire body. All characters can perform the Block Skill equally well with either hand.

AMBIDEXTERITY

To be ambidextrous is to be equally proficient in one's left and right hands. Ambidextrous characters are not subject to the non-favoured hand rules given above. Rather, an ambidextrous character's Strike, Missile Strike, Disarm and Parry stats represent his ability using either hand.

Most characters are not ambidextrous. But some characters get ambidexterity as an ability from the Character Generation Table (see chapter four, Characters).

ATTACKING WITH TWO WEAPONS

Characters who attack with two weapons, one in each hand, enjoy certain advantages. They also suffer certain disadvantages.

Special Action Penalty rule. Characters who attack with two weapons can take two actions in one round without incurring an Action Penalty. Only when they declare a third action do they suffer an Action Penalty (of -1). To benefit from this rule, the character must actually attack with both weapons; it is not enough to be holding weapons in both hands but only Striking (or Missile Striking, Disarming, or Parrying) with one hand.

EXAMPLE

Imagine that Otto (Strike 6 Parry 5) has now improved his non-favoured hand Strike to 3 and has begun wielding a second rapier (Strike Bonus +1) in that hand. So Otto now has Strike stats of 6 (right hand) and 4 (left hand). He also has a Parry stat of 5 with his right hand (he hasn't improved Parry for his non-favoured hand).

In Combat, Otto declares two Strikes and a Parry. He declares one Strike from each hand, and a Parry from his right (favoured) hand.

Because he is attacking with two weapons, Otto's Action Penalty for these attacks is only -1. So Otto needs the following rolls:

Favoured hand Strike: 6 [Favoured hand Strike] - 1 [Action Penalty] = 5. Otto needs a 5.

Non-favoured hand Strike: 4 [Non-favoured hand Strike] - 1 [Action Penalty] = 3. Otto needs a 3.

Favoured hand Parry: 5 [Favoured hand Parry] - 1 [Action Penalty] = 4.

Special Feint rule. Feints are more effective when the Feinting character wields two weapons. Characters who attack with two weapons and declare a Feint as one of their actions get a +1 bonus to their Feint roll.

These rules give advantages to characters who opt to attack with two weapons. There are also disadvantages, however.

Timing disadvantage. Every weapon has a Timing Penalty. When a character uses two weapons, the applicable Timing Penalty is whichever is slowest.

EXAMPLE

Urzzt wields a longsword (-6 Timing Penalty) in his favoured hand and a dagger (0 Timing Penalty) in his non-favoured

hand. So Urzzt's Timing Penalty is -6: he is as slow as his slowest weapon makes him.

Weakness of the non-favoured hand. Another disadvantage of using two weapons (at least for characters who aren't ambidextrous), is that attacks made with the non-favoured hand are always less effective than with the favoured hand. This is true even when a character's non-favoured hand stats have been improved by Advancement. For this reason many players may prefer to spend APs improving the favoured hand, rather than improving the non-favoured hand.

COMBAT CONDITIONS

Certain conditions can have adverse effects on Combat Skills. These conditions and their effects are described below.

Darkness. Total darkness imposes a -4 Darkness Penalty on all Combat Skills. Partial darkness creates pen-

alties ranging from -1 to -3, at the GM's discretion.

Fog or poor visibility. Fog and other conditions which reduce visibility hinder Combat Skills. The GM can impose a Visibility Penalty on all Combat Skills. The penalty ranges from -1 to -4, at the GM's discretion.

Water. Partial submersion in water also hinders Combat Skills. Depending on how submerged the combatants are, a Submersion Penalty from -1 to -4 can be imposed by the GM. Total submersion (i.e., underwater Combat) is very difficult: a -5 Underwater Penalty applies to all Combat Skills.

Stormy weather. Very stormy weather—heavy winds, driving rain, snowfall, and so on—can create Weather Penalties ranging from -1 to -4 to all Combat Skills.

Mud or snow. Combatants who fight on snowy or muddy terrain may be hindered. The GM may impose Mud and Snow Penalties ranging from -1 to -4 to all Combat Skills.

WEAPONS AND ARMOUR

This chapter lists, describes and provides rules for many weapons and items of armour commonly found in fantasy or historical roleplaying games. As always in Dominion Rules, GMs are free to tailor these rules to fit the dominions they create.

THE WEAPONS LISTS

The weapons wielded by characters in DR modify their Combat stats as shown in the Weapons Lists found in this chapter.

There are two Weapons Lists: one for melee weapons and one for missile weapons. Melee weapons are hand-held weapons used in close combat. Missile weapons are those that launch projectiles such as arrows, bolts, needles and stones. They are used to attack from a distance. For more on melee and missile combat, see below and chapter seven.

Each Weapons List gives the Hands, Weapon Characteristics (Strike Bonus/Missile Strike Bonus, Parry Modifier, Disarm Modifier, Timing Penalty, WIP, Armour Penalty) and AP Price of every weapon. Each of these is explained below.

One weapon, the spear, can be used as either a melee weapon or a missile weapon. It appears on both Weapons Lists. Its Weapons Characteristics differ depending on whether it is used for melee or missile combat.

HANDS

The Hands column of the Weapon Lists indicates how many hands one must use to wield the weapon. Most weapons require only one hand to wield, but some require two. Furthermore, some weapons can be used with either one or two hands.

One-handed weapons are generally lighter and easier to wield than two-handed weapons. They leave their wielder free to use her other hand to hold a shield, another weapon, or any other object. One-handed weapons are indicated on the Weapons Lists by the abbreviation 1H.



Credit: Amy K. Brown

Two-handed weapons are generally heavy and more difficult to use, but they are often capable of inflicting greater Injury upon their victims. Characters who use two-handed weapons do not have a free hand for shields, other weapons, or anything else. Two-handed weapons are indicated on the Weapons Lists by the abbreviation 2H.

If the same weapon may be used with either one hand or two (e.g., the bastard sword), it appears on the Weapons Lists twice, first as a one-handed weapon and next as a two-handed weapon. The Weapon Characteristics of such weapons vary depending on how they are being wielded. (The AP Price is the same no matter how the weapon is used.)

Note that the Hands column appears on both the Melee and the Missile Weapons Lists. Like melee weapons, some missile weapons require two hands to use.

WEAPON CHARACTERISTICS

Different weapons affect different aspects of Combat. To reflect this, each weapon is assigned a set of Weapon Characteristics. While some weapons are, on balance, better than others, all the weapons on the Weapons Lists have their uses.

There are seven Weapon Characteristics: the Strike Bonus (Melee Weapons List only), the Missile Strike Bonus (Missile Weapons List only), the Parry Modifier, the Disarm Modifier, the Timing Penalty, the Within Penalty (WIP), and the Armour Penalty.

Melee weapons list

	<i>Hands</i>	<i>Strike Bonus</i>	<i>Parry Modifier</i>	<i>Disarm Modifier</i>	<i>Timing Penalty</i>	<i>WIP</i>	<i>Armour Penalty</i>	<i>AP Price</i>
Axe, Battle	1H	+3	X	-2	-6	0	-1	3
Axe, Hand	1H	+2	X	-2	-4	0	0	1
Axe, Pole*	2H	+3	X	-3	Forfeit	-3	-1	3
Bastardsword#	1H	+2	-2	-1	-8	-2	0	3
	2H	+3	-1	0	-8	-2	0	[same]
Broadsword	1H	+2	+1	+1	-7	0	0	2
Club	1H	0	-4	0	-4	-2	0	0
Dagger	1H	0	0	0	0	0	0	1
Flail	1H	+2	X	+2	-6	0	0	2
Greatsword*	2H	+4	-2	-2	Forfeit	-2	-1	3
Lance	1H	+2	-4	-2	-6	0	0	2
Longsword	1H	+2	0	0	-6	0	0	2
Mace, Heavy	1H	+3	X	0	-4	-2	0	3
Mace, Light	1H	+2	X	-2	-2	0	0	2
Maul*	2H	+4	X	-4	Forfeit	-2	-2	3
Morningstar	1H	+1	-4	0	-4	-2	0	1
Pike	1H	+1 (+4) @	-4	-4	-6	0	0	2
Quarterstaff	2H	+1	+3	+1	-4	0	0	1
Rapier	1H	+1	-2	-2	-1	0	-2	2
Scimitar	1H	+2	-2	0	-3	0	0	2
Scythe	2H	0	X	-3	-7	-3	0	2
Shortsword	1H	+1	0	0	-2	0	0	2
Spear	1H	0	-4	-4	-4	0	-1	0
Warhammer	1H	+2	-4	-2	-6	0	-2	2
Whip	1H	0	X	+4	-5	-1	0	2

Missile weapons list

	<i>Hands</i>	<i>Missile Strike Bonus</i>	<i>Parry Modifier</i>	<i>Disarm Modifier</i>	<i>Timing Penalty</i>	<i>WIP</i>	<i>Armour Penalty</i>	<i>AP Price</i>
Axe, Throwing	1H	+1	X	-2	-4	0	0	1
Blowpipe	1H	0	X	X	-2	0	0	1
Composite Bow	2H	0	X	-3	-1	0	0	1
Crossbow	2H	+2	X	-3	Forfeit	0	-1	2
Knife, Throwing	1H	0	X	-2	-3	0	0	1
Longbow*	2H	+1	X	-3	-3	0	0	1
Musket	2H	0	X	-4	-7	-1	-2	3
Sling	1H	+1	X	0	-4	0	0	1
Spear	1H	+1	X	-3	-4	0	0	1

NOTES: X means characters armed with this weapon cannot perform this Skill. * means only characters with a Muscle stat of 4 or higher can use the weapon. Others can lift and carry them but cannot wield them. # means the weapon may be used either with one hand or with two. @ refers the reader to the item's Weapon Description.

Armour list

<i>Item</i>	<i>Armour Bonus</i>	<i>Agility Penalty</i>	<i>Movement Penalty</i>	<i>Parry Penalty</i>	<i>Dodgy Penalty</i>	<i>AP Price</i>
<i>Suits of armour</i>						
No armour	0	0	0	0	0	0
Padded Armour	+1	0	-1	0	0	1
Leather	+2	0	-1	0	-1	2
Scale	+3	0	-1	0	-1	3
Brigandine	+4	0	-2	-1	-2	4
Mail, partial	+5	-1	-2	-1	-2	5
Mail, full	+6	-1	-3	-2	-2	6
Plate, partial	+7	-2	-3	-2	-3	7
Plate, full	+8	-2	-4	-3	-3	8
<i>Shields</i>						
Buckler*	0	0	0	0	0	1
Target*	+1#	0	0	0	0	2
Great shield*	+2#	0	0	0	0	3
<i>Other items</i>						
Archer's bracer	0	0	0	0	0	0
Boots, leather	+1 to feet	0	0	0	0	1
Boots, mail	+2 to feet	0	-1	0	0	2
Boots, plate	+3 to feet	0	-1	0	0	2
Gauntlets, mail	+1 to hands	0	0	-1	0	2
Gauntlets, plate	+2 to hands	-1	0	-1	0	3
Great helm	+2 to head, eyes & neck	0	0	-1	-1	2
Gorget	+2 to neck	0	0	0	0	2
Hauberk	+1	0	0	-1	0	2
Helm, closed-faced	+1 to head, +2 to eyes	0	0	-1	-1	1
Helm, open-faced	+1 to head	0	0	0	0	1
Hood, mail	+1 to head & neck	0	0	0	0	1

NOTES: * means characters must have a shield, or some-shield like object, to use the Block Skill. # means these Armour Bonuses only apply if the shield-using character has successfully Blocked this round.

STRIKE BONUS

The Strike Bonus is a bonus to the wielder's Strike stat conferred by melee weapons. The Strike Bonus is usually 1 or higher, and is never lower than 0. This is because you are always at least as dangerous with a weapon in your hands than without one.

MISSILE STRIKE BONUS

The Missile Strike Bonus is a bonus to the wielder's Missile Strike stat conferred by missile weapons.

PARRY MODIFIER

The Parry Modifier is a bonus or penalty to the wielder's Parry stat associated with the weapon. This reflects the fact that some weapons are particularly well-suited to Parrying, while others are not. Some weapons cannot be used to Parry at all. These weapons are indicated by an X in the Parry Modifier column.

DISARM MODIFIER

The Disarm Modifier is a bonus or penalty to the wielder's Disarm stat. It indicates whether the weapon in question is good, bad or indifferent for attempting to Disarm opponents. Some weapons cannot be used to Disarm opponents at all. These weapons are indicated by an X in the Disarm Modifier column.

TIMING PENALTY

Light and fast weapons lend themselves to quick attacks while heavy, cumbersome weapons do not. The Timing Penalty denotes how a weapon affects its wielder's Timing stat.

EXAMPLE

Otto the Rat (unmodified Timing 5) wields a rapier (Timing Penalty -1). So Otto's modified Timing stat while using his rapier is 4: $5 - 1 = 4$.

Ursula (unmodified Timing 6) uses a quarterstaff (Timing Penalty -4). So Ursula's Timing stat is while using her quarterstaff is 2: $6 - 4 = 2$.

Titus Deepstriker (unmodified Timing 6) uses a battle axe (Timing Penalty -6). So Titus' modified Timing stat is 0: $6 - 6 = 0$.

Some weapons are so slow and cumbersome that they force their wielder to forfeit her Timing roll during the Timing Stage of Combat (see chapter five, Or-

der of Play). A forfeiting character does not get to make a Timing roll to determine her Timing Score. Rather, her Timing Score is equal to her Timing stat. Weapons that force their wielders to forfeit their Timing rolls are denoted by the word Forfeit in the Timing Penalty column.

EXAMPLE

Sir Derek Cape (Timing 7) is battling an opponent (Timing 5) armed with a pole axe (Timing Penalty Forfeit).

In the Timing stage, Sir Derek rolls the twelve sided die and adds 7 to the result. But his opponent forfeits his Timing roll: his Timing Score is automatically 5.

Note that this means Sir Derek will always be faster than his opponent, because Sir Derek's Timing stat is higher. There is therefore no need for Sir Derek to roll his Timing Score at all.

WITHSTAND INJURY PENALTY (WIP)

The Withstand Injury Penalty (WIP) reduces a victim's likelihood of Withstanding Injury done by the weapon. Only the most deadly weapons have a WIP.

EXAMPLE

A soldier and a barbarian are engaged in a fight to the death. The barbarian has successfully Struck the soldier with his greatsword (WIP -2), rolling 6.

The soldier is permitted to make a WithIn roll to reduce the Injury. His WithIn is 10—normally a very high stat. However, since the barbarian's sword imposes a WIP penalty of -2, the soldier must roll 8 or less to avoid Injury: $10 [\text{soldier's WithIn}] - 2 [\text{WIP}] = 8$.

It is possible for a weapon's WIP to reduce its victim's WithIn to 0 or lower. When this happens, the defender gets no WithIn roll.

EXAMPLE

If, in the last example, the soldier's WithIn had been 2, the greatsword's WIP would have reduced it to 0: $2 (\text{soldier's WithIn}) - 2 (\text{WIP}) = 0$.

In that case, the soldier would not have been able to roll to Withstand Injury, and would have automatically taken 6 Injury Points.

ARMOUR PENALTY

The Armour Penalty reduces or negates any Armour Bonus enjoyed by the victim. The Armour Penalty represents the fact that some weapons are specially designed to pierce armour, or are simply so devastating that it is almost as though the defender's armour is not there.

Like the WIP, the Armour Penalty works by penalizing the defender's WithIn stat. But there are two big differences between the Armour Penalty and the WIP.

First, the Armour Penalty has no effect upon defenders who are not wearing armour.

EXAMPLE

An assassin has broken into the Marquis of Ogthen's chamber to kill him in his sleep. But the Marquis heard him coming, and the two are now in Combat.

The Marquis is wearing no armour—only his bedclothes! The would-be assassin wields a rapier (Armour Penalty -2). The assassin successfully Strikes the Marquis.

The Marquis's WithIn roll is not subject to the -2 Armour Penalty, however, because the Marquis is not wearing any armour.

Second, while the Armour Penalty can totally negate an opponent's Armour Bonus, it has no effect on an opponent's unmodified WithIn.

EXAMPLE

Nadelyn Arlight finally has the upper hand on Bradas Greytooth. They are both fighting savagely, but the tide has turned in Nadelyn's favour. She Strikes Bradas powerfully with her maul.

Bradas is wearing leather armour, so he has a +2 Armour Bonus to his WithIn stat. Unfortunately for Bradas, the maul has an Armour Penalty of -2, thus totally negating his Armour Bonus: 2 [leather's Armour Bonus] - 2 [maul's Armour Penalty] = 0 .

Had Bradas been wearing padded armour (which bestows only a +1 Armour Bonus), the maul's Armour Penalty would have negated Bradas' Armour Bonus and then some: 1 [Armour Bonus] - 2 [Armour Penalty] = -1 . But the extra 1 point of Armour Penalty would have no effect. It would not reduce Bradas's WithIn, or any other stat. The extra 1 point would simply be ignored.

AP PRICE

As explained in chapter four, Characters, new characters get starting Advancement Points which they can use to equip themselves with weapons and armour. The AP Price column gives the price of each item in Advancement Points.

Spending APs to equip your character is meant especially for newly-created characters. Established characters may not use APs to acquire weapons and armour unless your GM allows them to do so. Note that Crafted and Enchanted Items can never be purchased with APs.

Dominion Rules contains no money rules. This is because DR is dominion-neutral: it is meant to apply to any dominion, including those with different currencies and those that don't use money at all. However, your GM can use the AP price of an item to determine its rough monetary value in your dominion.

EXAMPLE

The most densely-inhabited regions of the dominion of Equuaelon use a standard currency of silver pieces called Obbs. Jeff, the GM, wants to determine the price in Obbs of a pole axe, a broadsword, and a morningstar. Jeff decides that each 1 AP in the AP Price of these items corresponds to 125 Obbs.

Thus the morningstar costs 125 Obbs ($125 \times 1 = 125$), the broadsword costs 250 Obbs ($125 \times 2 = 250$), and the pole axe costs 375 Obbs ($125 \times 3 = 375$).

Clearly, this is only a rough calculation. Jeff may want to adjust each price upwards or downwards somewhat.

A character who uses APs to buy a weapon with two uses only pays for it once. For instance, a bastard-sword can be used as a one- or two-handed weapon, and a spear can be used as either a melee or missile weapon. Yet a character need only buy these items once to use them in both ways.

WEAPON DESCRIPTIONS

What follows is a description of every melee and missile weapon on the Weapons Lists.

Axe, Battle. A large, heavy axe with a cutting edge on one side and a hammer head, point, or second edge on the other.

Axe, Hand. A light, small axe, resembling a hatchet.

Axe, Pole. A heavy axe at the end of a long pole. Requires two hands to wield. Most have a single cutting edge balanced by a hammer head or point. Others are double axes, meaning they are bladed on both sides.

Axe, Throwing. Resembles a hand axe but is specially balanced for throwing.

Bastardsword. A long, straight-bladed sword (1.1 to 1.25 m in length) with a slightly elongated grip and a double edge. The sword is designed to be used with one hand, but the grip is long enough to grasp it with two or three fingers of the other hand for extra effect. (Hence the bastard-sword's other name, the hand-and-a-half sword.)

Blowpipe. A long tube of wood (60 cm) or cane through which darts are propelled by blowing. The darts themselves are not very harmful unless tipped with poison. (On Poison, see chapter six, Injury.)

Broadsword. A long, straight-bladed, single-edged, one-handed sword of 0.8 to 1.0 m in length. It takes its name from its broad blade, which is designed for cutting rather than thrusting. The blade is 5 to 9 cm wide at the hilt and tapers gently to the point.

Club. A heavy stick with a thick, weighted end. Clubs are primitive yet deadly in the right hands.

Composite Bow. A projectile weapon consisting of a flexible staff made of wood, horn and sinew, joined at each end by a single length of taut string. The projectile (an arrow) is fired by cocking it in the bowstring and drawing. Composite bows have a shorter range and less power than longbows, but they can be drawn and fired more quickly.

Crossbow. A crossbow (also known as an arbalest) is essentially a heavy bow mounted on a stock with a groove for the arrow (called a bolt) and a mechanism for holding and releasing the string. The stock can be cranked or pulled into place with more leverage than possible from longbows, resulting in a powerful missile weapon. Crossbows are much slower to fire than longbows or composite bows but give a better Missile Strike Bonus and have a longer range. They also impose a -1 Armour Penalty (unlike any other bow), and are much easier to operate as they do not require the strength of longbows.

Dagger. A short pointed knife. Useful both as a secondary weapon and a tool.

Flail. A staff in two parts, the longer first part consisting of a grip and the shorter second part being a heavy stick, spiked ball, or other weighted device attached to the grip by a ring or chain. Originally flails were agricultural tools used for threshing.

Greatsword. The largest and heaviest type of sword, consisting in a long, straight blade (1.25 to 1.8 m), a two-handed hilt (45 to 52 cm) and a double edge. Also known as a two-handed sword or a claymore. Greatswords are heavy and can only be wielded by characters with a Muscle stat of 4 or higher.

Knife, Throwing. A small knife specially balanced for throwing.

Lance. A lance is essentially a spear used on horseback. Lances are too unwieldy to be used by anyone other than jousting, cavalry, and other mounted troops. The average length of a lance is just under 4 m. Due to their length, lances have extra reach in melee. See Special Ranges, below.

Longbow. A projectile weapon consisting of a long, single piece of wood (preferably yew) joined at each end by a length of taut string. The projectile (an arrow) is fired by cocking the arrow in the bowstring and drawing. Longbows have much better range and power than composite bows, and may be fired much more quickly than crossbows. They are also cheaper to buy or make, and much easier to maintain. One important disadvantage of longbows is that they require great strength to draw: only characters with a Muscle stat of 4 or higher may use them.

Longsword. A simple sword of medium length and weight. The blade is straight, long (0.8 to 1.0 m) and double-edged. The hilt is one-handed. Longswords give a good combination of power and speed.

Mace, Heavy. A club-like weapon made of metal rather than wood. The head varies in shape from a simple ball to more elaborate designs.

Mace, Light. A lighter, faster version of the heavy mace.

Maul. A maul is a huge double-headed hammer mounted on a long, sturdy metal shaft. The wielder grasps the maul's hilt with both hands and swings its massive head at attackers. Mauls are heavy and can only be wielded by characters with a Muscle stat of 4 or higher.

Morningstar. A club-like weapon resembling a mace, but with a longer shaft and an enlarged head of wood- or iron-studded spikes. A crude but dangerous weapon used particularly by less sophisticated peoples.

Musket. A smooth-bored matchlock gun which shoots round balls from a long barrel (up to 1.2 m). The balls are propelled by an inflammable mixture of salt-peter, sulphur and charcoal known as gunpowder. Muskets are complicated to use, have poor range, and are not very accurate. Yet Musket shots penetrate armour very effectively and tend to cause nasty Injuries.

Pike. A type of spear used by heavy infantry to defend against cavalry. The head is diamond-shaped and rela-

tively small. The entire weapon is commonly 5 to 6.5 m long. Pikes are not very effective in ordinary melee (where they receive only a +1 Strike Bonus), but they can be braced against the ground against oncoming enemies (particularly cavalry), in which case they gain a +4 Strike Bonus. This is called setting the pike. When used simply as a spear, pikes can be used to attack opponents who are not in melee range. See Special Ranges, below.

Quarterstaff. A long (2 m or more), straight staff which serves as both a walking-stick and a powerful two-handed club. Quarterstaves are particularly effective for Parrying.

Rapier. While most swords are both cutting and thrusting weapons, the rapier is especially designed for thrusting. The blade is light and single-edged, with an average length of 0.8 m. The hilt is short and frequently features an elaborate guard for the hand. Rapiers are particularly effective at piercing armour.

Scimitar. A scimitar is a single-edged sword with an extremely curved blade. The curvature renders the weapon's point practically useless for thrusting, but the curve makes for powerful cutting attacks. Blade lengths vary, but all scimitars tend to be light relative to longswords. (Curved-blade swords like the scimitar are known generally as sabres.)

Scythe. A military version of the farm implement. It resembles an ordinary scythe mounted on a straight, or sometimes curved, shaft.

Shortsword. A miniature version of the longsword. The blade is straight, double-edged, and 0.4 to 0.5 m in length. The hilt is one-handed. Its smaller size and weight makes it notably faster to wield than a longsword.

Sling. A simple device for launching projectiles, usually small metal balls called bullets. It consists of a strip of some flexible material and a pocket in which to insert the bullet. The user loads the bullet, takes both ends of the sling in hand, whirls the sling over his head to build momentum, then releases the loose end (thus sending the bullet forward). Slings are faster to fire than most missile weapons and are notably accurate.

Spear. This is a catch-all category referring to any long shafted weapon used exclusively for thrusting. The spear given in the Weapons Lists is a primitive wooden kind with a stone, bone, or iron spearhead

and a length of about 2 m. Due to their length, spears have extra reach in melee. See Special Ranges, below. Spears can also be thrown as missile weapons. See Missile Ranges, below.

Warhammer. Warhammers are designed to destroy armour. The head of the weapon consists in a hammer head on one side and a spike (often curved) on the other. This is mounted on a short or mid-length handle.

Whip. A whip is a long lash of rope or leather attached to a short stick or leather grip. A simple Strike with a whip will generally not do much damage. But whips are excellent for Disarming opponents by tangling their weapon or weapon-arm and tugging. Whips have Special Range; see below.

MELEE RANGE

Characters wielding melee weapons attack using their Strike skill, while characters wielding missile weapons use Missile Strike. The difference between melee and missile weapons is the range (or distance) at which they can be used.

A character who is 3 m away from her intended opponent, or closer, is in melee range. This means that she can use any melee weapon she has to Strike the opponent in the current round. She can also use missile weapons in melee range, if necessary or desired.

Where an opponent is further than 3 m away, he cannot be Struck using ordinary melee weapons. The attacker must use a missile weapon against him. There is an exception for certain melee weapons with special ranges (see Special Ranges, below).

MISSILE RANGES

When a character's opponent is 4 m or more away, she can attack using missile weapons and her Missile Strike stat.

There are limits on how far away an opponent may be. When an opponent is beyond a missile weapon's maximum range, he cannot be attacked. The Missile Ranges table provides the range of each missile weapon. All distances are expressed in metres.

Any range less than 4 m constitutes melee range.

A character's Missile Strike stat may be modified by the range at which he aims for his target. Ranges vary

Missile ranges

<i>Weapon</i>	<i>Short Range</i>	<i>Mid Range</i>	<i>Long Range</i>
Axe, Throwing	4-5	6-10	11-18
Blowpipe	4-5	6-9	9-12
Composite Bow	4-30	31-120	121-160
Crossbow	4-50	51-180	181-300
Longbow	4-40	41-150	151-200
Musket	4-20	21-60	61-150
Sling	4-15	16-50	51-100
Spear	4-10	11-20	21-35

from weapon to weapon. Range Penalties represent the greater difficulty of hitting targets that are far away. The Range Penalty for weapons fired at short range is 0. For weapons fired at mid range, the Range Penalty is -3. For weapons fired at long range, the Range Penalty is -6. See Missile Strike in chapter seven, Combat.

SPECIAL RANGES

Ordinary range for melee Combat is 3 m or less (see Melee Range, above). However, certain larger melee weapons have Special Ranges, meaning that they can be used in melee even when their wielder is not within 3 m of his opponents. Weapons with Special Ranges are given on the table below. All ranges are expressed in metres.

Special ranges

<i>Weapon</i>	<i>Short range</i>
Lance	7 or less
Pike	9 or less
Spear	5 or less
Whip	6 or less

Note that just because a whip (for example) has a special range of 6 m does not mean that the whip itself is 6 m long. Likewise, to say that a dagger can be used in melee range (3 m or less) does not mean that a dagger is 3 m long. A weapon's range indicates how

close to an opponent one must be to use it; it does not refer to size of the weapon itself.

WEAPON SPECIALIZATION

Characters may specialize in particular weapons in order to improve their ability to use those weapons. Weapon specialization does not change the weapon itself; rather, it changes the weapon as it performs in the specialist's hands. It is not the weapon that is improved by weapon specialization, but the character's ability to use it.

EXAMPLE

Nadelyn specializes in daggers. When used by a non-specialist, daggers have a Strike Bonus of 0. However, when Nadelyn uses a dagger she enjoys a +2 Strike Bonus.

Nadelyn gets this Strike Bonus no matter whose dagger she uses. So if she loses her own dagger but uses someone else's, she still gets the bonus. Likewise, if Nadelyn lends her dagger to someone who is not a dagger specialist, that person does not benefit from the Strike Bonus.

To specialize in a weapon, characters spend Advancement Points on Special Bonuses to the Weapon Characteristics of the special weapon (i.e., the type of weapon the character specializes in).

To add a +1 Special Bonus to a Weapon Characteristic costs 1 AP. From there, Special Bonuses may be improved in the same way that Skill stats are improved by Advancement. Thus, to improve a Special Bonus from +1 to +2 costs 1 AP. To go from +2 to +3 costs 2 APs. To go from +3 to +4 costs 4 APs. And so on. For ease of reference, the Weapon specialization: special bonuses advancement table calculates these figures for you. It is similar to—but not the same as—the Skill Improvement Table found in chapter three, Advancement. Note that the highest “Current Special Bonus” column on the Special Bonuses Advancement Table is +7. This is because the maximum allowable Special Bonus is +8. Characters cannot advance Special Bonuses beyond that point.

Characters may specialize in any melee or missile weapon.

Not all Weapon Characteristics may be given Special Bonuses. For melee weapons, only the Strike Bonus, Parry Modifier, Disarm Modifier and Timing Penalty can be improved by Special Bonuses. The WIP and Armour Penalty Weapon Characteristics cannot be improved by Special Bonuses.

Weapon specialization: special bonuses advancement table

		Current special bonus							
		0	+1	+2	+3	+4	+5	+6	+7
Desired special bonus	+1	1	-	-	-	-	-	-	-
	+2	2	1	-	-	-	-	-	-
	+3	4	3	2	-	-	-	-	-
	+4	7	6	5	3	-	-	-	-
	+5	11	10	9	7	4	-	-	-
	+6	16	15	14	12	9	5	-	-
	+7	22	21	20	18	15	11	6	-
	+8	29	28	27	25	22	18	13	7

For missile weapons, only the Missile Strike Bonus, Disarm Modifier and Timing Penalty can be improved. The Parry Modifier, WIP, and Armour Penalty cannot be improved by Special Bonuses. Range Penalties cannot be altered by Weapon Specialization.

For both melee and missile weapons, Weapon Characteristics marked X or Forfeit on the Weapons Lists may not be improved by specialization.

EXAMPLE

Pole axes have a Parry Modifier of X and a Timing Penalty of Forfeit. Characters who choose to specialize in the pole axe may not apply Special Bonuses to the pole axe's Parry Modifier or Timing Penalty.

Nor may pole axe specialists apply Special Bonuses to the WIP or Armour Penalty. Special Bonuses can never be applied to these Weapon Characteristics.

But pole axe specialists can apply Special Bonuses to the pole axe's remaining Weapon Characteristics, namely its Strike Bonus and Disarm Modifier.

Special Bonuses are added to the Weapon Characteristic stat of the special weapon.

EXAMPLE

Yorden Stonemight, a dwarven fighter, specialises in the warhammer. He has the following Special Bonuses: +2 Special Strike Bonus, +3 Special Timing Bonus.

Warhammers have a Strike Bonus of +2. But Yorden's Special Strike Bonus makes that +4: +2 (Strike Bonus) + 2 (Special Strike Bonus) = 4.

Warhammers have a Timing Penalty of -6. But Yorden's Special Timing Bonus makes that -3: -6 (Timing Penalty) + 3 (Special Timing Bonus) = -3.

Special Bonuses are cumulative with any Craftsmanship or Enchantment Bonuses possessed by the weapon wielded by the specialist.

CRAFTED WEAPONS

Crafted weapons are masterpieces of the weaponsmith's art. By a profound investment of time, talent, and exquisite materials, master craftsmen produce weapons that surpass their Ordinary counterparts in design, balance, and power.

Crafted weapons enjoy Craftsmanship Bonuses to their Weapon Characteristics. The result is that Crafted weapons are superior to Ordinary ones, sometimes far superior. Yet there are limits to what even the greatest craftsmen can do. These limits are as follows.

- Craftsmanship Bonuses to a weapon's Strike Bonus, Missile Strike Bonus, Parry Modifier, or Disarm Modifier cannot be greater than +2, and in any case cannot raise any of these stats beyond +5. So a greatsword (Strike Bonus +4) can be improved to +5 through Craftsmanship, but no further.
- Craftsmanship Bonuses cannot be applied to the Parry Modifier or Disarm Modifier stats of weapons where those stats are X or in the negative number range. In other words, Parry and Disarm Penalties cannot be removed, or even lessened, by Craftsmanship.
- Craftsmanship Bonuses to the Timing Penalty cannot be higher than +3, and in any case cannot

raise a weapon's Timing Penalty beyond 0. So a Shortsword's Timing Penalty can only be raised from -2 to 0, and the Timing Penalty of a Dagger (0) cannot be improved by Craftsmanship at all. Furthermore, where an Ordinary weapon's Timing Penalty is Forfeit, this may be improved to -8 by Craftsmanship, but no further.

- Craftsmanship can lower a weapon's WIP by no more than -2, and in any case cannot lower a weapon's WIP beyond -3. So a Pole Axe (WIP -3) cannot be given an even lower WIP by Craftsmanship.
- Craftsmanship can lower a weapon's Armour Penalty by no more than -1, and in any case cannot lower a weapon's Armour Penalty beyond -2. So a Maul (Armour Penalty -2) cannot be given an even lower Armour Penalty by Craftsmanship.
- No more than three Craftsmanship Bonuses can apply to a single weapon. For example, a Crafted Shortsword may have an improved Strike Bonus, Parry Modifier and Timing Penalty, but it cannot also have an improved Armour Penalty.

Crafted weapons are occasionally found in treasure troves or amongst the possessions of wealthy or powerful people. Characters may also procure the services of master craftsmen to create Crafted weapons for them, but such craftsmen are rarely encountered and fetch very high fees. A character wishing to buy a Crafted weapon should expect to pay three to ten times the price of a good Ordinary weapon of the same type.

ENCHANTED WEAPONS

In some dominions, characters may encounter weapons so powerful they cannot have been created by Craftsmanship alone. These are known as Enchanted weapons, though that term is not strictly accurate, for such weapons may be enhanced not only by magic (as the word enchantment suggests) but also by divine will.

The effects of magical or priestly power on weapons may vary enormously. Some Enchanted weapons have extraordinary Weapon Characteristics, but no other powers. Others have this and more. But all Enchanted weapons share the following characteristics:

- All Enchanted weapons which ordinarily have -4 to -1 as their Parry or Disarm Penalties are im-

proved by Enchantment to 0. All Enchanted weapons which ordinarily have X as their Parry or Disarm Modifiers are improved by Enchantment to -4. The Parry and Disarm Modifiers of these weapons cannot be further improved by Craftsmanship, Enchantment or any other means.

- All Enchanted weapons which ordinarily have -6 or lower as their Timing Penalty are improved by Enchantment to -4. All Enchanted weapons which ordinarily have a Timing Penalty of Forfeit are improved by Enchantment to -8. The Timing Penalties of these weapons cannot be improved further by Craftsmanship, Enchantment or any other means.

Apart from these improvements shared by all Enchanted weapons, certain Enchanted Weapons may enjoy further Enchantment Bonuses, subject to these limits:

- Enchantment Bonuses can raise a weapon's Strike Bonus or Missile Strike Bonus no higher than +5.
- Enchanted weapons which ordinarily have 0 or higher as their Parry or Disarm Modifiers can be improved by Enchantment Bonuses to a maximum of +5.
- An Enchantment Bonus can lower a weapon's WIP by no more than -3, and in any case cannot lower a weapon's WIP beyond -4.
- An Enchantment Bonus can lower a weapon's Armour Penalty by no more than -3, and in any case cannot lower a weapon's Armour Penalty beyond -4.

The effects of Enchantment described above cannot be combined or increased with Craftsmanship Bonuses.

The Enchantment effects considered so far have taken the form of improvements to Weapon Characteristics. But magical energy and divine consecration can endow weapons with very different powers. Practitioners of Witchcraft can infuse weapons with magical abilities. Similarly, the most devout Priests can call upon their gods to confer supernatural powers upon weapons. The possibilities are endless; they are for your GM to determine. But here are a few examples.

Fire blades. Such bladed weapons ignite in flames upon command. Anyone Struck by the blade takes

ordinary weapon damage plus extra Injury Points in fire damage. Fire blades (be they swords, daggers, knives, or other bladed weapons) come in three varieties: normal fire (3 Injury Points), red-hot fire (6 Injury Points) and white-hot fire (9 Injury Points). The wielder of a fire blade must beware, for upon missing a Strike with a roll of 12, she herself takes the fire damage (or less if she makes a successful WithIn roll). For this reason, normal or red-hot fire swords tend to be more attractive than the deadly white-hot variety. For more on fire damages, see chapter six, Injury.

Frolicking arms. A frolicking arm is any melee weapon capable of attacking opponents on its own, i.e., without being held by its wielder. To show the weapon whom to attack and what sort of attack to make, the wielder must first use the weapon normally against his opponent for one round. After that, the wielder simply lets the weapon go. The weapon will ‘frolic’, repeating the same Offensive Combat Skills (Strikes, Disarms, Feints or Parries) performed by its wielder in the first round, for three more rounds, at which time it will return to its wielder’s hand(s) or, if his hands are full, fall harmlessly to the ground. A frolicking arm’s stats are exactly those of its wielder in the first round (including any Action Penalty and Injury Penalty the wielder had at the time, but not including any subsequently-incurred penalties). The weapon will continue to frolic until three rounds pass or its wielder retrieves it.

Magic-fighting weapons. These weapons improve their wielders’ ability to Withstand Magic. A character attacked by any form of magic for which a WithMag roll is available enjoys a fixed WithMag bonus (between +2 and +5) so long as he is actually using that weapon when the magical attack occurs.

Healing weapons. A healing weapon is one endowed by a mighty Priest with the ability to perform healing, similar to the Priestcraft Skill of the same name, up to once a day. The healing power works the same as a Priest with a Healing stat of 3 to 6. Healing weapons can only Heal Injury; they cannot Heal Illness, Disease, or Infirmary. To invoke the power, the person to be healed must grasp the weapon and command it to heal him.

Curse-strikers. A Curse-striker inflicts a Curse Penalty to its victim’s Withstand Injury stat every time it is used successfully to Strike or Missile Strike an opponent. The Curse Penalty applies to the successful Strike only. The Curse Penalty ranges from -2 to -5. In other respects the Curse Penalty operates like the

Curse Penalties generated by the Priestcraft Skill of the same name.

In most fantasy dominions, Enchanted weapons are very hard to come by. They may be found in the treasure troves of fearsome Beasts or in the possession of powerful non-player characters. In some dominions characters may attempt to procure the services of mighty witches and priests to create Enchanted weapons for them, but their creation is extremely difficult and dangerous.

THE ARMOUR LIST

The Armour List gives the necessary game information for suits of armour and related items such as helms and shields.

Unless otherwise indicated in the Armour Descriptions, the suits of armour given in the Armour List cover the torso, arms, and legs but not the head, neck, hands, or feet. Those areas may be protected by such items as helms, gorgets, gauntlets, and boots.

ARMOUR CHARACTERISTICS

Every piece of armour has its own advantages and disadvantages. To reflect this, every piece of armour is assigned a series of Armour Characteristics.

There are five Armour Characteristics: the Armour Bonus, the Agility Penalty, the Movement Penalty, the Parry Penalty, and the Dodge Penalty.

The Armour List distinguishes between suits of armour, shields and other items. Note that penalties imposed by suits of armour are cumulative with those imposed by shields and other items.

THE ARMOUR BONUS

The Armour Bonus is a bonus to the Withstand Injury stat of the character wearing or using the armour. The heavier the armour, the more likely the wearer will Withstand Injury when struck by an opponent.

EXAMPLE

Dame Beatrice Rideout has an unmodified WithIn stat of 2. But when she wears her full mail (Armour Bonus +6), she has a modified WithIn of 8: $2 + 6 = 8$.

Most suits of armour cover only the wearer’s torso, arms, legs, leaving other body parts exposed. Thus a

character Struck by a Called Shot to a part of the body not covered by his suit of armour cannot apply his suit of armour's Armour Bonus when rolling WithIn against the Called Shot.

EXAMPLE

A soldier wearing a suit of partial mail (Armour Bonus +5) is Struck by a Called Shot to his neck. The suit of armour only protects his arms, legs, and torso; it does not cover his neck. However, he is wearing a great helm. This gives him a +2 Armour Bonus to his head, eyes and neck.

So the soldier makes his WithIn roll subject to a +2—not a +5—Armour Bonus.

Clearly, other protective items such as boots, gauntlets, and helms are desirable. The Armour Bonuses of these items are only relevant to Combat when an attacker makes a successful Called Shot against the body part covered by the item. Otherwise, the Armour Bonuses generated by these items are ignored.

EXAMPLE

The soldier in the previous example got an Armour Bonus of +5 from his partial mail. He also got an Armour Bonus of +2 from his great helm. But the +2 bonus applied only to Called Shots against his head, eyes, and neck. It did not apply to Called Shots to his hands and feet, nor to ordinary Strikes (which are deemed to land on an opponent's torso).

For more on Called Shots, see chapter seven, Combat.

The Armour Bonus applies to a character's Withstand Injury stat but does not modify his Injury stat. A character's Injury stat is never higher than his unmodified WithIn. See chapter six, Injury.

EXAMPLE

Cedric the Initiate has an unmodified Withstand Injury stat of 3. He is currently unInjured, so his Injury stat is also 3.

Cedric wears brigandine (Armour Bonus +4). So his modified WithIn is 7: $3 + 4 = 7$. But his Injury stat is still only 3. It is not affected by the Armour Bonus.

The Armour Descriptions for partial mail and partial plate explain that these suits of armour combine mail or plate with lesser armour on the arms and legs (as opposed to full mail and full plate, which are made entirely of mail and plate, respectively). Note, however, that for game purposes the wearer of partial armour has the same Armour Bonus on his torso as on his arms and legs. Thus, partial mail gives a +5 Armour Bonus to the wearer's torso, arms and legs, even though there may be brigandine rather than mail on the wearer's arms and legs.

THE AGILITY PENALTY

The Agility Penalty measures how inhibiting or encumbering armour is. The bulkier and weightier the armour, the greater the Agility Penalty. The Agility Penalty applies to all Agility Skills (including Timing) attempted by the character while wearing or using armour. But the Agility Penalty does not affect Combat Skills—even though these are a Composite of Agility and Vigour. Separate armour-based penalties apply to the Combat Skills of Movement, Parry, and Dodge (see below).

EXAMPLE

Dame Beatrice has an Agility stat of 4, a Stealth stat of 4 and a Timing stat of 6.

When she wears her full mail (Agility Penalty -1), her Agility stat falls from 4 to 3. Thus, her Stealth stat drops to 3 ($4 - 1 = 3$).

Her Timing stat also falls by 1. It is further reduced by her broadsword's -7 Timing Penalty. In total, then, Dame Beatrice's modified Timing stat is -2: $6 - 1 - 7 = -2$.

Characters with low Agility stats may be totally encumbered by armour with high Agility Penalties. Such characters will be incapable of performing some Agility skills while wearing certain types of armour.

EXAMPLE

Gaffer Plonk is not particularly agile. He has an Agility stat of 1 and no Agility Skills higher than 2. Were he to don a suit of full plate (Agility Penalty -2), he would be incapable of performing any Agility Skills, because his modified Skill stat would always be 0 or lower.

THE MOVEMENT PENALTY

The Movement Penalty measures how much a given type of armour reduces the foot speed of a character. This becomes especially important when a character is chasing or fleeing an enemy. For more on Movement, see chapter seven, Combat.

EXAMPLE

Titus Deepstriker has an unmodified Movement stat of 4. When he wears his brigandine (Movement Penalty -2), his Movement stat falls to 2: $4 - 2 = 2$.

THE PARRY PENALTY

Rigid or heavy armour may impede characters when performing the rapid movements required to Parry opponents' attacks. Likewise, some helmets impair the wearer's vision, with negative consequences for

the Parry stat. The Parry Penalty measures how much a given type of armour inhibits the Parry Skill of its wearer.

EXAMPLE

Dame Beatrice has Parry stat of 5. When she wears her full mail (Parry Penalty -2) and mail gauntlets (Parry Penalty -1), her Parry stat falls from 5 to 2: $5 - 2 - 1 = 2$.

THE DODGE PENALTY

Wearing certain pieces of armour hinders characters from making the erratic manoeuvres necessary to Dodge effectively. This is represented by the Dodge Penalty. The lighter the armour, the lower the Dodge Penalty.

EXAMPLE

Raven has an unmodified Dodge stat of 6. When he wears his leather armour (Dodge Penalty -1), his modified Dodge stat is 5: $6 - 1 = 5$.

AP PRICE

Items of armour have AP Prices in the same way that weapons do. See the discussion of AP Price given for weapons, above.

ARMOUR DESCRIPTIONS

What follows is a description of every item on the Armour List.

Archer's bracer. A covering for the wrist, worn by archers, to protect it from the recoil of the bow string. They are generally made of leather. A bracer has no effect in game terms, but characters who use bows should wear one.

Boots, leather. These give a small Armour Bonus to the wearer's feet, without inhibiting Movement.

Boots, mail. Made of interlinked rings of chain (see Mail). Much heavier on the feet than leather.

Boots, plate. Made of conjoined plates (see Plate). More constricting than other boots, but also stronger.

Brigandine. Like scale armour, brigandine combines leather and cloth with attached layers of rings, scales or plates. The difference is that in brigandine the strengthening pieces do not simply lay on top of the fabric, but are riveted between the fabric's layers. The metal is tinned to prevent rusting. Brigandine affords

protection superior to scale, with only slightly more encumbrance.

Buckler. A small round shield held in one hand by a handle. Typically made of metal, though wooden and leather varieties can also be found.

Gauntlets, mail. Mail protection for the hands and forearms. See Mail.

Gauntlets, plate. Plate protection for the hands and forearms. See Plate.

Gorget. Neck armour. Usually two pieces of plate which lock together around the neck. Gorgets can be worn with all suits of armour. They need not (and cannot) be worn with great helms.

Great helm. A catch-all term for close-helmets, meaning those that completely enclose the head, face and neck in plate armour. Great helms reduce the wearer's visibility.

Great shield. A very tall shield, rectangular or heater-shaped (see Target, below) affording coverage to most of the body. Like the target, the great shield has two widely separated handles, one to pass one's arm through and the other to hold in the hand.

Hauberk. A shirt of mail. Can be worn over padded armour or leather. Cannot be worn with other suits of armour.

Helm, close-faced. A catch-all term for those helmets that cover the head and face (either by visor, cheek-plates, or both) but do not include a gorget.

Helm, open-faced. A catch-all term for armoured hats.

Hood, mail. Open-faced mail protection for the head and neck. May be worn singularly or together with an open- or close-faced helm. Cannot be worn with a great helm or a gorget.

Leather. A combination of soft leathers and leathers hardened by boiling and treatment. Leather affords better protection and comfort than mere padding, but is somewhat more cumbersome.

Mail. Mail is an improvement on scale and brigandine. Rather than attaching scales or rings to fabric, as with scale, or weaving it into the fabric itself, as with brigandine, in mail the rings are connected to each other directly in a sort of chain (hence 'chainmail').

This makes for armour that is at once stronger and more supple.

Mail, full. Full mail covers the entire body, including a hood (+1 Armour Bonus to the wearer's head), coat (including arms) and leggings (called chausses).

Mail, partial. Partial mail consists of a mail shirt (or hauberk) which hangs down to the thighs, front and back, and brigandine or scale for the arms and lower legs.

Padded armour. Armour made from quilted layers of cloth or pads covered with fabric. This armour is not as heavy as other forms, but it can be hot and uncomfortable to wear and provides relatively weak protection.

Plate. Armour made from large conjoined steel plates. A breastplate in two or more pieces is the central feature. The replacement of chain-linked mail with large plates makes this armour both lighter and stronger, but also noticeably less supple.

Plate, full. Full plate covers the wearer's torso, arms and legs entirely. It consists of a breastplate and backplate, legharnesses (plate defences for the legs) and bracers (plate defences for the arms).

Plate, partial. Partial plate covers the wearer's torso, arms and legs with a combination of plate armour, mail and brigandine. The protection is not as great as that afforded by full plate, but is less restrictive of movement.

Scale. Scale armour is cloth or leather to which scales or rings of horn, leather, metal or any other hard substance have been fastened. This extra protection comes at a price of greater encumbrance.

Shields. Characters must have a shield to use the Block Skill. The smallest and lightest shield, the buckler, has no Armour Bonus. The two larger shields, the target and the great shield, do have Armour Bonuses, but these bonuses are only effective if the character wielding the shield has successfully Blocked that round. A character who declares a Block in the Strategy Stage, fails her Block roll in the Modifier Stage, and is Struck in the Resolution Stage may not apply her shield's Armour Bonus to her WithIn roll.

Characters who want to Block but have no shield may be able to do so with some shield-like object. The GM

may impose a Block Penalty on such improvised shields, however.

For more on shields, see the descriptions of buckler, target and great shield.

Target. A mid-sized shield, often shaped like a kite or with curved sides meeting in a point at the bottom (the so-called 'heater' shape). Circular targets (essentially over-sized bucklers) are also common. The target has two widely separated handles, one to affix to the forearm and the other to hold in the hand.

CRAFTED ARMOUR

Great craftsmen are capable of creating armour that exceeds ordinary standards for flexibility, comfort, and weight. These improvements translate into Craftsmanship Bonuses to certain Armour Characteristics. But there is only so much a craftsman can do to make heavy metal armour less cumbersome. The limits of Craftsmanship Bonuses to armour are as follows.

- Craftsmanship Bonuses cannot improve the Armour Bonus of any suit or item of armour. Only Enchantment can do that.
- Craftsmanship Bonuses to Armour Characteristics other than the Armour Bonus can never be higher than +1.
- Craftsmanship Bonuses cannot be applied to Armour Characteristic stats of 0. Thus, no amount of Craftsmanship can make a person wearing leather armour (Agility Penalty 0) more agile than without it.
- No more than two Craftsmanship Bonuses can apply to any one suit or item of Armour. For example, an expertly crafted suit of brigandine may have improved Movement and Parry Penalties, but it cannot also have an improved Dodge Penalty.

Crafted Armour may be purchased from master craftsmen. But in most dominions such craftsmen are rare and the cost of their wares is high. Adventurers may also find Crafted Armour in treasure hoards.

ENCHANTED ARMOUR

Like Enchanted weapons, Enchanted armour is very rare in most fantasy dominions. Also like Enchanted weapons, Enchantments to armour may consist only

of improvements to certain Armour Characteristics, or may combine these bonuses with further powers.

Enchanted Bonuses to armour are subject to the following limits.

- Enchantment Bonuses to the Armour Bonus of any suit or item of armour cannot be more than +3, and in any case cannot improve a suit of armour's Armour Bonus beyond +9.
- Enchantment Bonuses to Armour Characteristics other than the Armour Bonus cannot be more than +2, and in any case cannot improve the Agil-

ity, Movement, Parry or Dodge Penalty of a suit or item of armour beyond 0.

- No more than three Enchantment Bonuses can apply to any one suit or item of Armour.

Apart from these Enchantment Bonuses to Armour Characteristics, magical or divine forces can endow armour with spell-like or supernatural powers, similar to those described under the heading Enchanted Weapons, above.

In most fantasy dominions, Enchanted Armour is extremely rare and hardly ever found for sale; those who have it tend to keep it—or die trying!



Credit: Oksana Romanova

PRIESTCRAFT

Some characters devote themselves to a higher calling. Rather than be slaves to their own greed, or serve an earthly master, they dedicate their lives to religious worship. The most devoted of the faithful are Priests. Through prayer and meditation, Priests (in fantasy dominions) learn to harness divine energy and channel it for religious purposes. Minor Priests are powerful allies. The greatest Priests seem to have the gods at their beck and call—unless (heavens forfend!) their god forsakes them.

GODS AND RELIGIONS

Religious belief occurs in all societies. It seems almost instinctive for intelligent beings to contemplate their origins and their fate, and to ascribe it all (rightly or wrongly) to divine forces. The forms religious belief takes vary between societies, and will differ from dominion to dominion.

Dominion Rules aims to be a dominion-neutral system. This means that this chapter only applies in fantasy dominions, and that the rules found here apply to all Priests, no matter what their religion they observe. It also means that there are no specific gods or religions described here. Your dominion's deities and faiths are determined by your GM. In establishing a faith for Priests in your dominion, your GM should determine such things as what sort of deity or deities the religion is based on, what rituals or other practices Priests of the faith observe, and what limits (if any) the deity imposes on Priestcraft Skills. All this is explained more fully below.

Throughout this chapter, we speak of the Priest's relationship with his or her deity. This suggests that Priests must worship and serve only one deity. That is true in religions which recognize only one god (monotheistic religions). But other religions recognize many gods. In these polytheistic religions, Priests may serve more than one god. Usually, however, Priests of polytheistic religions will devote themselves especially to one god in the pantheon.

PRIESTS

Many characters have religious convictions. But most don't have priestly powers like Bless and Heal. So

what is the difference between a character with religious beliefs and a Priest-style character?

What distinguishes a Priest from these other religious characters is this: while other characters worship their gods, Priest-style characters both worship and Channel them. To Channel a god is to harness or transmit its power through one's body and soul. Channelling is what allows Priests to use Priestcraft Skills. Unlike Combat and Attribute Skills, Priestcraft Skills are abilities that the Priest himself does not actually have, but can merely Channel from her deity. Without her god, a Priest-style character is powerless to use her Priestcraft Skills.

Because Priests are so dependent upon their gods for their Skills, they must always be in their deity's favour. Priestly characters must constantly demonstrate fidelity and reverence towards their deities. This may involve observing rituals, performing charitable deeds, ministering to believers, and other religious work. A Priest who falls out of favour with his god may find himself Forsaken: see Forsaken Priests, below.

Characters who have not dedicated themselves to lives of religious worship and contemplation cannot Channel Priestcraft Skills. Such characters are treated by the gods the way Forsaken Priests are treated: their appeals to divinity are ignored.

EXAMPLE

Otto the Rat is no Priest! The last time he went to church, it was to steal a sacramental chalice. But if Otto works out his Priestcraft Composite (which turns out to be 1) and rolls 1, can he Bless someone?

No. The god to whom Otto appeals ignores him. No god would allow his powers to be Channelled through such an unworthy vessel.

We refer throughout these rules to 'Priests' and 'Priest-style characters'. Recall, however, that there is no class or profession system in DR. When we say 'Priest' we simply mean any character who specializes in Priestcraft Skills.

PRIESTS IN THE ORDER OF PLAY

Priests use their Priestcraft Skills just as other characters use Combat or Attribute Skills. This means that,



Credit: Doug M. Anderson

when the Order of Play rules are being used, Priests make Timing Rolls in the Timing Stage, declare their Strategy in the Strategy Stage, and make their Skill rolls in either the Modifier or the Resolution Stage.

The following Priestcraft Skills are rolled in the Modifier Stage: Bless, Consecrate, Curse, and Defile. All other Priestcraft Skills are rolled in the Resolution Stage.

Priestcraft Skills are never subject to Defence Penalties, even when the Skill they use seeks to cause Injury. The gods are not fooled by Dodges, Blocks and Parries!

PRIESTCRAFT SKILLS

There are eleven Priestcraft Skills, based on the Priestcraft Composite. They are: Channel, Bless, Consecrate, Curse, Defile, Heal, Smite, Wrath, Prophecy, Resurrect, and Work Miracle. These eleven Skills are available to all Priests, unless forbidden by their deities (as described below). Some deities may make

available to their Priests other Skills not described here. Consult your GM.

PRIESTCRAFT SKILLS AND WITHIN ROLLS

Some Priestcraft Skills cause harm while others grant benefits. It is only when a Priestcraft Skill causes Injury that its victim gets a Within roll against it. Where the effect is harmful, but does not cause Injury (such as a Curse, which causes no Injury but imposes a Curse Penalty upon its victim's actions), no Within roll is permitted; there is no defence against Priestcraft Skills which harm without Injuring.

Similarly, there is no way of preventing the effects of beneficial Priestcraft Skills such as Bless. But there is no conceivable reason why a character would seek to withstand or resist the effect of a Blessing or other benefit.

PRIESTCRAFT SKILLS AND ACTION PENALTIES

Action Penalties apply to Priestcraft Skills. Whenever a Priest declares two or more Skills in a round—be it two or more Priestcraft Skills, or a Priestcraft Skill and some other Skill—Action Penalties apply. See chapter two, Skills.

PRIESTCRAFT SKILLS AND DIFFICULTY PENALTIES

Some Priestcraft Skills are particularly powerful. The most powerful Skills are also the most difficult to master. Difficulty Penalties are imposed upon certain Priest Skill rolls, making those rolls harder. The purpose of Difficulty Penalties is to reflect the mastery and devotion required of a Priest to Channel his god's greatest powers.

Difficulty Penalties often put the Skills to which they apply out of reach of all but the most advanced Priests. But remember that Lucky Breaks can be used to improve Skill stats, if only temporarily. See the discussion of Lucky Breaks in chapter one, Attributes and Composites.

CHANNEL

Priestcraft Skills differ from other Skills in Dominion Rules, for Priestcraft Skills are Channelled. To use a

Priestcraft Skill, the Priest calls upon his deity to turn her body and soul into conduits of divine power. In a sense, Priests do not really have Priestcraft Skills, but merely the ability to Channel these Skills from their deities.

Channelling is an intense and trying experience for Priests. A Priest can only Channel so many times before he is spiritually exhausted and must replenish himself through a process called Communion. To Commune is to restore one's spiritual connection with the deity through prayer, meditation, study or the observance of religious rituals. The number of times a Priest can use her Priestcraft Skills before requiring Communion is measured by the Channel Skill.

Like the Withstand Injury Skill, which is divided into the WithIn and Injury stats, the Channel Skill has two parts. First there is the Channel stat. It may be improved with Advancement Points like any other Skill. Then there is the Fervour stat. The Fervour stat is a special stat related to the Channel Skill. Like the Injury stat, the Fervour stat is not a Skill; it is simply a stat that is used to keep track of how often a Priest may Channel before he must Commune.

A Priest's Fervour stat can never be higher than his Channel stat. Each time a Priest successfully uses a Priestcraft Skill, his Fervour stat drops by 1.

EXAMPLE

Cedric the Initiate is a cleric of the god Vengeant.

Cedric's Channel stat is 5. He has not used a Priestcraft Skill in many days, and has Communed regularly in the meantime, so his Fervour stat is also 5.

Cedric then Channels his deity (in other words, uses one of his Priestcraft Skills). So Cedric's Fervour stat drops to 4, but his Channel stat stays at 5.

Note that a Priest's Fervour stat only drops if he is successful in his attempt to Channel the Skill. If he fails, no Channelling occurs and his Fervour is untouched.

EXAMPLE

Cedric (Fervour 4) attempts to Bless his companion Adrien Stout. But he rolls 12 for his Bless roll: an automatic failure! So he does not Channel the Blessing, and his Fervour remains at 4.

Note that while Channel is referred to here as a Skill, it is not one for which Skill rolls are ever made. Its sole purpose is to measure how often a Priest may use his Priestcraft Skills before Communing.

COMMUNION

When a Priest's Fervour stat falls below 0, she suffers a Fervour Penalty to all Priestcraft Skills. The Fervour Penalty reflects the Priest's spiritual exhaustion and need to replenish herself through Communion. The Fervour Penalty is equal to the character's Fervour stat. The Fervour Penalty remains in place until the Priest Communes sufficiently to remove the penalty.

EXAMPLE

Cedric's Fervour stat is 4. He Blesses a companion: his Fervour drops to 3. He Heals another companion: his Fervour drops to 2. He Smites an enemy twice: his Fervour drops to 0. He Heals his own Injury: his Fervour drops to -1.

Cedric now has a Fervour Penalty of -1. The next time he attempts to use a Priestcraft Skill, the penalty will apply.

Cedric (Consecrate 4) attempts to temporarily Consecrate the staff of his companion Theophilus. He must roll 3 or less to do so: $4 [\text{Cedric's Consecrate}] - 1 [\text{Fervour Penalty}] = 3$.

He rolls a 2: success! But success has its price, for now Cedric's Fervour has dropped to -2. He will soon need to Commune with his deity.

When a Priest's Fervour Penalty is greater than one of his Priestcraft Skills, he becomes unable to use that Skill until he Communes. When a Priest's Fervour Penalty is greater than his highest Priestcraft Skill stat, he becomes unable to use any Priestcraft Skills until he Communes. This is similar to the concepts of Incapacitation and Repudiation described in chapter six, Injury, with the difference that this form of Incapacitation is voluntary: the Priest brings it on herself by using her Skills.

No Priest can continue to Channel Priestcraft Skills with a Fervour Penalty of -12—even if the Priest has Priestcraft Skill stats higher than 12. At -12 Fervour, a Priest must Commune.

Acts of Communion restore Fervour to the Communing Priest, i.e., they raise the Priest's Fervour stat. The more involved and profound the form of Communion engaged in, the more Fervour is restored. This is represented by the Fervour and Communion table. This table is meant only as a guide for players and GMs; the Games Master is free to vary or depart from the table as he sees fit.

Communing has another function for some Priestcraft Skills. Priests who fail their Bless, Consecrate, Curse, Defile, Heal Disease, Smite with Disease or Wrath roll cannot try again until she has Communed with

Fervour and Communion table

<i>Form of Communion</i>	<i>Fervour Improvement</i>
Devout prayer: at least one hour of unbroken prayer, including any related rite (e.g., kneeling, cleansing one's body, facing a particular direction, etc.).	1
Attendance: attending a religious ceremony (e.g., a church service) without actively participating.	1
Religious study: studying a sacred text for at least one hour.	2
Short meditation: at least two hours of uninterrupted contemplation of one's deity or another religious theme.	3
Participation in ritual: attending and actively participating in a significant religious ritual conducted by another.	4
Long meditation: at least four hours of uninterrupted contemplation of one's deity or another religious theme.	5
Conducting a ritual: officiating in an elaborate religious ritual (e.g., involving prayer, song, rites, repetition of sacred texts, etc.)	6
Pilgrimage: travelling long distances for the purpose of visiting a sacred site.	7-12

her deity in some way set out on the Fervour and Communion table.

Certain religious objects may serve to intensify Communion, producing greater improvements to Fervour. On the lower end of the spectrum are religious symbols worn by Priests such as rings or necklaces. On the upper end of the spectrum are rare religious artefacts and saintly relics. The effect of such objects on Fervour is for the GM to determine, but should range between 1 and 4 extra Fervour points for each use.

DEVOTION

Certain Priestcraft Skills are easier or harder to use depending on the religious beliefs (if any) of their intended targets or victims. This concept is known as Devotion.

Characters who hold strong religious views, but who are not Priests, are known as Devotees. Devotees may generate Devotion Bonuses or Penalties for Priests, as

explained below.

Devotion Bonuses

Where a Priest tries to use certain beneficial Priestcraft Skills on a character who is a Devotee of the Priest's deity, the Priest gains a Devotion Bonus to his Skill roll. This represents the deity's increased inclination to benefit its own followers.

The Bless, Heal and Resurrect Skills generate a Devotion Bonus for the Priest in such cases. The Devotion Bonus is equal to the Devotee's Intuition stat.

EXAMPLE

Cedric is a cleric of the god Vengeant. Cedric's companion, Theophilus (Intuition 1), is not a Priest himself but nevertheless believes in and follows Vengeant. So Theophilus is a Devotee of Vengeant.

As a result, Cedric enjoys a +1 Devotion Bonus when attempting to Bless, Heal or Resurrect Theophilus.

Where a Priest tries to use certain adverse Priestcraft Skills on a character who is a Devotee of a deity other than the Priest's deity, the Priest may also gain a Devotion Bonus to his Skill roll.

The Curse, Smite, and Wrath Skills may generate Devotion Bonuses in these cases, representing the deity's increased determination to assist his or her Priest against such infidels. Note, however, that these kinds of Devotion Bonus only arise where the Priest's deity and the deity of the Priest's intended victim are strongly opposed. If the two deities represented by the Priest and the Devotee are not strongly opposed to one another, no Devotion Bonus will arise in these circumstances. Furthermore, the victim must be a Devotee, i.e., must strongly believe in and practice the opposing religion.

EXAMPLE

It is a central tenet of Cedric's faith that all other faiths are primitive superstitions that must be crushed by force.

Thus, when fighting Tulqir heathens, Cedric enjoys Devotion Bonuses to his Curse, Smite and Wrath Skills equal to the Intuition stats of those opponents, who are Devotees of the Tulqir god.

Devotion Penalties

Devotion Penalties work in the opposite way to Devotion Bonuses. They represent the unwillingness of a Priest's deity to harm one of her own Devotees, or to

bestow a benefit upon the Devotee of a competing deity.

A Priest who wishes to use the Curse, Smite or Wrath Skills against a Devotee who shares the Priest's religion suffers a Devotion Penalty equal to the Devotee's Intuition stat. Note that this is the best case scenario—in some cases, a Priest's deity may Forsake him for trying to harm a fellow believer. See Forsaken Priests, below.

Likewise, a Priest who seeks to Bless, Heal or Resurrect a Devotee of a deity to whom the Priest's deity is strongly opposed may suffer a Devotion Penalty. Again, this is getting off lightly. The deity may react more strongly by Forsaking the Priest.

BLESS

Description. The Bless Skill allows Priests to bestow Blessings on people and creatures. Blessed characters enjoy temporary bonuses to Skill rolls, reflecting the favour which the Priest's god has shown (at the Priest's request) for the Blessed character. Blessings apply only to one Skill, of the Priest's choosing.

Skill Roll Rules. To Bless a character, declare a Bless Skill, as well as the recipient of the Blessing and the Skill stat to be Blessed. The stat to be Blessed may be of any sort: Offensive, Defensive or Non-Combat. Then roll less than or equal to your Bless stat, subject to any modifiers, in the Modifier Stage.

If the Bless roll is successful, the Blessed character gains a Blessing Bonus to the skill stat chosen by the Priest. The Blessing Bonus is equal to the Priest's Bless stat. Note that this is the Bless stat, not the Bless roll. The roll only determines whether the Priest successfully Channels the Skill.

The Blessing Bonus lasts for the current round only.

EXAMPLE

Cedric and his party are crusading in the distant lands of Tulqir Ac. Cedric's companion, Adrien, Paladin of Vengeant, is locked in Combat with a Tulqir infidel. Cedric wishes to Bless Adrien in his righteous battle.

Cedric (Bless 5 Fervour 5) declares he will attempt to Bless Adrien to improve his Strike stat.

In the Modifier Stage, Cedric must roll 5 or less to Bless Adrien and temporarily increase his Strike stat. Cedric rolls 4, a successful Bless roll. Vengeant be praised!

Now, in the Resolution Stage, Adrien enjoys a Blessing Bonus to his Strike stat of +5. The bonus lasts until the end of this round.

Cedric's Fervour stat is now 4.

A character may only be Blessed once per round by the same Priest. A Priest cannot declare more than one Bless Skill per round on the same recipient, though he may attempt to Bless more than one person per round.

EXAMPLE

Cedric could not have declared two Blessings upon Adrien this round, but he could have declared on Bless upon Adrien and a second Blessing on another companion. Likewise, had another Priest been in Cedric's party, she could Bless Adrien during the same round as Cedric did, thus giving Adrien two Bless Bonuses—one from each Priest.

The Bless Skill cannot be used on Injury stats or Fervour stats. The reason is that Bless can only be used on Skills; the Injury and Fervour stats are not Skills. However, the Bless Skill can be used to temporarily increase a character's WithIn. This improves a character's chances of Withstanding Injury. But it has no effect whatsoever upon the character's Injury stat.

EXAMPLE

Next round, Cedric turns his attention to another of his companions, the warrior-monk Theophilus (WithIn 5 Injury stat -3). Cedric declares he will attempt to Bless Theophilus to improve his WithIn stat temporarily.

In the Modifier Stage, Cedric (Bless 5 Fervour 4) rolls a 2, a successful Bless. For the duration of this round, Theophilus' WithIn stat is 10, making him more likely to Withstand Injury. Note, however, that Theophilus' Injury stat remains at -3. At the end of the round, Theophilus' WithIn stat returns to 5.

Cedric's Fervour stat is now 3.

Characters with Blessed WithIn stats can still be injured, of course.

EXAMPLE

Theophilus is Struck with a roll of 4. Thanks to Cedric's Blessing, Theophilus only needs a 10 or lower to Withstand Injury. But he rolls 11! So his Injury stat drops to -7: -3 [Theophilus' Injury stat] - 4 [Strike roll] = -7.

(Recall that even if Theophilus had succeeded with an 8, he would take the minimum Injury of 1 Injury Point.)

Priests can bestow Blessings on any person or creature they know or know of. The person or creature to be Blessed need not be in the Priest's presence.

EXAMPLE

If Cedric wanted, he could attempt to Bless King Peter the Just. Cedric does not personally know the king, and is not in

his presence. But he knows of the king; he knows the king exists. That is all he needs to know. His god will take care of the rest.

Priests can Bless themselves in the same way as they Bless others.

Failure Rules. Divinity works in mysterious ways. It can be difficult to understand why a deity might refuse his Priest in a time of need, except perhaps to test his faith.

A Priest who fails his Bless roll cannot try again on the same recipient until he or she has performed some act of Communion. The Priest can, however, attempt to Bless others in the meantime.

CONSECRATE

Description. The Consecrate Skill is very similar to the Bless Skill, with one big difference: to Consecrate is to bless an object rather than a person or creature. Holy swords, sacred amulets, saintly relics, and other religious artefacts are examples of Consecrated objects.

Objects can be Consecrated temporarily or permanently. The Consecrated object gains a bonus improving its performance or increasing its power.

Skill Roll Rules. To Consecrate an object temporarily, declare your Consecrate Skill and the object to be Consecrated. Also declare the desired effect of the Consecration on the object. Then, in the Modifier Stage, roll less than or equal to your Consecrate Skill (subject to any modifiers). The bonus possessed by a successfully Consecrated object is equal to the Consecrate roll +2. The temporary Consecration lasts for a number of rounds equal to the Priest's Consecrate stat.

EXAMPLE

Cedric (Consecrate 4 Fervour 3) declares that he will attempt to temporarily Consecrate Adrien's sword, endowing it with a Parry Bonus.

In the Modifier Stage, Cedric succeeds with a roll of 2. Adrien's sword is now endowed with a temporary +4 Parry Bonus. The bonus will last four rounds. Note that it is the sword, not its user, that has been Consecrated. So anyone using Adrien's sword in the next four rounds will benefit from the +4 Parry Bonus. Likewise, Adrien does not enjoy a Parry Bonus unless he uses the Consecrated sword.

Cedric's Fervour stat is now 2.

The Consecrate Skill cannot be used to invest objects with powers they do not normally have. For example, a Priest may Consecrate a shield, endowing it with an

Armour Bonus, because shields give Armour Bonuses (see chapter eight). But a Priest may not use the Consecrate Skill to endow a shield with a Strike Bonus, because shields cannot be used to Strike.

Objects may also be Consecrated permanently. This is much harder to do. To endow an object with a permanent bonus of any sort, a Priest must roll less than or equal to his Consecrate Skill, subject to a -12 Difficulty Penalty. Most Priests are not able to Consecrate objects permanently, for one's Consecrate stat must be at least 13 even to attempt a permanent Consecration. (And as always, a roll of 12 is an automatic failure.)

If a Priest does make a successful Consecrate roll, the Consecrated object is permanently endowed with a bonus equal to the Consecrate roll.

EXAMPLE

Church history records that Lucian Comoran, a mighty priest of Vengeant, Consecrated a finely crafted longsword and gave it to the famously devout king, Matthias II. The sword is now lost.

Let us imagine that Lucian is Consecrating the sword to give it a bonus to Strike. Suppose that Lucian's Consecrate Skill is 18. He would need a 6 or less to Consecrate the weapon: 18 [Lucian's Consecrate] - 12 [Difficulty Penalty] = 6.

Lucian rolls a 3: he permanently Consecrates the sword with a +3 Strike Bonus.

Whether the Consecrate roll is successful or not, the attempt permanently to Consecrate an object reduces the Priest's Channel stat by 1. Note that it is the Channel stat, not his Fervour stat, that is reduced.

EXAMPLE

Lucian Comoran (Channelling 16) has just permanently Consecrated a sword for King Matthias. This is an act of great generosity, for it has cost Lucian 1 point of his Channel stat. His Channelling is now 15.

Had Lucian failed his Consecrate roll, he would still lose one point from his Channel stat just for trying.

To Consecrate an object permanently or temporarily, the Consecrating Priest must touch the object while using the Skill.

Failure Rules. For temporary Consecration, the Priest may not try again on the same object until Communing. For permanent Consecration, failure means that the deity refuses to permanently Consecrate this object.

CURSE

Description. The Curse Skill is the opposite of the Bless Skill. It works in the same way as the Bless Skill, except that Cursed people or creatures suffer penalties—not bonuses—to Skill stats. Anything you can do with a Bless Skill, you can do in reverse with a Curse.

Skill Roll Rules. To Curse a character, declare a Curse Skill, as well as the recipient of the Curse and the Skill stat to be Cursed. Then, in the Modifier Stage, roll less than or equal to your Curse stat.

If the Curse roll is successful, the victim suffers a Curse Penalty to the stat of the Priest's choice. The Curse Penalty is equal to the Priest's Curse stat. The Curse Penalty lasts until the end of the current round.

Victims of Curses can do nothing to avoid them. They do not cause Injury, so the victim cannot roll her WithIn against them. They are not magic, so the victim cannot roll her WithMag against them. The victim of a curse must simply wait it out.

A character may only be Cursed once per round by the same Priest. A Priest cannot declare more than one Curse Skill per round on the same recipient, though he may attempt to Curse more than one person per round.

The Curse Skill cannot be used on Injury stats or Fervour stats. This is because Curse can only be used on Skills; the Injury and Fervour stats are not Skills.

The Curse Skill can be used to temporarily decrease a character's WithIn stat. This reduces a character's chances of Withstanding Injury. But it has no effect whatsoever upon the character's Injury stat. Characters with Cursed Withstand Injury stats continue to be Injured normally. When the Curse expires at the end of the round, the Cursed character's Withstand Injury stat returns to normal. This works exactly the same way as Blessing the WithIn stat (see Bless, above).

Priests can Curse any person or creature they know or know of. The person or creature to be Cursed need not be in the Priest's presence.

It is theoretically possible for Priests to Curse themselves. But it's hard to see why a Priest would ever do this.

Some deities may not permit their Priests to channel the Curse Skill, or may impose restrictions on its use. See Forbidden And Restricted Priestcraft Skills, below.

Others may allow the Skill, but may Forsake the Priest if she uses it too often or in an unholy manner. See Forsaken Priests, below.

Failure Rules. A Priest who fails in her attempt to Curse someone cannot try again against the same victim until Communing with her deity in some way (see Communing, above). The Priest can, however, try to Curse others.

DEFILE

Description. The Defile Skill is the opposite of the Consecrate Skill. It works in the same way as Consecrate, except that Defiled objects are invested with temporary or permanent penalties, not bonuses.

Skill Roll Rules. To Defile an object temporarily, declare your Defile Skill and the object to be Defiled. Also declare the desired effect of Defiling the object (i.e., what sort of penalty will attach to it). Then, in the Modifier Stage, roll less than or equal to your Defile Skill (subject to any modifiers). The penalty possessed by a successfully Defiled object is equal to the Defile roll. The temporary Defile Penalty lasts a number of rounds equal to the Priest's Defile stat.

The Defile Skill cannot be used to divest objects of powers they do not already have. For example, a Priest may Defile a bow, imposing a Missile Strike Penalty upon it. But he may not use the Defile Skill to endow it with a Tracking Penalty, because bows can't Track.

Like the Consecrate Skill, Defile may be used to Defile objects permanently. To endow an object with a permanent penalty of any sort, a Priest must roll less than or equal to his Defile Skill, subject to a -12 Difficulty Penalty. Most Priests are not powerful enough to Defile objects permanently, for one's Defile stat must be at least 13 even to attempt it. (And as always, a roll of 12 is an automatic failure.) If a Priest does make a successful Defile roll, the Defiled object is endowed with a penalty equal to the Defile roll. Whether the Defile roll is successful or not, the attempt to Defile an object permanently generates a Permanent Defile Penalty which reduces the Priest's Channel stat by 1. As with permanent Consecrations, it is the Channel stat, not the Fervour stat, that is reduced.

To Defile an object permanently or temporarily, the Defiling Priest must touch the object while using the Skill.

Some deities may not permit their Priests to Channel the Defile Skill, or may impose restrictions on its use. See Forbidden And Restricted Priestcraft Skills, below. Others may allow the Skill, but may Forsake the Priest if she uses it too often or in an unholy manner. See Forsaken Priests, below.

Failure Rules. For temporary Defilement, the Priest may not try again on the same object until Communing. For permanent Defilement, failure means that the deity refuses to permanently Defile this object.

HEAL

Description. Heal may be the most important Priestcraft Skill. Characters who possess the power to Heal are constantly sought after by the Injured, the Diseased, and the Infirm. Religions celebrate great healers in their sacred texts and religious art. In some faiths, famous healers of the past are almost worshipped as gods themselves.

The Heal Skill may be used in three ways: to Heal Injury or Illness; to Heal Disease; and to Heal Infirmary. Note that these are not three separate Skills, but simply three ways of using the Heal Skill.

In each case, the person to be Healed must be within the Priest's ordinary line of sight.

Heal Injury or Illness

The Heal Skill can be used to Heal Injured or Ill characters. (On Injury and Illness, see chapter six, Injury.)

Skill Roll Rules. To Heal an Injured or Ill character, declare your Heal Skill and the person to be Healed. Then, in the Resolution Stage, roll less than or equal to your Heal stat (subject to any modifiers).

The effect of a successful Heal roll is to improve the Injured or Ill character's Injury stat by the amount of the Priest's Heal stat. Note that this is the Heal stat, not the Heal roll. The roll only determines whether the Priest successfully Channels the Skill. Unlike healing with Medical Lore, priestly Healing takes effect immediately, without any Recuperation.

The Heal Skill cannot make a character's Injury stat higher than his unmodified WithIn stat.

EXAMPLE

Cedric (Fervour 0) Heals Adrien, raising his Injury stat back to where it should be: equal to his unmodified WithIn.

Here's the math: 4 [Adrien's Injury stat] + 4 [Cedric's Heal stat] = 8, but we make this 7 because a character's Injury stat cannot be higher than his WithIn stat.

Cedric's Fervour stat is now -1. His Priestcraft Skills are subject to a -1 Fervour Penalty.

Priests can use their Heal Skill to Heal themselves. But note that their Heal roll is subject to any Injury Penalty they may have.

Failure Rules. A Priest who fails her Heal roll to Heal Injury or Illness may try again. Thus a Priest who is determined to make a successful Heal roll will do so, sooner or later. If the Priest is in no hurry, this is not a problem. But when the Priest is in a hurry—say, when she is trying to Heal a companion before he receives what would be a fatal blow from an enemy—then the question of when the Priest succeeds becomes very important.

EXAMPLE

The battle with the Tulqir infidels is now over, and Cedric's party has taken shelter in a cave to tend to their wounds. Theophilus (WithIn 5) was very seriously Injured; his Injury stat is -7. Adrien (WithIn 7) was also Injured, but less seriously. His Injury stat is 4.

Cedric (Heal 4 Fervour 2) declares he will Heal both his companions. First he uses his Heal Skill on Theophilus. Cedric's Heal Skill raises Theophilus' Injury stat from -7 to -3: -7 [Theophilus' Injury stat] + 4 [Cedric's Heal stat] = -3. Cedric then uses his Heal Skill again, raising Theophilus' Injury stat to 1: -3 [Theophilus' Injury stat] + 4 [Cedric's Heal stat] = 1.

Cedric's Fervour stat is now 0.

Heal Disease

The Heal Skill can also be used to Heal Disease.

Skill Roll Rules. To Heal a Diseased character, declare your Heal Skill and the person to be Healed. Then roll less than or equal to your Heal stat, subject to any modifiers, in the Resolution Stage. The GM may increase the difficulty of this roll if the Disease is particularly virulent.

The effect of a successful Heal roll on a Diseased character is to stop or prevent the Disease from Spreading. Once the Spreading has stopped, the Diseased character will heal naturally. Or the Priest can use Heal again to Heal Injury.

A Priest's power to Heal Disease includes the power to treat Poisoned characters, for Poisons are simply ingestible substances that cause Illness and Disease.

For more on Illness, Disease and Poison, see the discussion in chapter six, Injury.

Failure Rules. A Priest who fails his Heal roll when trying to Heal Disease may try again, but not until Communing with his deity.

Heal Infirmity

The Heal Skill can be used to Heal Infirmity. An Infirmity is any permanent but not life-threatening affliction, disability or impairment. Blindness, paralysis, and missing limbs are all examples. See the discussion of Infirmity in chapter six, Injury.

Healing Infirmities is very difficult. Healers who are capable of it are revered as miracle-workers.

Skill Roll Rules. To Heal an Infirm character, declare your Heal Skill and the person to be Healed. Then roll less than or equal to your Heal Skill, subject a -8 Difficulty Penalty and any other modifiers imposed by your GM, in the Resolution Stage.

The effect of a successful Heal Infirmity roll is that the Infirmity disappears: the blind woman sees, the paralysed man walks, the missing limb instantly regenerates, and so forth.

Failure Rules. If you fail, you cannot try again. Most Priests are not powerful enough to Heal Infirmity, for one's Heal stat must be at least 9 even to attempt it. (And as always, a roll of 12 is an automatic failure.)

SMITE

Description. The foremost attack Skill of a Priest is Smite. To smite means *to hit or strike hard or to defeat, punish, destroy, or kill*. (To smite may also mean *to inspire with love*, as in *smitten with her charms*—but that is not the sense we are using it in!) Smite is in some ways the opposite of the Heal Skill, for it seeks to cause Injury rather than cure it.

Skill Roll Rules. To Smite an enemy, declare your Smite Skill and the person to be Smitten. Then, in the Resolution Stage, roll less than or equal to your Smite stat, subject to any modifiers.

The effect of a successful Smite attack is to inflict a number of Injury Points equal to the Priest's Smite roll + 2. Victims of Smite attacks make WithIn rolls.

The form taken by a Smite Skill depends upon the deity from which the power is Channelled. Some deities may cause bolts of lightning or fire to shoot from the Priest's hands. Others may animate a Priest's sword, or turn his rod into a deadly viper. Or the Smite may manifest itself differently every time it is Channelled. Your GM will determine the form taken by the Smite Skill.

EXAMPLE

Cedric's party rests in a cave, taking shelter from the rain and gathering their strength before continuing their mission amidst the heathen Tulqirs. Suddenly, from the shadows at the cave's end arise the bones of a long-dead wolf, animated by Tulqir witchcraft!

The combatants determine the Timing Order and declare their Strategies. Cedric (Smite 6 Fervour -1) declares a Smite against the unholy beast. Cedric needs a 5 or less to Smite: 6 [Cedric's Smite] - 1 [Fervour Penalty] = 5.

In the Resolution Stage, Cedric rolls 4: a successful Smite! A blast of blue flame shoots from Cedric's hands and Smites the bone-wolf.

The beast fails its WithIn roll. So Cedric's Smite deals the beast 6 Injury Points: 4 [Cedric's Smite roll] + 2 [Smite Skill] = 6.

Cedric's Fervour stat is now -2. His Priestcraft Skills are subject to a -2 Fervour Penalty.

Priests can only Smite people or creatures whose location is known to them. A Priest must know the victim's location first-hand and with absolute certainty. Usually, being able to see the victim suffices.

EXAMPLE

Consider the following scenarios:

1. Cedric has good reason to believe that his would-be victim is at home in bed. After all, it's 2 am. Cedric knows where his victim lives, and has even seen his bedroom. Can he Smite him?

No. He is not sufficiently certain of his victim's location. His victim may not be in bed at the moment. He may have risen, or he may not have come home that night.

2. Adrien tells Cedric that the Tulqir archers are camped behind the grove. Cedric can see the grove, but he cannot see the archers. But Adrien saw them there just moments ago. Adrien is certain they are there. Can Cedric Smite them?

No. Second-hand knowledge of the victim's location is not good enough. Cedric must see them with his own eyes.

3. Cedric sees his enemy standing in a field. There is nothing to obstruct Cedric's view of his enemy save one tree. Cedric sees him go behind the tree and hide there. Once he is hidden, Cedric can no longer see him. Can Cedric Smite him?

Yes. Cedric knows with absolute certainty where his enemy is: he is hiding behind the tree. Cedric does not need to see his enemy to Smite him. He must only know with certainty where his enemy is.

Failure Rules. If you fail your Smite roll, you can try again.

There are two terrifying variants of the Smite Skill: Smite with Disease and Smite with Infirmity. See below.

Some deities may not permit their Priests to Channel the Smite Skill, particularly in its Smite with Disease and Smite with Infirmity variants. Or they may impose restrictions on the Skill's use. See Forbidden And Restricted Priestcraft Skills, below. Others may allow the Skill, but may Forsake the Priest if she uses it too often, or uses its unholy variants. See Forsaken Priests, below.

Smite with Disease

Description. To Smite with Disease is to use the Smite Skill to inflict a Disease upon one's victim. It is a powerful Skill, and therefore difficult to Channel.

Skill Roll Rules. To Smite an enemy with Disease, declare your Smite Skill and the person to be Smitten. Then, in the Resolution Stage, roll less than or equal to your Smite stat, subject to a - 6 Difficulty Penalty and any other modifiers. Victims make WithIn rolls.

EXAMPLE

Cedric's Smite stat is 6, so even when he has no Fervour Penalty, he is incapable of Smiting with Disease: 6 [Cedric's Smite] - 6 [Difficulty Penalty] = 0.

But as Cedric's Smite stat improves, he will be able to Channel this Skill—unless his deity forbids it.

The effect of a successful Smite with Disease roll is to reduce the victim's Injury stat by the amount rolled, and by that same amount once a day afterwards until the victim is healed or succumbs to the Disease. Details of the Disease may be determined by the GM. For more on Diseases, see chapter six, Injury.

Failure Rules. If you fail your Smite roll, you cannot try to Smite this victim with Disease again until after Communing.

Smite with Infirmity

Description. To Smite with Infirmity is to use the Smite Skill to inflict an Infirmity upon one's victim. Smite with Infirmity is a very powerful Skill, and equally difficult to Channel. For more on Infirmity, see chapter six, Injury.

Skill Roll Rules. To Smite an enemy with Infirmity, declare your Smite Skill, the Infirmity to be produced, and the person to be Smitten. Then, in the Resolution Stage, roll less than or equal to your Smite stat, subject to a - 10 Difficulty Penalty and any other modifiers. If you fail, you cannot try again.

The effect of a successful Smite with Infirmity roll is to cause the victim to suffer the Infirmity declared by the Priest. But no Injury is caused by the Skill; the victim's Injury stat is unchanged, in spite of his new Infirmity. For this reason, victims of Smite with Infirmity are not permitted WithIn rolls. (The fact that Smite with Infirmity does not actually Injure opponents, but only cruelly handicaps them, makes it unlikely that any but the most evil deities will permit their Priests to Channel it.)

Failure Rules. If you fail your Smite roll when attempting to Smite with Infirmity, you cannot try again on this victim.

WRATH

Description. Another potent—but also difficult—attack Skill for Priests is Wrath. When a Priest uses his Wrath Skill, he brings the Wrath of his god upon his enemy.

The form taken by a deity's Wrath is for the deity, not the Priest, to decide. It tends to change every time. This makes the Wrath Skill somewhat unpredictable. Will a swarm of locusts attack the victim? Or hailstones rain down from the sky? Perhaps the earth opens up and swallows him. Or a divine hand, wielding a hammer or sword, reaches down from the heavens and smashes the miserable creature. The GM will tell you the form taken by your god's Wrath.

The effect of a successful Wrath attack is twofold. First, it inflicts a number of Injury Points equal to the Priest's Wrath stat. Note that here we are concerned with the Wrath *stat*, not the Wrath roll. Second, a successful Wrath roll imposes a Wrath Penalty to the victim's WithIn equal to the Priest's Wrath roll. This makes the Wrath attack more difficult, and sometimes impossible, to Withstand.

Skill Roll Rules. To bring Wrath upon an enemy, declare your Wrath Skill and the intended victim. Then, in the Resolution Stage, roll less than or equal to your Wrath stat subject to a -4 Difficulty Penalty and any other modifiers.

Victims of Wrath attacks make Within rolls, subject to the Wrath Penalty.

EXAMPLE

Cedric (Wrath 4 Fervour -2) attempts to bring the Wrath of Vengeant upon this unholy creature. Normally, he would not be capable of it, for his Wrath stat is too low: 4 [Cedric's Wrath] - 4 [Difficulty Penalty] = 0, not to mention his -2 Fervour Penalty!

But Cedric had declared that he will spend two Advancement Points this round on a Lucky Break. Cedric's Luck stat is 3, so all his Skill stats improve by 6 for this round only: 3 [Cedric's Luck] x 2 [Advancement Points spent] = 6.

Now Cedric needs to roll 4 or less to bring Vengeant's Wrath upon the bone-wolf: 4 [Cedric's Wrath] + 6 [Lucky Break] - 4 [Difficulty Penalty] - 2 [Fervour Penalty] = 4.

Cedric rolls: a 5! He fails his Wrath roll, and wastes two APs doing it! But at least his Fervour didn't drop any lower. Because he failed to Channel the Skill, it remains at -2.

Imagine that Cedric succeeded in Channelling the Wrath Skill, rolling a 3. In that case, the bone-wolf would have taken 4 Injury Points, or less if it made a successful Within roll. But its Within roll would have been subject to a -3 Wrath Penalty.

Priests can only bring Wrath against people or creatures whose location is known to them. The 'first-hand, absolute certainty' rule described in the discussion of Smite, above, applies here, too.

Some deities may not permit their Priests to Channel the Wrath Skill. Others may impose restrictions on its use. See Forbidden And Restricted Priestcraft Skills, below. Some deities will judge for themselves whether the intended victim of the god's Wrath is deserving or not. If the god deems him undeserving of such punishment, the god may refuse to empower the Priest to use the Skill. See Forsaken Priests, below.

Failure Rules. If you fail your Wrath roll, you cannot try again against this victim until Communing.

PROPHECY

Description. The Prophecy Skill allows the Priest to call upon his deity to reveal the future to him. The Prophecy given to the Priest may touch upon the immediate or distant future, and may concern either the Priest's own future or the future generally.

(Note the difference between the verb *to prophesy* [pronounced praw-fe-sigh], meaning to tell the future, and the noun *prophecy* [pronounced praw-fe-see], which is a declaration of what the future holds.)

Skill Roll Rules. To use the Prophecy Skill, determine something about the future that you would like to know, then seek divine revelation on the matter by using the Prophecy Skill.

Unlike most Priestcraft Skills, which players roll for themselves, with the Prophecy Skill the GM makes the roll and hides the result from you. If the GM rolls less than or equal to your Prophecy Skill, he is obliged to reveal something about the future. (If the GM hasn't yet decided what the future holds, he'll have to do so now!)

The Prophecy the GM gives must relate to the question or matter the Priest put to his deity; it cannot be off-topic. But the gods are inscrutable. The GM's Prophecy need not be easy to make sense of. The GM is certainly not obliged to give yes or no answers. But the Prophecy must be a genuine, accurate, and useful answer or commentary.

Failure Rules. If the GM fails the roll, his god has refused to reveal the future about this matter. The Priest may not attempt to Prophecy upon this matter again.

If the GM rolls a 12, he must give a False Prophecy. The GM tells the Priest he has successfully Channelled the Prophecy Skill, then gives the Priest misleading or inaccurate information intended to lead the Priest astray. This is why the GM makes the roll himself: if the Priest knows he rolled a 12, he knows the Prophecy is False and will ignore it! Note that a roll of 12 does not mean that the Priest's deity leads her astray; rather, the Priest simply mistakenly believes she has given a true prophecy.

RESURRECT

Description. With the Resurrect Skill, the Priest calls upon his deity to restore the life of a dead person. This is, of course, one of the most powerful Priestcraft Skills.

Note that beasts may also be Resurrected—so long as they were once alive. This excludes animations and apparitions. See chapter thirteen, Beasts and Beast Skills.

Skill Roll Rules. To Resurrect the dead, a Priest must roll less than or equal to his Resurrect Skill, subject to a -12 Difficulty Penalty and any other modifiers. As always, a roll of 12 is an automatic failure.

If a Priest does make a successful Resurrect roll, the Resurrected person is returned to life with an Injury stat of 0. The Resurrection also removes any Infirmity which afflicted the Resurrected person while alive.

EXAMPLE

Though Cedric and his party consider the Tulqirs to be little more than savage infidels, they are in fact a very advanced people. Tulqir religious traditions include many stories of a miraculous healer named Alq-Habbid.

Alq-Habbid's greatest power was that of restoring life to the dead. He is most famous for having raised the slain warrior Khordulam, who lost his arm repelling an invasion of Vengeant crusaders, and died of his wounds.

Alq-Habbid's Resurrect stat was 17. He needed a 5 or less: 19 [Alq-Habbid's Resurrect] - 12 [Difficulty Penalty] = 7. He rolled a 3: success!

Khordulam was resurrected with an Injury stat of 0. His arm was completely restored.

Khordulam went on to lead a mighty uprising against the barbarous foreigners.

Failure Rules. If a Priest fails his Resurrect roll, he may try again. But note that each time a Priest attempts a Resurrection—whether successful or not—he suffers a Resurrect Penalty which reduces his Channel stat by 1. Note that it is the *Channel stat*, not the Fervour stat, that is reduced. Again, the Priest suffers this penalty whether or not he succeeds in Resurrecting the dead person.

EXAMPLE

Alq-Habbid's miracle came with a price. His Channel stat (12) fell to 11 as a result of his successful attempt to Resurrect Khordulam.

WORK MIRACLE

Description. The Work Miracle Skill allows the Priest to perform Miracles. A Miracle is an event or action that seems to contradict known natural or scientific laws. The event or action is impossible, yet it occurs—by act of god.

The principal rule about the Work Miracle Skill is that it can only be used to work true Miracles; the Skill cannot be used simply to do strange, difficult, or unlikely things. The GM will rule on whether the thing the Priest proposes to do is truly a Miracle. The GM will use this test: would the event or action be impossible—not unlikely, not difficult, not impossible for the Priest but possible for someone else, but truly impossible—without divine intervention? If the answer is Yes, the GM will allow the Priest to proceed. If the

answer is No, the GM will forbid the Priest from attempting to Work a Miracle, because the thing the Priest wants to do is not a Miracle.

EXAMPLE

Consider these proposed uses of the Work Miracle Skill.

1. Cedric (Missile Strike 2) wants to hit a bullseye. He is at long range from the target, so he has a -6 Long Range modifier to Strike. He also suffers from a -2 Injury Penalty. And the GM assigns a Called Shot Modifier of -6. Altogether then, he has a -14 penalty to Strike. He can't do it, of course. His Strike stat is only 5. He proposes to Work a Miracle to hit the bullseye.

The GM rules that this is not a Miracle. It is only a very very hard thing to do. If Cedric had enough APs to spare, he could give himself a huge Lucky Break and maybe get it. Furthermore, just because it's impossible for Cedric doesn't make it a Miracle. Geoffrey Sureshot might be able to pull this off, with a bit of luck. Cedric's god will not intervene to compensate for Cedric's low Missile Strike stat.

2. Cedric proposes to walk on water across a river.

The GM rules that this is a Miracle. Walking on water is a natural impossibility. It cannot be done without divine intervention.

3. Cedric proposes to become pregnant, carry a child, and give birth to it.

The GM rules that this is a Miracle. Cedric is male, and it is impossible for men to conceive and give birth. Normally, the Miracle rules dictate that if it the proposed Miracle is impossible for the Priest, but possible for someone else, it is not a Miracle. (For example, Cedric versus Geoffrey Sureshot, above.) But this is different: the fact that Dame Beatrice (a woman) may be able to conceive and give birth does not mean that for Cedric to do so is not a Miracle. In cases like this, the GM must use his judgment.

As a general rule, if the thing the Priest proposes to do with the Work Miracle Skill can be done by Witchcraft, but not by any other way, the GM will rule that it is a Miracle. But the GM may make exceptions to this rule if she sees fit.

EXAMPLE

Cedric proposes to turn water into wine. Turning water into wine is possible by Witchcraft. But it is impossible by any other way; for water to turn into wine is contrary to natural and scientific laws.

The GM rules that this is a Miracle, even though a Witch might be capable of it.

The Work Miracle Skill cannot be used to do things the Priest could do with other Priestcraft Skills if she had high enough stats in those Skills. A blind man might certainly exclaim, "It's a miracle!" when healed by a Priest. But that Priest could not use his Work Miracle Skill to do it; he must use his Heal Skill. Furthermore, the Work Miracle Skill cannot be used to

kill, defeat, or cause Injury, even indirectly. Miracles can never lower Injury stats. To do so would be to use the Work Miracle Skill as a replacement for the Smite and Wrath Skills, which is not permitted.

EXAMPLE

Cedric and his party continue to struggle with the bone-wolf. It would no doubt be a miracle if the bone-wolf were suddenly to turn to stone. But that would also kill the wolf. The Work Miracle Skill cannot kill, Defeat, or Injure other characters or creatures. So Cedric cannot use his Work Miracle Skill to do this.

But Cedric could use his Wrath Skill against the beast, and if he succeeded perhaps petrification would be the form taken by his god's Wrath.

Skill Roll Rules. To Work a Miracle, declare your Work Miracle Skill and the Miracle you propose to perform. The GM will then rule on whether what you propose to do really is a Miracle. If it is, you must roll less than or equal to his Work Miracle stat, subject to a Difficulty Penalty and any other modifiers.

The size of the Difficulty Penalty is determined by the GM, using his judgment. But it will be at least -6 (for a small Miracle) and at most -12 (for a great Miracle). In deciding the size of the Difficulty Penalty, the GM should consider, relatively speaking, how astonishing the Miracle is. Miracles are by definition astonishing, of course. But some may be even more amazing than others. The GM should also take into account the following factors:

- Will the Miracle's effect be temporary or permanent? Miracles with permanent effects should have higher Difficulty Penalties.
- How many people will the Miracle effect? The more people are affected, the higher the Difficulty Penalty should be.
- What is the religious significance of the Miracle? Will it put the fear of the Priest's god in its viewers? Will it make them into believers? Or will no one but the Priest and his companions know the Miracle ever happened? Miracles which might encourage belief in the Priest's deity should be somewhat easier than those that will not.

The effect of a successful Work Miracle roll is to make the Miracle come true.

The duration of the Miracle depends entirely on what sort of Miracle it is. Some Miracles are by their nature

instantaneous: they happen and they end. Others may last a certain period and then disappear. There are no fixed rules here. It is for the GM to decide. She should do so before assigning the Difficulty Penalty, because the duration of the Miracle is one of the factors to consider when assigning the penalty. In ruling on the duration of a Miracle, the GM should keep in mind what the purpose of the Miracle is.

EXAMPLE

Let us take the example mentioned earlier of a Priest who proposes to walk on water. Let us say that he wants to do this because he is fleeing someone and has come to an impassible river.

The GM rules that walking on water is a Miracle. She now determines the Difficulty Penalty. In doing so, she considers how long the Miracle should last. Clearly the Priest doesn't want to be able to walk on water from now on; he's just trying to get away from his pursuer. And the Priest's deity wouldn't be helping him much by letting him sink and drown half-way across the river. What's also clear is that the Priest isn't planning to walk on water across the river, then turn round and walk on water back again. So she rules that the Miracle will last as long as it takes for the Priest to get across the river, and no longer.

Failure Rules. A Priest who fails his Work Miracle roll may not try to Work this Miracle again.

PRIESTCRAFT SKILLS AND RETREATS

Retreat is a way of using the Movement Combat Skill to withdraw from melee and, effectively, run away. See the discussion of Retreat Movement in chapter seven, Combat. A successful Retreat removes the character from melee in the Modifier Stage, thus nullifying all Offensive Combat Skills declared against the Retreating character that round.

The effect of a successful Retreat on Priestcraft Skills varies from Skill to Skill. The following Priestcraft Skills are not adversely affected by a successful Retreat: Bless, Curse, Heal (unless the Retreating character leaves the Priest's line of sight), Smite and Wrath (unless the location of the Retreating character becomes unknown to the Priest). However, the Consecrate and Defile Skills are made impossible by a Retreat because the Priest must touch the item to be Consecrated or Defiled, and cannot do so if the character who holds the item has Retreated. Retreats have no effect at all, of course, on Prophecy, Resurrect, and Work Miracle Skills.

(By the way, a failed Retreat keeps the Retreating character in melee until the end of the Resolution Stage. In that case, Priestcraft Skills declared against the Retreating character that round operate normally.)

FORSAKEN PRIESTS

A Priest's power derives from his god. It is of the utmost importance, then, that the Priest retain the favour and confidence of his deity. For if his deity grows angry with him, she may Forsake him: she may abandon him, refusing to Commune with him or to allow him to Channel her powers.

A deity will Forsake a Priest who has greatly angered or disappointed her. Usually this occurs because the Priest has acted contrary to the tenets of his religion. He has done an evil act, neglected his church, or disobeyed his god. Sometimes a deity who is angered with her Priest will come to the Priest in a vision, or send some omen of her displeasure, to warn the Priest that if he does not repent she will Forsake him. Other times, the god gives no warning. The Priest will only learn he has been Forsaken upon failing to improve his Fervour stat through Communion, or failing Channel a Priestcraft Skill—even though he made his Skill roll.

A Forsaken Priest is unable to Commune with his deity. He may pray, or meditate, or perform religious rituals, yet his Fervour will not improve.

Likewise, a Forsaken Priest loses the use of all his Priestcraft Skills. His Priestcraft Skill stats remain the same; they do not drop to 0. But even though he still technically has his Priestcraft Skills, he cannot use them. For his god ignores his pleas. The Priest will remain powerless until he regains his deity's favour through acts of penitence such as prayer and medita-

tion, seclusion in a monastery, a pilgrimage to a holy site, or a quest.

If the Priest succeeds in winning back his deity's favour, he returns to normal; he is able to Commune again and uses his Priestcraft Skill just as he always did. But some Priests are Forsaken by their gods forever. These Priests retire from the priesthood and take up a new life, or perhaps become Priests of a rival deity.

Sometimes gods will Forsake their Priests only temporarily by refusing to Channel a certain Skill. Usually the Skill is one which the god considers evil because of the harm it does to its victim. Other times the god may wish to protect the would-be victim; the god may think him undeserving of punishment. Or a god may refuse to allow a Priest to Bless or Heal an irreligious or unholy person. It will not always be clear to the Priest why his god has Forsaken him, or for how long. This can be a troubling experience for a Priest!

FORBIDDEN AND RESTRICTED PRIESTCRAFT SKILLS

Some gods will forbid their Priests to use certain Priestcraft Skills. Usually these are Skills the deity considers evil because of the suffering they bring: Curse, Defile, Smite—especially in its more severe forms, Smite with Disease and Smite with Infirmary—and Wrath. But some gods may forbid other Skills, too. For instance, some religions may consider Resurrection an affront to divine will.

Sometimes, rather than forbidding a Skill, a deity will impose restrictions on its use not found in these rules.

Your GM will inform you if any Priestcraft Skills are forbidden or restricted by your deity.

WITCHES, MAGIC AND SPELLCASTING

In Dominion Rules, characters who possess the power to invoke and manipulate the supernatural forces of Magic are known as Witches. For such characters, Dominion Rules combines a powerful free-form magic system with a substantial collection of ready-to-use Spells.

Magic and magic-using characters are standard fare in fantasy dominions. In historical and some other dominions, however, Magic may not exist. For those kinds of settings, players and GMs may disregard DR's Magic rules.

WITCHES

In DR, Magic may take many forms. Some creatures possess magical powers. Magically-enchanted items are occasionally discovered by fortunate adventurers. Magic may also be practised by Witches.

“Witch” is a catch-all term for all practitioners of the magical arts, from the humblest neophyte to the mightiest sage. By practice and study, Witches learn to master—if only tenuously—Magic's great powers. Witches go by many other names: wizards, warlocks, sorcerers, magicians, alchemists, occultists, enchanters, and more. Players are free to describe their character's chosen profession as they wish. For DR purposes, however, all these Magic-using characters are Witches.

Only a character who has devoted himself to the study of Magic can use Witchcraft Skills. Magic is a demanding and even dangerous exercise. Characters who meddle carelessly in the magical arts will get nowhere, if they're lucky. If they're unlucky, they may hurt themselves.

EXAMPLE

In chapter nine we saw that Otto that Rat is incapable of Channelling Priestcraft Skills. The gods ignore his appeals. Can Otto now turn his attention to Witchcraft? Say he works out his Witchcraft Composite (1) and rolls 1 when trying to cast a Fly Spell. Can Otto now fly?

No. If Otto's lucky, the Spell will simply fizzle and produce no result. If he's unlucky, his attempt to cast a Spell will go horribly wrong. For instance, he may accidentally cast Wizard Trick instead, turning himself into a newt. Or he may some-



Credit: Kari Christensen

how injure himself or others. It takes long patient study to master Witchcraft. Unless Otto gets serious about it, and puts his mind to it properly (the way a starting Witch does), he'll never be able to use Witchcraft Skills.

The treatment of Witches may vary from dominion to dominion. In some societies, Witches are persecuted by religious and civil authorities. In others they are tolerated. In still others, they rule. Players who opt for Witch characters should consult their GM on how Witches are regarded in the GM's dominion, and adjust their behaviour accordingly. This may mean

adopting the disguise of a scholar or hermit to hide your magical powers, or shamelessly lording it over other characters, or simply going about your business as any other character might do.

MAGIC

Magic is the word for those supernatural forces which operate in the world and cannot be explained by recourse to normal experience or scientific reasoning.

In Dominion Rules there are eight Provinces (or types) of Magic: Alchemy, Arcana, Conjuring, Enchantment, Hex, Illusion, Sorcery, and Summoning.

Alchemy. Alchemy is the art of transmutation: the power to change one thing into another. While it is chiefly associated with attempts to turn base metals into gold, it encompasses all sorts of magical transformations, such as turning a man into a child or a prince into a frog. Changes wrought by Alchemy Spells are usually temporary. But powerful Witches can also use Alchemy to make permanent changes to people and things.

Arcana. Arcana are secrets, mysteries and lore known only by a few. The Arcanist's art is that of knowing the unknown, of learning secrets and exposing hidden things. Any hidden knowledge or information can be revealed to Witches employing Arcanic Magic. In particular, Witches use Arcana to detect supernatural phenomena and to read people's hearts and minds.

Conjuring. Conjuring is the power to create something out of nothing. Conjured things, called Conjurations, behave like the real things they mimic. A Conjured bridge, for example, looks and feels like any other bridge and will support the same weight as a real bridge of the same type. But though they behave exactly like the real thing, Conjurations are not the real thing. They are temporary magical creations and in time they will usually disappear.

Enchantment. Enchantments are magical enhancements of reality. They add abilities, qualities, and conditions to people and things. Or they dramatically improve powers which nature first instilled. Witches use Enchantment Spells to enhance Skill stats, to make themselves fly, to create magical items, and much more.

Hex. A Hex is a sort of magical curse. To Hex something is to make it unlucky, flawed, dangerous, or otherwise undesirable. A Hex is in some ways the oppo-

site of an Enchantment: it invests people and things with penalties and disabilities, instead of new or expanded powers. When they fail, some Hex Spells actually produce Enchantment Spells, and vice versa. Yet Hex Spells have their own distinctive flair—a flair for causing confusion, misfortune, and even disaster.

Illusion. Illusions are magical distortions of perception. Illusion Spells can distort the appearance of things, people, and places, making them look, sound, and feel different than they really are. Victims of illusions think they see things that don't exist and believe things that are not true. Their minds are captive to the will of the Illusionist who has duped them. The power of Illusion is in its subtlety; by the time its victim realizes what has come over him, it's usually too late.

Sorcery. Most any magic can be put to evil uses. Yet only Sorcery is devoted exclusively to the infliction of Injury and harm. It is the only Province of Magic capable of causing direct Injury. For this reason, Sorcery is also known as Black Magic. In some dominions, sorcerers are reviled as the enemies of peace, religion and law. But the forces of order and civilization are not the Sorcerer's only enemy. They must also fear their own dark craft. For even the mightiest Sorcerers are often killed by their own hand, or driven mad by their own magic.

Summoning. Summoning is the power to call on magical or non-magical beings for assistance or service. Those summoned may be entranced peasants, fabulous monsters, common beasts, the souls of the dead, and more. Witches use Summoning Spells to call familiars, to provide protection for themselves, and generally to make use of the creatures who come under their influence. The summoned creature may act as the Witch's advisor, guard, spy, or servant, or in any other capacity the Summoner requires.

WITCHCRAFT SKILLS AND SPELLS

Witchcraft Skills are based on the Witchcraft Composite. There are eight Witchcraft Skills corresponding to the eight Provinces of Magic.

Witches use Witchcraft Skills to shape supernatural forces into perceptible manifestations of Magic called Spells. In other words, a Spell is the form Magic takes when unleashed by Witches. The relationship between Witchcraft Skills and Spells is that of a general category to a specific instance: a Spell is a specific way of using a Witchcraft Skill. For example, Enchantment is the Province of Magic concerned with

bestowing unnatural or supernatural qualities on people, creatures, places, and things. Witches harness this Province of Magic using their Enchantment Skill, casting such Enchantment Spells as Farseeing (which enhances a person's eyesight), Enchant Weapon (which bestows a magical bonus upon a weapon), and Fly (which bestows the power of flight).

Most Spells derive from only one Province of Magic, and therefore from only one Witchcraft Skill. However, some Spells, called Mixed Spells, combine two Provinces, and therefore two Witchcraft Skills, in one Spell.

HOW TO CAST A SPELL

Spellcasting is just like other types of Skill use: declare the Spell and roll less than or equal to the relevant Witchcraft Skill stat, subject to any modifiers. When the Order of Play rules are being used, Witches make Timing Rolls in the Timing Stage, declare their Strategy in the Strategy Stage, and make their Spell rolls in the Modifier or Resolution Stage, as indicated in the Spell Description (in the case of a Known Spell) or by the GM (in the case of a New Spell). On Known Spells and New Spells, see below.

Since Spells are just ways of using Skills, Action Penalties apply to them. Whenever a Witch declares two or more Skills in a round—be they two or more Spells, or a mix of Spells and other Skills—Action Penalties apply.

THE DANGERS OF SPELLCASTING

Magic is a powerful and dangerous phenomenon. It operates according to supernatural laws that even the mightiest wizards only imperfectly understand. As a result, every time a Witch attempts to cast a Spell, there is a chance that it will go horribly wrong. This is known as Massive Spell Failure. As discussed more fully later in this chapter, Massive Spell Failure can take a variety of forms, from comic to lethal. Why Spells occasionally fail with such spectacular results is unknown but is probably due to such factors as caster error, the inherent instability of Magic energy, and interference from magical residue. Why certain Rites and Charms ward off Massive Spell Failure (as explained below) is also a matter of uncertainty.

SPELL POINTS

Every Witch has a maximum number of Spell Points. The number is determined by multiplying a Witch's Luck stat by his highest Witchcraft Skill stat.

EXAMPLE

Ursula's Luck stat is 4. Her highest Witchcraft Skill stat is 8 (her Hex Skill). So Ursula has a maximum of 32 Spell Points: $4 \times 8 = 32$.

Witches lose Spell Points when they attempt to cast a Spell and fail. This is true whether the Spell Failure is due to rolling 12 or due to any other failed roll. Successful spellcasting does not result in Spell Point loss.

The number of Spell Points lost is the difference between the number the caster needed to roll to cast the Spell successfully, and the actual roll.

EXAMPLE

Ursula (Sorcery 5) attempts to cast Halebenunon's Calamity. She needs to roll 2 or less to do so: 5 [Ursula's Sorcery stat] - 3 [Difficulty Penalty] = 2 .

Ursula rolls 8: she fails to cast the Spell. She is free to try again, because the Spell's Failure Rules allow this. But she loses 6 Spell Points (8 [Ursula's roll] - 2 [Ursula's modified Sorcery stat] = 6). So she now has 26 Spell Points ($32 - 6 = 26$).

When a Witch's runs out of Spell Points, he cannot cast any more Spells until his Spell Points are replenished. How quickly Witches recover Spell Points is determined by the Luck stat. A Witch gains a number of Spell Points equal to her Luck stat for every hour she goes without casting a Spell. A Witch can never have more than her maximum Spell Points.

EXAMPLE

Two hours pass before Ursula casts her next Spell. In the meantime, she gains 8 Spell Points (4 Spell Points per hour, because her Luck stat is 4).

Ursula had 26 Spell Points, and has now gained 8 more. But her maximum number of Spell Points is 32, so she only gains 6 Spell Points. The extra two points are ignored. Ursula's Spell Points are now at full strength again.

KNOWN SPELLS AND NEW SPELLS

There is a simple distinction in DR between Known Spells and New Spells.

A Known Spell is a Spell whose rules and effects are well-known to Witches. A Known Spell has been cast

by Witches over and over again, possibly for hundreds of years or more. Known Spells are listed and explained in chapter eleven, Spell Descriptions.

A New Spell is one which the caster has created herself. Any player can create a New Spell, in collaboration with the GM. The player can create it in his spare time. Or he can create it right in the middle of a game session to get himself out of a jam. Because they are new, New Spells are not to be found in these rules.

THE SPELL DESCRIPTION

Every Known Spell has a Spell Description giving the rules for casting the Spell. You will find the Spell Descriptions for over 125 Spells in chapter eleven, Spell Descriptions. The elements of a Spell Description are outlined below and explained in the rest of this chapter.

[Spell Name (Difficulty Penalty)]

Description. An explanation of the Spell. See the heading Creatures, Targets and Victims.

Casting Rules. How to cast the Spell, including any modifiers to the caster's Skill stat. See the following headings: Difficulty; Spell Range; Rites and Charms.

Duration. How long the Spell lasts. See the headings Duration and Maintenance.

Resistance. Rules on the ability of targets to use Withstand Magic or Withstand Injury to protect themselves from the Spell. See the following headings: Resistance: Withstand Magic; Resistance: Withstand Injury; and Resistance: Resistance Rules.

Failure Rules. Rules on the consequence of failing the Skill roll when attempting to cast the Spell. See the headings Failure Rules and Roll of 12.

Roll of 12. In Dominion Rules, a roll of 12 always fails. For Spells, rolling 12 has further consequences, usually bad ones. This is known as Massive Spell Failure. See Roll of 12, below.

New Spells do not have Spell Descriptions precisely because they are new, i.e., they have not yet been recorded in this fashion. Nevertheless, the spellcasting rules described in a Spell Description apply equally to New Spells.

CREATURES, TARGETS AND VICTIMS

Some Spells affect creatures, while others affect things and still others affect creatures and things. 'Things' generally means any inanimate object. 'Creature' may mean any living creature, or some specified type of

creature. For instance, some Spells affect only humanoids; others affect only non-humanoid beasts; still others affect only certain types of beasts, e.g., animations.

When a Spell affects a creature, that creature is referred to as either the Spell's target (if the Spell's consequences are beneficial or indifferent) or the Spell's victim (if the Spell does the creature harm). Target and victim are two names for the same thing: the creature affected by the Spell.

Most Spells that affect creatures only affect one creature at a time. Unless a Spell indicates otherwise, it can only be cast upon one creature. To affect more than one creature, simply cast the Spell more than once.

Unless otherwise indicated in the Spell Description, a Witch can be the target or victim of her own Spell, i.e., she can cast the Spell upon herself.

DIFFICULTY

Some Spells are harder to cast than others. This may be because the magic they invoke is more powerful, or because the process of invoking the magic is more complicated, or both. To reflect this, every Spell has a Difficulty Penalty.

With Known Spells, Difficulty Penalties are given in the Spell Description (beside the Spell's name), and in the Spell's Casting Rules. With New Spells, Difficulty Penalties are determined by the GM.

The easiest Spells have a Difficulty Penalty of 0, i.e., no penalty at all. No Spell ever has a Difficulty Bonus. However, there are a handful of Spells which, when cast with the specified Rite or Charm, do gain an overall bonus. For example, the caster of Summoner's Trick (Difficulty 0) gets a +2 Rite and Charm bonus for pulling the summoned animal from his hat. See Rites and Charms, below.

Players can use the Difficulty of a Spell to help them choose which Spells to use. Players with new characters will want to use Spells with low Difficulty Penalties. To help you choose your Spells, tables listing Spells by Difficulty Penalty are included at the beginning of each section.

As your character advances, casting more difficult Spells will become easier. However, even starting characters can cast more difficult Spells by giving

themselves Lucky Breaks. See the discussion of the Luck Attribute in chapter one.

SPELL RANGE

Some Spells require that the creature or thing to be affected by the Spell be within a certain range of the caster. The range may be a distance (“within 10 m of the caster”, “within the caster’s line of sight”) or may be more abstract (as in Spells that are effective only upon a creature known to the caster). For Known Spells, the range is given in the Spell Description under Casting Rules. For New Spells, the range is determined by the GM.

DURATION

Unless otherwise indicated in the Spell Description, a Spell goes into effect the moment it is cast. This will depend on whether the Spell is one which is cast in the Modifier Stage or the Resolution Stage.

EXAMPLE

Ursula the Witch is fighting three warrior-monks who are attempting to arrest her on charges of witchcraft.

In the Timing Stage, Ursula gets the highest Timing Score.

In the Strategy Stage, after hearing the monks’ Strategies, Ursula declares a Dark Spell and a Retreat. The Dark Spell is cast in the Modifier Stage.

In the Modifier Stage, Ursula makes a successful Spell roll. From that moment, the area goes dark. The Dark Spell takes effect immediately. The Darkness Penalty to the monks’ Combat Skills applies immediately.

A Spell’s duration is usually measured in rounds. But it may also be measured in hours, days, or some other measure. Many Spells have a duration of only the current round. Another common duration is “A number of rounds equal to the caster’s x stat”, where x is the Skill upon which the Spell is based. Sometimes the duration will be a number of rounds equal to the caster’s Skill roll.

When the Spell’s duration is given in a number of rounds, start counting with the round in which the Spell is cast, i.e., the current round.

EXAMPLE

Ursula’s Conjuring stat is 5. So the Dark Spell’s duration is five rounds. That means five rounds starting this current round. The Spell lasts for the duration of this round and four more rounds.

Some Spells last “Until broken by WithMag”. This means that for the Spell’s duration, its victim is allowed to make one Withstand Magic roll per round. The roll is made at the very end of the Resolution Stage. If the victim fails the roll, the Spell’s effects continue. If the victim makes the roll, the Spell is broken: its effects cease. Spells that can be broken by WithMag cannot be maintained.

Most Spells have only temporary effects. Sometimes, however, a Spell may have a permanent effect. But don’t take the word ‘permanent’ too literally. Where the Spell’s duration is given as permanent, this means ‘permanent unless undone somehow’. The Spell’s effect may be undone by magic (though Dispel Magic will not work against permanent Spells), by someone’s action, or even by nature. The point is that the Spell’s magic will not expire with the passage of time.

EXAMPLE

The Reshape Object Spell can be used to magically remove all the limbs from a tree. This effect is ‘permanent’ in the sense that the limbs will not reappear in five or ten rounds; the magic’s effect does not expire. But the tree’s limbs will grow back in time. The Spell does not prevent this.

MAINTENANCE

Some Spells can be maintained past their regular duration. This is indicated in the Spell Description under Duration.

To maintain a Spell beyond its normal duration, declare you are doing so in the Strategy Stage of the round after the Spell would otherwise end. There is no roll to make; the Spell is automatically maintained. But to maintain a Spell counts as an Action for the purpose of Action Penalties. Thus, the use of any other Skill that round will give rise to an Action Penalty.

A Witch cannot alter in any way the behaviour of a Spell he is maintaining. He can only maintain it as is. A Witch can only maintain a Spell which he himself cast.

If the Spell which the caster proposes to maintain specifies the Spell’s range, the caster must remain within that range to maintain the Spell. If the caster or the creature or thing affected by the Spell leaves the Spell’s range, the Spell ends.

For some Spells, Maintenance is not applicable. For example, Maintenance is not applicable to Alchemical Gold and Alchemical Silver, because those Spells’ effects are permanent.

RESISTANCE: WITHSTAND MAGIC

The Withstand Magic Skill is a Stamina Skill used to give characters (PCs and GMCs alike) the chance to resist the effects of magic. The magic may come from Spells or from other sources, such as magical creatures and items. Unless otherwise stated in the Spell Description, the effect of a successful WithMag roll is that the Spell has no effect on the creature that has Withstood it.

A creature can always refuse to make the roll if he doesn't want to Withstand it.

EXAMPLE

Ursula the Witch declares a minor Enchant Creature Spell upon her companion to give a temporary magical boost to her Strike stat. Technically, he is free to make a Withstand Magic roll. But he chooses not to, for the Spell will benefit him.

WithMag is used only against magic that does not seek to cause Injury. If the Spell causes direct Injury to its victim (i.e., if it is a Sorcery Spell or a Mixed Spell involving Sorcery), use the Withstand Injury Skill instead. See Resistance: Withstand Injury.

Recall that Injury Penalties do not apply to Stamina Skills like Withstand Magic. For more about Withstand Magic, see the discussion of Stamina Skills in chapter two.

RESISTANCE: WITHSTAND INJURY

Only one Witchcraft Skill is capable of directly causing Injury: the Sorcery Skill, as used in Sorcery Spells and in Mixed Spells involving Sorcery. Other Witchcraft Skills can cause Injury only indirectly (such as by making something heavy fall upon an enemy).

Whenever a Witch uses a Witchcraft Skill to cause Injury, whether directly or indirectly, the victim makes a WithIn roll to attempt to Withstand the Injury.

EXAMPLE

A sorcerer attacks a ranger with a Lightning Strike Spell. Lightning Strike is a Sorcery Spell; it causes direct Injury to those who fail to Withstand it. So the ranger uses his Withstand Injury Skill to attempt to Withstand the attack.

The sorcerer then uses Animate Object (an Enchantment) to send a nearby boulder tumbling towards the ranger. If the boulder hits him, he uses WithIn, not WithMag. For the Enchantment is being used to cause him Injury indirectly: it is the boulder, not the Spell, that threatens to Injure him.

Next, the sorcerer uses Chimera (an Illusion) against the ranger. The ranger uses WithMag to determine whether he

falls for the Sorcerer's Illusion. The ranger fails his WithMag roll and suddenly believes there's a hideous monster attached to his chest. He then stabs himself in the chest with his dagger, meaning to attack the monster. Now he uses WithIn, not WithMag, for it is the dagger not the Spell which is Injuring him.

Note the difference between a Spell which does Injury and one which does harm. In the example above, the illusion did not Injure the ranger but it did harm him, for it tricked him into turning his own weapon against himself.

For more on Withstand Injury, see the discussions in chapters two and six.

RESISTANCE: RESISTANCE RULES

For some Spells, the fact that the Spell's intended target has resisted the Spell in the past (by making a successful WithMag roll) means she has better chances of resisting it again in the immediate future. When a Witch attempts to cast a Spell on a creature that has already made a successful WithMag roll against that same Spell, cast by the same caster, the caster suffers a Resistance Penalty.

EXAMPLE

Ursula the Witch (Enchantment 6) attempts to cast Slumber (Difficulty 0) on a sailor whose boat she'd like to borrow for a while. She rolls 4: she successfully casts the Spell. But the sailor (WithMag 2) gets to make a Withstand Magic roll. He rolls a 2! He Withstands the Magic and remains awake.

Ursula can try again. But this time, her Enchantment stat will be subject to a -1 Resistance Penalty resulting from the sailor's successful Withstand Magic roll.

Note that the Resistance Penalty applies only if Ursula tries again to cast Slumber on the sailor. If she casts another Spell on the sailor, the penalty does not apply. Nor does it apply if she casts Slumber on someone else.

The Resistance Penalty starts at -1 and lowers by 1 each time the Spell's target makes a successful WithMag roll. This means that if the target of the Spell Withstands Magic often enough, it will become impossible for the caster to use the Spell on him.

EXAMPLE

Ursula tries again. This time she needs to roll 5 or less to cast the Spell: 6 [Ursula's Enchantment] - 1 [Resistance Penalty] = 5. She rolls a 3.

The sailor (Withstand Magic 2) rolls to Withstand Magic. He rolls a 1! He's done it again.

Slumber is getting harder and harder for Ursula to cast. But she decides to try again. Now she must roll 4 or less to cast

the Spell: 6 [Ursula's Enchantment] - 2 [Resistance Penalty] = 4. She rolls a 5—a miss!

She tries yet again, still needing to roll 4 or less. She rolls 2.

The sailor rolls his WithMag. He rolls a 12! He fails, and falls into a deep sleep.

Resistance Penalties are temporary. They last only one day.

EXAMPLE

If for some reason Ursula found herself needing to cast Slumber on this same sailor again a week from now, she would not have a -2 Resistance Penalty to do it. That penalty expired one day after it arose.

There are many Spells for which Resistance Rules do not apply. In particular, Resistance Rules do not apply when a Witch who fails his Spell roll is forbidden to try again. To know whether Resistance Rules apply, see the Spell Description.

FAILURE RULES

Spells, like other Skills in Dominion Rules, have Failure Rules. This is because Spells are, after all, just Witchcraft-based Skills. The Failure Rules of a Spell are given in the Spell Description.

There are two certain consequences of failing a Spell roll. The first certain consequence is simply that the caster fails to cast the Spell. The Spell just fizzles. But can the caster try again? That depends on the Spell she has tried to cast. The Failure Rules element of the Spell Description answers this question.

The second certain consequence of failing a Spell roll is that the caster loses a certain number of Spell Points. Every Witch has a maximum number of Spell Points which they lose each time they attempt to cast a Spell and fail (whether they failed normally or failed with a roll of 12). As explained above, when a Witch's runs out of Spell Points, he cannot cast any more Spells until his Spell Points are replenished.

MASSIVE SPELL FAILURE (ROLL OF TWELVE)

Apart from the two certain consequences of Spell failure described above, there is a third possible consequence of failing a Spell roll. This third consequence, which occurs when the caster fails with a roll of 12, is that the Spell goes spectacularly wrong. This is called Massive Spell Failure.

As noted above, Witchcraft involves meddling with supernatural forces that are, at best, unpredictable. A roll of 12 when attempting to cast a Spell means that the caster's mistake has triggered some unintended magical result. Sometimes these results are funny, or simply annoying. Other times, the results are dangerous to the caster and disastrous for his party. Generally, the more powerful the Spell the caster attempts, the more dire the result of rolling 12 will be.

For Known Spells, the common consequence of failing the Spell roll with a 12 is given in the Roll of 12 element of the Spell Description. But that element of the Spell Description gives typical examples only; the final say on what happens when 12 is rolled is left to the GM. In determining the consequence of a roll of 12, the GM may rely on the Spell Description (for Known Spells), create her own consequence, or ask the player to roll on the Massive Spell Failure table. This table is especially useful when the caster has massively failed to cast a New Spell, since New Spells don't have Spell Descriptions.

Witches who follow the Rites and Charms proscribed in the Spell's Description are spared the nasty consequences of rolling 12. A roll of 12 is still a failure, but the side-effects don't occur. Not all Spells have Rites or Charms associated with them, however.

rites and Charms

To cast a Spell, a Witch need only declare the Spell she wishes to cast and do what is indicated in the Casting Rules section of the Spell Description. However, many Spells will have stronger effects, or be easier to cast, if the Witch performs certain Rites, or includes specified Charms, when casting the Spell.

A Rite is a ceremonial or customary act performed by the Witch to enhance the power of the Spell or make it easier to cast. Examples include: uttering magical words; making hand signals or other bodily movements; and drawing prescribed shapes and characters on the ground, around the Spell's target, or elsewhere.

A Charm is any trinket, token, or other object used in spellcasting to enhance a Spell's effect or make it easier to cast. Examples include: rings, amulets, and other jewellery; symbolic items related to the Spell, such as a feather in a Fly Spell; and rarities such as gems and precious metals. Some Spells consume Charms in casting: the Charm disappears into the Spell's magic. Other Charms survive casting and may be used repeatedly. When a Witch fails a Spell roll,

Massive spell failure

Roll	Result
2	A shower of rose petals falls on the caster. Songbirds encircle him, chirping melodiously. The air smells of lilac and lavender. Suddenly the world seems a heartbreakingly beautiful place...
3	The caster bursts into song for four rounds. She can continue to perform any action that does not require speech. She cannot, however, quit singing. The song is loud and annoying.
4	The caster collapses in an uncontrollable laughing fit. He cannot perform any actions for a number of rounds equal to his Skill stat.
5	The caster becomes absurdly paranoid for six rounds. She declares a Dodge every round, whether in Combat or not and even if surrounded only by friends and allies. She refuses to co-operate with other party members in any way.
6	The caster loses all memory of the day's events to that point.
7	A thick coat of long white hair, like that of a Persian cat, covers the caster from head to toe for 12 rounds.
8	The caster falls desperately in love with the first creature (humanoid or otherwise) he sees. He will not attack or otherwise harm the object of his affection, nor tolerate others doing so, for 12 rounds.
9	The caster is blinded for 12 rounds.
10	The caster loses consciousness for 12 rounds.
11	The caster loses 15 Spell Points.
12	A fiery explosion inflicts 4 Injury Points to the caster and everyone in her party. Opponents of the caster are not affected, no matter how close they may be to the blast.
13	A tremor under the caster's feet splits the earth in two, revealing a chasm 6 m deep and 2 m wide. The rift extends 3 m to either side of the caster. The caster falls in, taking 2 Injury Points. Anyone standing over the rift or within 1 m of it when it opened must make a successful Agility roll or fall in, too.
14	A sort of magnetic field emanates from the caster, attracting metal-based weapons. Attackers using such weapons gain a +2 Strike Bonus against the caster for five rounds.
15	A terrifying vision appears in the caster's mind. The caster is paralysed with fear and can do nothing for five rounds.
16	The caster's legs go weak and she falls to the ground. She cannot stand for six rounds.
17	Thin rays of brilliant yellow light wrap the caster's body, tightening around her as they move. The caster takes 3 Injury Points per round for the next three rounds and can declare no actions.
18	Eerie white light appears to glow from under the caster's skin. His Injury stat drops to 0. If his Injury stat was already at 0 or less, he takes a number of Injury Points equal to his Luck stat.
19	The caster drops to 0 Spell Points.
20	If the caster has a familiar, it leaves him permanently. If the caster does not have a familiar, roll again.
21	Green bolts of electricity emanate from the caster, causing 8 Injury Points to everyone in her party but none to her.
22	One of the caster's companions suddenly turns on him. Next round, the companion launches a full attack on the caster, trying with all his might to kill him. At the end of the round, the companion returns to his senses. (If the caster is alone, roll again.)
23	The caster bursts into a ball of magical blue flames for one round, then collapses. The caster takes $d12 + 4$ Injury Points.
24	The caster's mother appears, tells him she always knew he would come to nothing, and spansks him very hard (15 Injury Points).

To use this table, roll twice and add the results. Victims of the Injuries described above *do not* get Within rolls. Nor can the effects described above be undone with Dispel Magic. The expression ' $d12 + 4$ ' means roll once and add 4.

and has used a Charm in attempting to cast the Spell, the Charm is not consumed.

No extra Action Penalty is incurred by using a Charm or observing a Rite while casting a Spell.

The effect of a Rite or Charm is given in the Spell Description. Where the Spell Description refers to a Charm Bonus or a Rite Bonus, this means a bonus to the caster's Skill stat, improving her chance of casting the Spell.

EXAMPLE

A +2 Charm Bonus to a Sorcery Spell improves the caster's Sorcery stat by 2 when making the Spell roll. A +1 Rite Bonus to a Mixed Spell improves the caster's Mixed Spell stat by 1.

There is another benefit of using Rites and Charms. Witches who follow the Rites and Charms prescribed in the Spell Description are spared the nasty consequences of rolling 12. Even if the caster does roll 12, no Massive Spell Failure occurs. With some Spells, however, no Rite or Charm exists, and therefore the possibility of massive Spell failure is unavoidable.

If a Spell's effect or ease of casting can be enhanced by Rites or Charms, these are indicated in the Spell Description under Casting Rules. Rites and Charms are always optional; a Witch who does not know the Rites and has no Charms may still cast Spells, but she will not enjoy the benefits that Rites and Charms provide.

SPELLS AND RETREATS

Retreat is a way of using the Movement Combat Skill to withdraw from melee and, effectively, run away. See chapter seven, Combat. A successful Retreat removes the character from melee in the Modifier Stage, thus nullifying all Offensive Combat Skills declared against the Retreating character that round.

The effect of a successful Retreat upon a Spell will depend on the Spell. Any Spell that requires the caster to touch its target, or to be in melee with him, will become impossible to cast; the Spell fizzles. But most Spells will continue to be applicable against a Retreating character until he has left the Spell's range, as described in the Spell Description. If you're unsure, ask your GM. He will consider the question and make a ruling.



Credit: Oksana Romanova

SPELL DESCRIPTIONS

This chapter describes over 125 Known Spells from each of the eight Provinces of Magic. The spells are organized alphabetically by Province, from Alchemy to Summoning. For more on the Provinces of Magic, see chapter ten, and on how to cast a spell, see chapter ten, Witches, Magic and Spellcasting.

ALCHEMY

Alchemy is the art of transmutation: changing things into other things by magical means. Alchemy is chiefly associated with the practice of turning base metals into gold. But Alchemy encompasses all sorts of magical transformations. Alchemists can turn a man into a child, a pumpkin into a coach, a prince into a frog, and more.

The most important thing to remember about Alchemy—especially when creating new Alchemy Spells—is that it is about turning one thing into another. It is not about creating something out of nothing (that’s Conjuring) or change the look of something (that’s Illusion), or making something act differently (that’s Enchantment). Rather, Alchemy is about making

Alchemy spells by difficulty

Spell	Modifier
Enlarge	0
Magic Door	0
Shrink	0
Wizard Trick	0
Elementary	-1
Reshape Object	-1
Alchemical Silver	-2
Transfigure Creature	-2
Transmute Object	-2 or -4
Alchemical Gold	-4
Transmute Creature to Beast	-4
Transmute Creature to Object	-5

something become something else, if only temporarily.

There is a special substance that acts as a Charm with a +2 Charm Bonus to any Alchemy Skill. The substance is known as philosophers’ stone. It is exceedingly rare in most dominions, and it cannot be created using any Spell. Casters who carry philosophers’ stone anywhere on their person enjoy the +2 Charm Bonus and are protected from Massive Spell Failure when casting Alchemy Spells. Philosophers’ stone is not consumed in casting.

Some of the Alchemy Spells listed here are rolled in the Modifier Stage and some in the Resolution Stage. Be sure to confirm which Stage the Spell is rolled in before declaring it.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Alchemy Spells in order of Difficulty.

Alchemical Gold (Difficulty -4)

Description. With this Spell, the caster permanently turns an amount of base metal (such as iron, aluminum, nickel, or alloys such as brass and bronze) into an equivalent amount of gold.

The Spell can only turns a handful of metal into gold at a time. To turn larger amounts of metal into gold, the Witch may cast the Spell several times (if the metal is divided into small portions) or, if the metal is one large piece, the GM may assign an extra Difficulty Penalty (on top of the -4 penalty that already applies).

Casting Rules. In the Strategy Stage, declare the Spell and the metal to be transmuted into gold. In the Resolution Stage ten rounds later, roll less than or equal to your Alchemy stat modified by a -4 Difficulty Penalty.

The caster must be within touching distance of the metal. The Spell takes ten rounds to cast and can only be performed in a properly equipped laboratory following a recipe (as found in certain Alchemical tomes). There are many recipes, but most usually require soaking the metal in mineral water, heating it over a flame, and performing certain rites during casting.

Duration. Permanent.

Resistance. Not applicable.

Failure Rules. The metal cannot be transmuted. No further attempt may be made with this metal.

Roll of 12. The metal turns into a lump of stone, a brick of coal, or some other undesirable substance. A violent explosion is also possible.

Alchemical Silver (Difficulty -2)

Description. This Spell resembles Alchemical Gold in most respects, except that it turns the metal into silver, and is somewhat easier to cast.

The Spell can only turn a handful of metal into silver at a time. To turn larger amounts of metal into silver, the Witch may cast the Spell several times (if the metal is divided into small portions) or, if the metal is one large piece, the GM may assign an extra Difficulty Penalty (on top of the -2 penalty that already applies).

Casting Rules. In the Strategy Stage, declare the Spell and the metal to be transmuted into silver. In the Resolution Stage six rounds later, roll less than or equal to your Alchemy stat modified by a -2 Difficulty Penalty.

The caster must be within touching distance of the metal. The Spell takes six rounds to cast and can only be performed in a properly equipped laboratory following a recipe (as found in certain Alchemical tomes). There are many recipes, but most usually require soaking the metal in mineral water, heating it over a flame, and performing certain rites during casting.

Duration. Permanent.

Resistance. Not applicable.

Failure Rules. The metal cannot be transmuted. No further attempt may be made with this metal.

Roll of 12. The metal turns into a lump of stone, a brick of coal, or some other undesirable substance. A violent explosion is also possible.

Elementary (Difficulty -1)

Description. This simple Spell converts one type of elementary matter to another. By elementary matter is meant earth, air, water and fire. Thus, Elementary can

be used to turn a campfire into a small puddle of water, a clump of earth into empty air, a patch of ice into a patch of dirt, and so on.

No more than 1 cubic metre of elementary matter can be affected by this Spell. The elementary matter produced by the Spell behaves like ordinary elementary matter of the same kind. This rule places important limits on what alchemists can do with the Spell. For instance, if a Witch tries to use Elementary to inflict Injury on an enemy by turning the air that surrounds him into dirt (thus suffocating him), the earth created by the Spell will fall harmlessly to the ground. Similarly, if the caster tries to burn his enemy by turning the surrounding air into fire, the fire will immediately extinguish itself if it finds nothing to burn.

The earth element includes dirt, sand, stone and soil but not living matter such as grass or trees growing in earth. Water includes its liquid form, its solid form (ice) and gaseous form (steam). The fire produced by this Spell is of normal intensity; see chapter six, Injury. Air includes ordinary air and air polluted by smoke, gas or other contaminant. Note that Elementary can only change one type of matter to another; for example, it cannot change water to ice because water and ice are forms of the same element, namely water.

Casting Rules. Declare the Spell, the area of elementary matter to be converted, and which element (and form of element) the matter will turn in to. The area of matter may be no greater than 1 cubic metre in size and must be within the caster's line of sight. In the Modifier Stage, roll less than or equal to your Alchemy stat subject to a -1 Difficulty Penalty.

The caster enjoys a +1 Charm Bonus if he throws into the air a small sample of the matter he wants to produce. Thus, if he wishes to turn water into fire, he may strike a match and throw it into the air. The charm is consumed in casting.

Duration. Permanent.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The matter turns into a type of matter other than that which the caster intended.

Enlarge (Difficulty 0)

Description. With Enlarge the caster can increase the size of an object. The object retains its regular propor-

tions, but grows larger. An object's size can be increased by 25% for every 1 Alchemy point possessed by the caster. Thus, a witch with an Alchemy stat of 5 can increase an object's size by 125%: $5 \times 25\% = 125\%$. Objects larger than 3 m in height, width, or depth cannot be enlarged with this Spell.

Creatures cannot be enlarged by this Spell. Use Transfigure Creature for that.

Casting Rules. Declare the Spell, the object to be enlarged, and size to which it will grow. The object must be within the caster's line of sight. In the Modifier Stage, roll less than or equal to your Alchemy stat.

The caster can increase the size of the object by an extra 50% if she uses an acorn nut in casting. The charm is consumed in casting.

Duration. A number of rounds equal to the caster's Alchemy stat. The Spell may be maintained.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell may enlarge an object not indicated by the caster. Or the Spell may operate as a Shrink Spell.

Magic Door (Difficulty 0)

Description. With this Spell, the caster changes part of a wall into a door. Creatures can then go through the door to enter or leave a building, pass into an adjoining room, etc.

The archway of the door can be no more than 1.5 m thick. However, the Witch can cast a second Magic Door on the remaining wall, and so forth until he gets out. For example, three successive Magic Doors will create a three-door passage through a wall 4.5 m thick.

Casting Rules. Declare the Spell and where the door will be. In the Modifier Stage, roll less than or equal to your Alchemy stat. The door must be placed within the caster's line of sight.

The caster enjoys a +1 Charm Bonus if she holds a key made of gold in her hands as she casts the Spell. The key survives the casting.

Duration. A number of rounds equal to the caster's Alchemy stat. Characters caught in the doorway when

the Spell ends are bounced back into the room or place from which they came. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may not try again on that wall. She may try on another.

Roll of 12. The door may be locked. Or it may be too small to pass through.

Reshape Object (Difficulty -1)

Description. With this Spell, the caster magically changes the shape of an object. The shape can be changed however the caster likes, so long as the object remains that object. For instance, the Spell can be used to sharpen a sword, or curve its blade, but it cannot be used to turn it into an axe. (To do that, use Transmute Object.)

Casting Rules. In the Strategy Stage, declare the object to be reshaped and the shape it will take. In the Modifier Stage, roll less than or equal to your Alchemy stat subject to a -1 Difficulty Penalty. The object must be within the caster's line of sight.

If the object is Enchanted, the object's highest Enchantment Bonus is subtracted from the caster's Alchemy stat when casting. Example: 6 [caster's Alchemy stat] - 1 [Difficulty Penalty] - 2 [object's Enchantment Bonus] = 3 [caster's modified Alchemy stat].

The caster enjoys a +1 Charm Bonus if he carries a blacksmith's hammer. The Charm survives the casting.

Duration. Permanent.

Resistance. Not applicable.

Failure Rules. The object may not be reshaped. The caster may try again on a similar object, however.

Roll of 12. The object takes an undesired shape, as determined by the GM.

Shrink (Difficulty 0)

Description. With Shrink the caster can decrease the size of an object. The object retains its regular proportions, but grows smaller. An object's size can be decreased by 25% for every 1 Alchemy point possessed by the caster. Thus, a witch with an Alchemy stat of 4 can decrease an object's size by 100%: $4 \times 25\% =$

100%. Objects larger than 5 m in height, width, or depth cannot be shrunk with this Spell.

Creatures cannot be shrunk by this Spell. Use Transfigure Creature for that.

Casting Rules. Declare the Spell, the object to be shrunk, and size to which it will shrink. The object must be within the caster's line of sight. In the Modifier Stage, roll less than or equal to your Alchemy stat.

The caster can decrease the size of the object by a further 50% if she uses a sea sponge in casting. The charm is consumed in casting.

Duration. A number of rounds equal to the caster's Alchemy stat. The Spell may be maintained.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell may shrink an object not indicated by the caster. Or the Spell may operate as an Enlarge Spell.

Transfigure Creature (Difficulty -2)

Description. This Spell changes the physical appearance of the creature upon whom it is cast, while keeping the creature's basic form intact. Examples of the kinds of changes the Spell can make are as follows: changes to the how old or young the creature looks; changes to how fat or thin the creature is; changes to the length or colour of the creature's hair or fur; changes to the length of the creature's limbs, or the shape of its features (such as giving a human pointed, elf-like ears).

Note that this Spell is not an Illusion; changes to the creature's physical appearance actually happen, though they are only temporary.

The Spell cannot be used to make essential changes to the creature's form. For instance, a humanoid cannot be given wings, and a four-legged animal can't be given humanoid arms. The Spell can only change a creature's appearance; it cannot change the creature's basic form.

Casting Rules. Declare the Spell, the creature to be transfigured, and what sort of change or changes are to be wrought. In the Modifier Stage, roll less than or equal to your Alchemy stat subject to a -2 Difficulty

Penalty. The affected creature must be within 10 m of the caster.

Where the creature to be Transfigured is a humanoid, the caster enjoys a +1 Rite Bonus if she speaks the person's entire name, including any middle names, backwards while casting. For humanoid or non-humanoids, the caster enjoys a +1 Charm Bonus if she holds a warped mirror while casting. The Charm survives casting.

Duration. A number of rounds equal to the caster's Alchemy stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. Some undesired transfiguration may occur. Or a different creature altogether may be transfigured.

Transmute Creature To Beast (Difficulty -4)

Description. This Spell temporarily transmutes any creature (whether humanoid or non-humanoid) into a non-humanoid Beast chosen by the caster. Any belongings worn or held by the creature at the time the Spell is cast disappear for the duration of the Spell.

The unmodified WithIn stat of the transmuted creature remains unchanged by this Spell—even if that results in a snail with a WithIn of 9 or a whale with a WithIn of 1. However, the transmuted creature loses the benefit of any armour it may have been wearing.

WithIn is the only Skill that is immune to change, however. The transmuted creature loses the use of any other Skills it had, and for which it requires its own body to perform, for the duration of the Spell. Yet the transmuted creature gains any Offensive or Defensive Beast Skills possessed by the Beast to which it has been transmuted. Priests and Witches who are transmuted to animals, animations, apparitions, or monsters (but not faeries) lose their Channelling and Spellcasting abilities for the duration of the Spell.

EXAMPLE

A powerful alchemist uses Transmute Creature to Beast to turn Cedric the Initiate into a Packhorse! Suddenly, Cedric is gone and a scruffy looking (but strangely familiar) horse stands in his place.

Cedric's weapons, armour and gear have disappeared, but will come back when the Spell is over. This means that Cedric's WithIn falls from 7 (his modified stat) to 3 (his unmodi-

fied stat). Note that this is true even though the typical Packhorse has a *WithIn* of 5.

Cedric can't use such Skills as *Strike* and *Disarm* anymore, because he doesn't have a humanoid form. However, he can *Kick* and *Bite*, and his *Movement* stat is 10!

Cedric can't *Channel* any Priestcraft Skills while in animal form.

Note that transmuted creatures suffer no *Injury* from this Spell. Their *Injury* stats are untouched.

Casting Rules. Declare the creature to be transmuted, and what sort of Beast it is to become. In the Resolution Stage, roll less than or equal to your *Alchemy* stat subject to a -4 *Difficulty Penalty*. The creature must be within 10 m of the caster.

The caster gains a +1 *Charm Bonus* if she has a bit of fur, hair, feather, etc. of the Beast she intends to change the creature into. The *Charm* is consumed in casting.

Duration. A number of rounds equal to the caster's *Alchemy* stat. The Spell may be maintained.

Resistance. The target may attempt to *Withstand Magic*. *Resistance Rules* apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The victim may change into something totally unexpected—and possibly deadly to the caster. Or the Spell may change someone the caster did not intend to change.

Transmute Creature To Humanoid (Difficulty -3)

Description. This Spell temporarily transmutes any creature (whether humanoid or non-humanoid) into a type of humanoid declared by the caster. Any belongings worn or held by the creature at the time the Spell is cast remain in the creature's possession, though clothes may not fit, weapons may be too heavy to wield or too small to use, and so on.

As with *Transmute Creature to Beast*, the *WithIn* stat of the transmuted creature remains unchanged by this Spell—even if this results in a goblin with the *WithIn* of a giant. However, the transmuted creature will lose the benefit of any armour it wore if it no longer fits.

If the creature to be transmuted is a humanoid, it will retain all its Skills and Skill stats for the duration of the Spell. For instance, a dwarf who is transmuted to an ork will retain its own *Combat* and other Skill stats. If

the creature to be transmuted is not humanoid, it will lose its Skills and Skill stats for the duration of the Spell and gain the typical Skills and Skill stats of the humanoid it has become. Thus, a ghost that is transmuted into a halfling will have *Combat* and other Skills typical to halflings.

Humanoid Priests and Witches affected by this Spell do not lose their respective abilities to *Channel* and cast Spells. Note that transmuted creatures suffer no *Injury* from this Spell. Their *Injury* stats are untouched.

Casting Rules. Declare the creature to be transmuted, and what sort of humanoid it is to become. In the Resolution Stage, roll less than or equal to your *Alchemy* stat subject to a -3 *Difficulty Penalty*. The creature must be within the 10 m of the caster.

The caster gains a +1 *Rite Bonus* if, while casting the Spell, he recites a poem or sings a song in a language of the humanoid into which he is transmuting the creature. The poem or song must be one originating in the humanoid's culture—not something the caster makes up himself.

Duration. A number of rounds equal to the caster's *Alchemy* stat. The Spell may be maintained.

Resistance. The target may attempt to *Withstand Magic*. *Resistance Rules* apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell may act like *Transmute Creature to Beast* or *Transmute Creature to Object*, changing the creature into something totally unexpected—and possibly deadly to the caster. Or the Spell may change someone other than the caster's intended target.

Transmute Creature To Object (Difficulty -5)

Description. This Spell temporarily transmutes any creature into an inanimate object. The transmuted creature suffers no *Injury* by the Spell, but is rendered incapable of performing any Skills while inanimate. Nor can the transmuted creature be *Injured* while inanimate by attacking or destroying the object which the creature has become. Any significant harm to the object will break the Spell and cause the creature to reappear in its former shape.

EXAMPLE

An alchemist Transmutes an orkish warrior into a stump of wood. The ork is incapable of performing any Skills while in

wood form. However, if the alchemist chops the wood in two, the Spell will break and the ork will reappear unharmed.

While direct Injury cannot be inflicted upon creatures transmuted by this Spell, indirect Injury is possible.

EXAMPLE

The alchemist picks up the wood and throws it in the river. When, several rounds later, the Spell wears off, the ork will find himself floating down a river. He had better know how to swim!

Casting Rules. Declare the creature to be transmuted and what sort of object it is to become. In the Resolution Stage, roll less than or equal to your Alchemy stat, subject to a -5 Difficulty Penalty. The creature must be within 10 m of the caster.

The caster enjoys a +1 Charm Bonus if she wraps a sprig of marjoram in twine while casting. The charms are consumed in casting.

Duration. A number of rounds equal to the caster's Alchemy stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. An anti-magic field envelopes the caster, making it impossible for her to cast any Spells for 10 rounds. The field cannot be Dispelled or countered in any way. The field is silvery-blue and wraps tightly around the caster's body. It is visible to any creature with ordinary sight, and glows brightly in darkness. The field does not hinder any other Skills or actions.

Transmute Object (Difficulty -2 or -4)

Description. This Spell transmutes an object into some different object. For objects, there are two types of transmutation: inherent and radical. Inherent transmutations are easier to perform than radical ones.

An inherent transmutation changes a thing from what it is to what it will eventually be, or what it can possibly be. This is called inherent transmutation because the new thing was inherent in the old thing.

EXAMPLES OF INHERENT TRANSMUTATION

(1) An alchemist attempts to transmute a lump of coal into a diamond. This is an inherent transmutation, because diamonds come from coal. The coal will become a diamond naturally, given time.

(2) Ursula the Witch attempts to transmute water into fog. Fog is water vapour. It's water in a gaseous form. So this is an inherent transmutation: fog is a form which water can naturally take. Similarly, if Ursula wanted to transmute the water into ice (water's solid form), this too would be an inherent transmutation.

(3) The Spell can be used to turn a bag of fresh apples into a bag of rotten apples. This is an inherent transmutation: the apples would rot naturally, if left to do so. The Spell has merely triggered and sped up a naturally occurring process.

(4) A wizard wants to transmute a fallen branch into a bow. A bow can be carved out of a piece of wood such as the branch. So this is an inherent transmutation: it is making the branch into something that the branch is capable of becoming. (But note that only the bow is made; the bow-string must be found somewhere else, or produced by a radical transmutation, because string is not inherent in wood.)

EXAMPLES OF RADICAL TRANSMUTATION

(1) An alchemist attempts to transmute a lump of coal into a fishing hook. Fishing hooks cannot be made out of lumps of coal. A fishing hook is in no way inherent in a lump of coal; the two things are totally unrelated, and the one cannot be said to be a form of the other. So this is a radical transmutation.

(2) What if Ursula wants for some reason to turn two pails of water into two pails of milk? Water and Milk are both liquids. They can both be drunk. Nevertheless, one is not inherent in the other. Water does not turn to milk naturally, nor can milk be made naturally out of water. Milk cannot be said to be a form of water. So this would be a radical transmutation.

(3) Apples have water in them. If an alchemist wants to turn apples into water, is this an inherent or a radical transmutation? The answer is radical. Just because apples have water in them doesn't mean that this is an inherent transmutation. Apples have water in them, but apples are not a form of water like ice or vapour. Apples will not turn into water through natural processes. Only the supernatural process of radical transmutation can turn apples into water.

(4) A wizard wants to transmute a fallen branch into a bow, complete with bow-string. Wood does not naturally turn into string; string is not another form taken by wood the way that ice and fog are forms of water. Nor is it possible to make string out of wood. So to change the branch into a completed, strung bow, requires a radical transmutation.

A radical transmutation changes a thing into something it cannot or would not naturally become. Radical transmutations change a thing into utterly different and unrelated new thing.

Casting Rules. In the Strategy Stage, declare the object to be transmuted and what it is to become. Roll the Spell in the Resolution Stage. For an inherent transmutation, roll less than or equal to your Alchemy stat subject to a -2 Difficulty Penalty. For a radical transmutation, roll less than or equal to your Alchemy stat subject to a -4 Difficulty Penalty. The object must be within the caster's line of sight.

The caster gains a +1 Charm Bonus if she has a bit of the thing into which she wishes to transmute the object. The Charm is consumed in casting.

Duration. Permanent.

Resistance. Not applicable.

Failure Rules. The caster is incapable of transmuting the object. He cannot try again.

Roll of 12. The thing has been transmuted into something other than what was intended by the caster. Or some other thing has been transmuted.

Wizard Trick (Difficulty 0)

Description. Wizard Trick is the classic Spell of turning a person into a small, unappealing animal of some sort. It is essentially an easier (and less powerful) version of the Transmute Creature to Beast Spell. The caster may select an animal from the Wizard Trick Results table, or he may leave it to chance. If the caster wants to turn his victim into some other animal, he must use Transmute Creature to Beast.

There are three big differences between Wizard Trick and Transmute Creature to Beast. First, Wizard Trick can be broken by a successful WithMag roll. Second, the Spell cannot be Maintained. Third, Wizard Trick can only be used on humanoids.

The victim suffers no Injury from the Spell. His Injury stat is untouched. His WithIn stat also remains the same, even if he goes from a burly soldier to a humble snail. But use of any Skill which requires the victim's own body is suspended until the Spell ends. For example, the victim will lose his power of speech, because speech requires human vocal chords. Priests become incapable of Channelling, and Witches become incapable of casting Spells.

Casting Rules. Declare the Spell and the victim of the Trick. Declare, if you wish, the creature into which your victim will change. Or roll on the table below.

Wizard Trick results

Roll	Result
1	A frog
2	A newt
3	A rat
4	A snail
5	A mouse
6	A kitten
7	A toad
8	A white rabbit
9	A hedgehog
10	A badger
11	A garden snake
12	A dachshund named Colin.

Then, in the Resolution Stage, roll less than or equal to your Alchemy stat.

The person to be changed must be within the caster's line of sight.

The caster gains a +2 Charm Bonus if he uses a newt eye during casting. The Charm is consumed by the Spell.

Duration. Until broken by WithMag. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The intended victim may change into something totally unexpected—and possibly deadly to the caster. Or the Spell may change someone else—possibly one of the caster's companions.

ARCANA

Arcana can unlock the mysteries of magic, nature, and people’s hearts. It is the art of knowing the unknown, of learning secrets and exposing hidden things. In particular, Witches use Arcana to shape and control the greatest secrets of all: the secrets of magic and the supernatural. Arcana can also be used to protect secrets and mysteries from prying eyes.

One of the most commonly used Arcana Spells is Dispel Magic. The Spell is used to negate or undo the effects of magic. Most Spells can be dispelled by Dispel Magic. If a Spell is not susceptible to Dispel Magic, the Spell Description will usually say so. Note, however, that if the GM rules that a given Spell cannot be Dispelled, and the Spell Description says nothing about Dispel Magic one way or another, the GM’s ruling is final.

All the Arcana Spells given below are rolled in the Modifier Stage.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Arcana Spells in order of Difficulty.

Arcanic Drain (Difficulty -3)

Description. This Spell drains a number of Spell Points equal to the caster’s Arcana roll from the total current Spell Points of another Witch.

If the Witch is about to cast a Spell in the Resolution Stage of the current round, and the caster’s Arcanic Drain reduces the Witch’s Spell Points to 0, the Witch loses the Spell. The Witch does not lose any Spell declared by him which is cast in the Modifier Stage of the current round.

Casting Rules. Declare the Spell and the Witch you are targeting. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a -3 Difficulty Penalty.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic.

Failure Rules. The caster may try the Spell again. Resistance Rules apply.

Arcana spells by difficulty

Spell	Modifier
Comprehend Language	0
Expose Magic	0
False Charm	0
Hoodwink	0
Read Mind	-1
Conceal Magic	-2
Conceal Soul	-2
Know Heart	-2
Arcanic Drain	-3
Know Magic	-3
Know Secret	-3
Reveal Illusion	-4
Counter Spell	Special
Dispel Magic	Special

Roll of 12. The caster herself loses the Spell Points (unless she makes a successful WithMag roll).

Comprehend Language (Difficulty 0)

Description. For the duration of this Spell, the caster can read a foreign language or understand it when spoken to him or others.

Casting Rules. Declare the Spell and the text or creature you wish to understand. The GM will then make your Arcana roll in the Modifier Stage, hiding the result. If he rolls equal to or less than your Arcana stat, you succeed.

+1 Rite and Charm Bonus if, while casting, the caster uses his left hand to flip backwards through the pages of a dictionary, glossary, or lexicon in the language he is trying to comprehend. The Charm survives casting.

Duration. A number of rounds equal to the caster’s Arcana stat. The Spell may be maintained.

Resistance. None. The creature whom the caster attempts to comprehend does not get a Withstand Magic roll.

Failure Rules. The caster cannot understand the language. He may try again in one day's time.

Roll of 12. The caster thinks he understands, but in fact misunderstands completely. The GM gives a false translation.

Conceal Magic (Difficulty -2)

Description. This Spell shields the magical nature of any creature or object from the detection of Expose Magic Spells. The Spell can be dispelled using Dispel Magic. Expose Magic can then be used normally.

Casting Rules. Declare the creature or thing whose magic is to be concealed. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a -2 Difficulty Penalty. The creature or thing to be concealed must be within the caster's line of sight.

+1 Charm Bonus if the caster uses the shell of any nut in casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Arcana stat. The Spell may be maintained.

Resistance. If the target is a creature, it may attempt to Withstand Magic, if desired. Resistance Rules apply. If the target is an object, no resistance is possible.

Failure Rules. If the target is a creature, the caster may try the Spell again. If the target is an object, failure means that the caster cannot conceal the object's magical nature. She may not try again.

Roll of 12. The magic becomes easier to detect. Expose Magic Spells are cast with a +1 bonus for the duration of the Spell.

Conceal Soul (Difficulty -2)

Description. This Spell is used to protect against the prying magic of Arcanists using the Spells Know Heart, Know Secret, or Read Mind. By casting Conceal Soul on herself or another, the caster erects a magical shield against these Spells, imposing a Difficulty Penalty equal to the caster's Arcana stat on all Know Heart, Know Secret and Read Mind Spells cast for the duration of the Spell.

Conceal Soul may be Dispelled by Dispel Magic.

Casting Rules. Declare the Spell and its target (yourself or another creature). If the target is another creature, it must be either personally known to you or within your line of sight. In the Modifier Stage, roll

less than or equal to your Arcana stat subject to a -2 Difficulty Penalty.

+1 Charm Bonus if the caster drinks a small vial of rose water while casting. The Charm is consumed (literally!) in casting.

Duration. A number of rounds equal to the caster's Arcana stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if desired. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The target of the Spell becomes more vulnerable to all Arcana Spells cast against it for the duration of the Spell. Witches using Arcana Spells gain a +1 bonus to their rolls.

Counter Spell (Difficulty special)

Description. Counter Spell is used to destroy a Spell which is currently being cast by another spellcaster. If you make a successful Counter Spell roll, the opposing spellcaster must make a successful Withstand Magic roll or lose his Spell that round. The Spell simply fizzles, as though he had failed his Spell roll.

You must have a higher Timing Score than the opposing Witch to cast Counter Spell. Otherwise, you won't know for sure that the other Witch is casting a Spell, or which Spell he is casting. You are not allowed to declare that you will counter 'any Spell cast by X'.

Casting Rules. First, be sure you have beaten the opposing spellcaster in the Timing Stage. Then in the Strategy Stage declare the spellcaster whose Spell you will counter and (if the opposing spellcaster is casting more than one Spell this round) which Spell you wish to counter. The opposing spellcaster must be within the caster's line of sight. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a Difficulty Modifier equal to the difference between your Arcana stat and the applicable stat of the opposing spellcaster. This may turn out to be a Difficulty Penalty, a Difficulty Bonus or neither (Difficulty Modifier 0). If the opposing spellcaster rolls his Spell in the Modifier Stage, too, roll before he does.

+1 Rite Bonus if the caster knows the name of the opposing spellcaster and chants it while casting. +1 Charm Bonus if the caster clenches a piece of whalebone in either hand while casting. The charm is consumed in casting.

EXAMPLE

Two Witches, Ursula and Aginon, are in battle.

Timing Stage: Ursula gets the best Timing Score.

Strategy Stage: Aginon (Sorcery 5) declares a normal Fire Strike. Ursula (Arcana 3) declares she will counter Aginon's Fire Strike.

Modifier Stage: Ursula rolls her Arcana subject to a -2 Difficulty Penalty: 5 (Aginon's Sorcery stat) - 3 (Ursula's Arcana stat) = 2. (Note that if Ursula's Arcana stat were higher than Aginon's Sorcery stat, she would get a Difficulty Bonus.)

-2 is a heavy Difficulty Penalty when your Arcana stat is only 3! However, Ursula knows Aginon's name and bought an assortment of whalebone shards from a sailor in a seaside town she recently passed through. So Ursula enjoys a cumulative Rite and Charm Bonus of +2. She now needs to roll 3 or less to successfully counter the Spell.

You cannot cast Counter Spell more than once per Spell cast by the opposing Witch. Furthermore, Counter Spell only works against one Spell cast by the opposing spellcaster.

EXAMPLE

In the previous example, Aginon only declared one Spell: Fire Strike. So Ursula could only declare one counter Spell. Ursula could not have declared three Counter Spells, all directed against Aginon's single Fire Strike.

However, if Aginon declares two Fire Strikes next round, Ursula could declare two Counter Spells: one for each Fire Strike. She could not, however, declare one Counter Spell to work against both Fire Strikes; her Spell could only work against one of Aginon's Fire Strikes.

Counter Spell cannot be used against powers Channelled by Priests (which are not actually Spells; see chapter nine, Priestcraft).

Duration. Instantaneous. No maintenance is possible. To use Counter Spell again, you must recast it.

Resistance. The opposing spellcaster may attempt to Withstand Magic subject to a Difficulty Penalty equal to the caster's Arcana roll. If the opposing spellcaster fails his Withstand Magic roll, he loses his Spell. If he makes his Withstand Magic roll, he keeps his Spell. Resistance Rules do not apply.

EXAMPLE

Ursula needs to roll 3 or less to successfully counter the Spell. She rolls a 2: success!

Aginon (Withstand Magic 4) must now make a successful Withstand Magic roll, subject to a -2 Difficulty Penalty, or he will lose his Spell.

He rolls a 4: failure! Aginon's Fire Strike fizzles.

Failure Rules. The caster may try again next round. In the meantime, the Spell which the caster tried to counter operates normally.

Roll of 12. The opposing spellcaster gains a +1 bonus to cast his Spell this round.

Dispel Magic (Difficulty special)

Description. With this Spell, the caster removes or suppresses magical effects of Spells and other temporary forms of magic. Permanent forms of magic, such as magical weaponry and armour, and Spells that have a permanent duration, are generally not affected by Dispel Magic. Also, some non-permanent Spells and types of magic are not affected by this Spell. See the Spell Description or consult your GM.

If the caster casts Dispel Magic on something that holds two or more magical effects, the Spell will begin by dispelling the simplest one (as determined by the GM). The caster will become aware that the Spell has only dispelled some of the magic, and may cast the Spell again to dispel the rest.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a Difficulty Penalty equal to the difference between your Arcana stat and the stat of the caster or creator of the magic to be Dispelled. Ask your GM. If your Arcana stat is higher, apply a Difficulty Penalty of 0.

EXAMPLE

Your Arcana stat is 5. The caster who created the Enchantment you are trying to Dispel had an Enchantment stat of 9. So your Difficulty Penalty is -4: 5 - 9 = -4.

The target must be within the caster's line of sight.

Duration. Instantaneous; the Spell lasts just long enough to dispel (or fail to dispel) the magic. This means that the effect of a Dispel Magic Spell cannot be undone by another Dispel Magic Spell purporting to dispel the Dispel Magic Spell.

Resistance. Not applicable.

Failure Rules. The caster cannot dispel the magic. He may not try again.

Roll of 12. The magic that was supposed to be dispelled may grow stronger, or may increase in duration.

Expose Magic (Difficulty 0)

Description. This Spell will reveal magical forces at work within a 15 m radius of the caster. The Spell is not very precise. It reveals the presence of magic upon or around a creature or thing, and in some cases its source, but not the nature or purpose of the magic. For more detailed information about magic, use Know Magic.

EXAMPLE

A novice Arcanist is travelling through a forest trail when he comes across an elaborate wrought-iron gate standing almost 3 m high. The gate is freestanding; it is not attached to any fence or wall, and can easily be avoided by walking around it rather than through it.

The Arcanist wonders if the gate is somehow magical, and he successfully casts Expose Magic. He learns that the gate does indeed radiate magical energy. But that is all he learns.

Later, a more advanced Arcanist comes across the same gate and employs Know Magic. She learns that the gate is permanently enchanted and that only those who walk through it will keep to the trail; those who walk around it will think they remain on the trail but in fact will stray from the trail for 50 m and find themselves lost.

Expose Magic cannot detect magic created with Illusion Spells or Mixed Spells involving Illusion. Illusion is harder to detect than other forms of magic. To detect Illusions, use Reveal Illusion.

Casting Rules. Declare the Spell. The GM will then make your Arcana roll, attempting to roll less than or equal to your Arcana stat. He will roll in the Modifier Stage and hide the result from you. To know why, see Roll of 12, below.

The caster can know the following details about the magic he exposes if he holds the feather of a flightless bird to his forehead while casting; the magic's duration and whether it can be dispelled. The Charm survives the casting.

Duration. Instantaneous; the Spell lasts just long enough to make the caster aware of the presence of magic and its location or source. The Spell cannot be maintained.

Resistance. Not applicable.

Failure Rules. The caster may not try the Spell again in this area. She may try again elsewhere, however. Any magical object which was in the area where the caster failed her Spell roll last time, and which is now in the area in which she proposes to try again, may be exposed this time.

Roll of 12. Some non-magical item or area is 'exposed' as magical.

False Charm (Difficulty 0)

Description. This Spell can be used in conjunction with any Spell which benefits from the use of a Charm. Some Spells give special bonuses or extra benefits when cast using a Charm of some sort. If the Witch does not have the required Charm he can cast False Charm in the same round as the other Spell to simulate the Charm.

EXAMPLE

Ursula wants to cast Expose Magic, but has no feathers from a flightless bird. To get the extra information yielded by the Charm, she declares Expose Magic and False Charm in the same round. (Note that she is subject to a -1 Action Penalty.)

If she makes both Spell rolls, Expose Magic operates as though she had the feather. If she fails the False Charm roll, but makes the Expose Magic roll, the latter Spell is cast normally (i.e., without the Charm benefits). If she makes her False Charm roll, but fails her Expose Magic roll, nothing happens. And of course, if she fails both roll, nothing happens.

False Charm can only serve as the needed Charm or Charms for one Spell; to provide False Charms for two Spells being cast in the same round, the Witch must also cast two False Charm Spells that round, for a total of four Spells.

Casting Rules. Declare False Charm and the Spell it is to enhance. The two Spells must be declared in the same round. In the Modifier Stage, roll less than or equal to your Arcana stat to cast False Charm. Then roll for your other Spell as indicated in its Spell Description.

Duration. Instantaneous; the amount of time taken to cast the other Spell. False Charm must be cast in the same round as the Spell it is meant to enhance.

Resistance. Not applicable.

Failure Rules. No False Charm is created. The other Spell operates normally (assuming the caster made a successful Spell roll for it). The caster may try False Charm again.

Roll of 12. A roll of 12 on a False Charm roll is *always* very bad news. Something goes seriously wrong with both Spells. Your GM will determine the gory details.

Hoodwink (Difficulty 0)

Description. Hoodwink is a Spell used by Arcanists to trick people into believing they know things they do not. Many Skills in Dominion Rules (particularly Intuition Skills and Arcana Skills) require the GM to make the roll secretly and, if the roll is 12, to deceive the character attempting the Skill. The effect of Hoodwink is that, for the duration of the Spell, the target will *always* be deceived by the GM, whether the hoodwinked character rolled 12, 1, or anything in between.

Hoodwink is especially useful when the caster is facing off against a Witch skilled in Arcana. It is also useful against characters who resort to such Intuition Skills as Lie Detection, Direction Sense or Weather Sense, and against Priests using the Prophecy Skill.

Casting Rules. Declare Hoodwink and its target. In the Modifier Stage, roll less than or equal to your Arcana stat.

Duration. A number of rounds equal to the caster's Arcana stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try again.

Roll of 12. The target of the Spell enjoys a bonus to her next Intuition or Arcana Skill roll equal to the caster's Arcana stat, if the roll is made in the next three rounds.

Know Heart (Difficulty -2)

Description. This Spell reveals to the caster the heart of the creature upon whom it is cast. By 'heart', we mean the emotions and aspirations which motivate the creature, particularly any emotions the creature may have for the caster and his party. Note that this Spell is not the same as Read Mind, for it does not reveal a creature's current thoughts. Rather, it reveals the creature's deeper feelings and motives.

Casting Rules. Declare the Spell and the creature whose heart you seek to know. Tell the GM your Arcana stat. She will then roll for you in the Modifier Stage, subject to a -2 Difficulty Penalty. She will hide the result.

Subject to Resistance (see below), if the GM rolls less than or equal to your modified Arcana stat, she will reveal the creature's heart to you. If she rolls above

your stat, she will tell you that you have failed your roll and therefore cannot know the creature's heart. If she rolls 12, she will tell you that you have succeeded, then give you wrong or misleading information about the creature's feelings and motives. These lies may not strike the caster as obviously wrong, but they are likely to prove wrong in time.

The creature must be someone known to the caster or, if the caster does not know the creature, it must be within the caster's line of sight.

When casting the Spell on a humanoid, there is a +4 Charm Bonus for using a piece of heart from that same type of humanoid (i.e., a piece of elven heart to Know an elf's Heart, a piece of human heart to Know a human's heart, etc.). The Charm consumed in casting.

Duration. Instantaneous. The caster knows the other's heart immediately (and before proceeding to the Resolution Stage).

Resistance. The creature whose heart the caster seeks to know can attempt to Withstand Magic. If she succeeds, the Know Heart Spell fails. The creature feels inexplicably odd without understanding what has happened. Resistance Rules do not apply.

Failure Rules. The caster may not try the Spell again on this target. The creature's heart is unknowable to her (at least by means of a Know Heart Spell).

Roll of 12. The caster thinks he has succeeded in knowing the creature's heart. But in fact he gravely mistakes the creature's feelings, ambitions, and motives. See above.

Know Magic (Difficulty -3)

Description. This Spell is a more powerful version of Expose Magic. Rather than simply exposing the presence and source of some magical force in the area, this Spell will give a detailed explanation of the magic, possibly including: what it does; who cast it or created it; its duration; whether it can be dispelled by a Dispel Magic Spell; and, in the case of a Known Spell, its name and Spell Description. Exactly what information Know Magic will impart is for the GM to determine, but the Spell will always be more detailed than Expose Magic. Another benefit of Know Magic is that rolling 12 does *not* lead to false information about the magic (though it may lead to other undesirable results!)

The Spell will reveal and give details of any magical creature, thing or force identified by the caster. The caster must identify the target of the Spell when casting it. Thus, if a Witch is not certain that something he suspects to be magical really is, he should cast Expose Magic first and then follow up with Know Magic if necessary.

For more on the difference between Know Magic and Expose Magic, see the Spell Description for Expose Magic, above. Know Magic cannot detect magic created with Illusion Spells or Mixed Spells involving Illusion. To detect these, use Reveal Illusion.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a -3 Difficulty Penalty.

Duration. Instantaneous; the Spell lasts just long enough to inform the caster of the magic's details. The Spell cannot be maintained.

Resistance. Not applicable.

Failure Rules. The caster cannot Know Magic for the creature or thing she targeted. She may not try the Spell again.

Roll of 12. The effect of a roll of 12 depends on the type of magic the caster was trying the Spell on. If the magic is any kind that can somehow be used against the caster, a roll of 12 triggers the magic and strikes, harms or otherwise adversely affects the caster. Otherwise, roll once on the Massive Spell Failure table.

Know Secret (Difficulty -3)

Description. By casting this Spell, the caster makes himself privy to secret knowledge possessed by another and hidden from him. The caster must have some specific secret in mind to cast the Spell; he cannot just cast the Spell against someone and wait to which of that creature's secrets is revealed to him. Furthermore, the secret must actually be known by the creature against whom the Spell is cast. If the target of the Spell does not know the secret, the Spell fails.

The secret must truly be a secret; it cannot simply be something the caster doesn't know. For example, the caster may not know how many 36 year old men there are living in the next village. But that's not a secret; that's just something he doesn't know. He could easily find out by travelling to the next village and asking around. No one would hide this information

from him, so it doesn't count as a secret for the Know Secret Spell. Similarly, the Spell cannot be used to predict the future. The future is not a secret, because *nobody* knows it.

Casting Rules. Declare the Spell, the secret you wish to know, and the creature that knows it. Tell the GM your Arcana stat. He will then roll for you in the Modifier Stage, subject to a -3 Difficulty Penalty, and hide the result.

Subject to Resistance (see below), if the GM rolls less than or equal to your modified Arcana stat, he will tell you the secret. If he rolls higher, he will tell you that you have failed your roll and therefore cannot know the secret. If he rolls 12, he will tell you that you have succeeded, then tell you something useless or deceptive about the secret. The 'secret' may not be obviously wrong, but it will prove wrong in time.

+1 Rite Bonus if the caster whispers into the target's ear while casting the Spell.

Duration. Instantaneous. The caster learns the secret immediately (and before proceeding to the Resolution Stage).

Resistance. The target of the Spell can attempt to Withstand Magic. If she succeeds, the Spell fails and the target senses that someone or something has attempted to pry into his heart or mind. Resistance Rules do not apply.

Failure Rules. If the caster fails the Know Secret roll, he cannot try again. The secret is unknowable to him (at least by means of a Know Secret Spell).

Roll of 12. The caster thinks he has succeeded, and thinks he knows the secret. But in fact he only knows some useless or deceiving information given to him by the GM. See above.

Maintain Spell (Difficulty -4)

Description. This Spell allows witches to increase the duration of Spells that can be maintained. Normally, to maintain a Spell the caster must declare that she is doing so in the Strategy Stage of every round after the last round in which the Spell's effects would have lasted on their own, thus attracting an Action Penalty. Maintain Spell allows the caster to maintain a Spell she has already cast (called the Subject Spell) without attracting an Action Penalty.

Maintain Spell increases the duration of the Subject Spell by a number of rounds equal to the caster's Arcana stat. At the end of this time, the caster may either let the Subject Spell end, begin maintaining it normally, or cast Maintain Spell upon it a second time.

Maintain Spell can only be cast on the caster's own Spells. It cannot be used on Spells cast by others. Maintain Spell can be cast at any time before the Subject Spell ends. Maintain Spell can also be cast on Subject Spells that are already being maintained by the caster using the normal maintenance rules.

Casting Rules. Declare Maintain Spell and Subject Spell. In the Modifier Stage, roll less than or equal to your Arcana stat, subject to a -4 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Arcana stat. The Spell may not be maintained; see above.

Resistance. Not applicable.

Failure Rules. The caster is incapable of casting Maintain Spell on the Subject Spell. She must either maintain the Subject Spell normally or let it end. Note that failure does not mean the caster will never be able to cast Maintain Spell on this type of Spell, but only that she can't cast it on this particular casting of the Subject Spell.

EXAMPLE

Ursula tries to cast Maintain Spell on the Disguise Spell she has recently cast (making herself look like a man). She fails her roll, so she can't use Maintain Spell on this Disguise. If she wants to keep up her Disguise, she'll have to maintain the Spell normally.

Later, Ursula again creates a disguise: she makes herself look like a dwarven woman. Can she try to cast Maintain Spell on this new Disguise?

Yes. Her failed Maintain Spell roll last time meant only that she couldn't try again to use Maintain Spell on her 'man' disguise. Nothing is stopping her from trying the Spell on her 'dwarf' disguise.

Roll of 12. Casting a Spell on another Spell is always risky. Roll once on the Massive Spell Failure table, adding 4 to the result. Any total over 24 counts as a roll of 24.

Read Mind (Difficulty -1)

Description. With this Spell, a Witch can know a creature's thoughts word for word, if he thinking in words; otherwise, the Witch can know and perfectly understand the creature's abstract impressions and

ideas. The Spell only allows the Witch access to what is going through the creature's mind for the duration of the Spell. The Witch may not probe for answers to particular questions, or search for feelings, upon which the creature is not currently reflecting. The Spell will work upon any intelligent creature.

EXAMPLE

A jailed Witch (Arcana 5) wants to know where the key to his cell is kept. He attempts to read his jailer's mind, hoping to get the information that way. The Witch's Read Mind roll is successful. The jailer fails to Withstand Magic. So the Witch reads the jailer's mind for the next five rounds.

But alas, the jailer spends the next five rounds thinking about dinner! The Witch learns nothing about the keys. He should have used Know Secret.

Casting Rules. Declare the Spell and the creature whose mind is to be read. In the Modifier Stage, roll less than or equal to your Arcana stat subject to a -1 Difficulty Penalty. The target must be someone known to the caster or, if the caster does not know the target, he must be within the caster's line of sight.

A bit of brain from the type of creature whose Mind the caster is attempting to Read, preserved in a vial or jar, yields a +1 Charm Bonus. The Charm survives casting.

Duration. Until broken by WithMag. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules do not apply.

Failure Rules. If the caster fails the Read Mind roll, he cannot try again. The creature's mind cannot be read by him.

Roll of 12. The caster accidentally reveals his own mind to the creature whose mind he was trying to read. The target inexplicably knows the caster's thoughts until the caster breaks the Spell by a successful WithMag roll, or casts Dispel Magic upon himself.

Reveal Illusion (Difficulty -4)

Description. Reveal Illusion resembles Expose Magic and Know Magic, except that it works on illusionary magic, i.e., magic created by Illusion Spells or Mixed Spells involving Illusion. Expose Magic and Know Magic are not powerful enough to reveal illusions, which are far more difficult to detect than other forms of magic.

The Spell will Reveal Illusions at work within a 15 m radius of the caster. The Spell will identify a seemingly-real thing as illusionary, but will not reveal the details or purpose of the illusion unless extra Rites and Charms are employed (see Casting Rules, below). Thus, Reveal Illusion may identify a rug on the floor as an Illusion, but will not reveal that beneath the illusionary rug lies a 5 m pit with spikes in the bottom. To know the whole story behind an Illusion, the caster must cast Dispel Magic upon it or follow the Rites & Charms rules given below.

Reveal Illusion cannot detect magic created with Spells other than Illusion Spells or Mixed Spells involving Illusion.

Casting Rules. Declare the Spell. The GM will then make your Arcana roll in the Modifier Stage, attempting to roll less than or equal to your Arcana stat subject to a -4 Difficulty Penalty. The GM will hide the result from you. To know why, see Roll of 12, below.

The caster can know not only that the thing revealed is illusionary, but also the purpose and any relevant details of the illusionary thing, if he rubs powder from a crushed ruby on his closed eyelids while casting. The Charm is consumed in casting.

Duration. Instantaneous; the Spell lasts just long enough to make the caster aware of the presence of the illusion and any other details about it revealed by the Spell. The Spell cannot be maintained.

Resistance. Not applicable.

Failure Rules. The caster may not try the Spell again in this area. She may try again elsewhere, however. Any illusion operative in the area where the caster failed her Spell roll last time, and which is now in the area in which she proposes to try again, may be revealed this time.

Roll of 12. Some real thing is 'revealed' as illusionary.

CONJURING

Conjuring is the power to create things. Rather than create things out of other things—as builders, painters, and cooks do—the Conjurer creates things out of nothing but magic. The creations of Conjurers look and feel like the real thing, but they are not. They are temporary magical creations and in time they will disappear.

The Conjuring Skill allows Witches to create something out of nothing: to bring into being something that was not previously there. Things and conditions can be Conjured. Living creatures cannot (but they can be Summoned). When using Conjuring Spells, remember that Conjuring is about making something out of nothing. Conjuring cannot be used to animate or otherwise control something that is already there.

Conjured things (called Conjurations) behave like the things they mimic. A Conjured bridge, for example, looks and feels like any other and will support the same weight as a real bridge of the same type.

Most Conjuring Spells are rolled in the Modifier Stage. Some, however, are rolled in the Resolution Stage.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Conjuring Spells in order of Difficulty.

Adaludanon's Blade (Difficulty -3)

Description. This Spell is named for a famous swordsmith whose craftsmanship was so masterly that his swords were sometimes mistaken for enchanted weapons.

The blade created by this Spell resembles a longsword and bears the following Weapon Characteristics: Strike Bonus +3; Parry Bonus +2; Disarm Modifier 0; Timing Penalty -2; WIP 0; Armour Penalty 0. The blade appears in the caster's hand or in the hand of anyone he indicates who is within his line of sight.

Only one Adaludanon's Blade may be in play at any time. If another member of the caster's party, or an opponent of the caster, has already Conjured it, the caster may not do so until it disappears.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Conjuring stat subject to a -3 Difficulty Penalty.

Conjuring spells by difficulty

Spell	Modifier
Dark	0
Fog	0
Light	0
Slime	0
Conjure Object	-1
Renald's Wall	-1
Theobald's Key	-1
Call Weather	-2
Fire Ring	-2
Adaludanon's Blade	-3
Renald's Fortress	-3
Renald's Jail	-3
Web	-3
Conjure Armour	Special

Duration. A number of rounds equal to the Witch's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. An ordinary longsword appears and remains for a number of rounds equal to the caster's Conjuring stat. Adaludanon's Blade may not be cast again until the ordinary longsword disappears or is dispelled.

Call Weather (Difficulty -2)

Description. This Spell allows the caster to conjure forms of weather. The Spell can create conditions over areas as indicated on the Weather Conditions table.

The caster must be outdoors to cast the Spell.

Casting Rules. Declare the Spell and the type of weather to be conjured. In the Modifier Stage, roll less than or equal to your Conjuring stat.

+2 Charm Bonus if the caster carries a barometer, anemometer, rain gauge, or other weather-measuring

Weather conditions conjured by Call Weather

<i>Weather</i>	<i>Area of effect</i>
Overcast or clear skies	Anywhere within the caster's line of sight
Rain showers	Over no more than two hectares of land
Thunderstorm	Over no more than one hectare of land
Hailstorm (small hailstones)	Over no more than one hectare of land
Hailstorm (large hailstones)	Over no more than 500 square metres of land
Heat wave	Anywhere within the caster's line of sight
Gusting winds	Over no more than one hectare of land
Wind storm	Over no more than half a hectare of land
Snowfall	Anywhere within the caster's line of sight
Snowstorm	Over no more than one hectare of land

A hectare is 10,000 square metres (e.g., an area 100 m wide by 100 m long). Small hailstones do no Injury. Large hailstones can cause indirect Injury, but no more than 1 Injury Point per round of exposure no matter how many hailstones strike the victim.

device (if these instruments exist in your dominion). The device survives casting. Alternatively, the caster may employ a small sample of mercury in a glass vial to gain a +1 Charm Bonus. This charm also survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Anyone struck with a large hailstone gets a WithIn roll.

Failure Rules. The caster may try the Spell again.

Roll of 12. A rain cloud breaks over the caster.

Conjure Armour (Difficulty special)

Description. With this Spell the caster conjures items of armour to be worn by herself or any other human-

oid she indicates. The armour is ordinary in every respect and has no magical properties other than its origin. The Spell only conjures humanoid armour types. Unless the caster indicates otherwise, the armour appears on the person who will wear it.

Casting Rules. Declare the Spell and who will wear it. In the Resolution Stage, roll less than or equal to your Conjuring stat minus a Difficulty Penalty equal to the inverse of the desired armour's Armour Bonus (as indicated in chapter eight, Weapons and Armour). If the item has two Armour Bonuses, take the higher one. If the item has no Armour Bonus, there is no Difficulty Penalty.

EXAMPLE

If you are attempting to conjure brigandine (Armour Bonus +4), roll less than or equal to your Conjuring stat - 4.

If you are trying to conjure a buckler (Armour Bonus 0), roll less than or equal to your unmodified Conjuring stat.

If you are trying to conjure a closed-faced helm (Armour Bonus +1 to head, +2 to eyes), roll less than or equal to your Conjuring stat - 2.

Duration. The conjured armour lasts for a number of rounds equal to the Witch's Conjuring stat. The spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try again.

Roll of 12. The intended target of the Spell is encased in an ill-fitting metal shell resembling a tin can and possessing the following Armour Characteristics: Armour Bonus +1; Agility Penalty -4; Movement Penalty -2; Parry Penalty -4; Dodge Penalty -4.

Conjure Object (Difficulty -1)

Description. With this Spell a Witch can conjure any object which exists, or could exist, in his dominion and about which he knows. The Witch need not have in-depth knowledge of the object. But he must at least be able to recognize it when he sees it.

EXAMPLE

Ursula wants to conjure a dagger with the inscription 'Ursula the Magnificent' on the blade. Daggers certainly exist in Ursula's dominion. A dagger with this inscription may not exist, but it could. Ursula knows what a dagger is, and knows what one with such an inscription would be like. So she can conjure the object.

Unless otherwise specified by the caster, the conjured object has the characteristics of a typical version of that object.

EXAMPLE

Unless she specifies otherwise, the conjured dagger will be a normal, typical dagger. Some daggers are sharper than others; some are longer than others; some are heavier than others. This dagger will be of average sharpness, length, and weight.

The object will appear in the Witch's hand or, if it is too big or heavy to go there, on the ground before him.

Witches cannot conjure magical items using this Spell. Nor can they conjure philosophers' stone with it.

Casting Rules. Declare the Spell and the object to be conjured (including any particular characteristics of the object). In the Resolution Stage, roll equal to or less than your Conjuring stat subject to a -1 Difficulty Penalty. If the GM sees fit to impose a higher Difficulty Penalty, to represent the rarity, complexity or dimensions of the object to be conjured, she may do so.

If the caster habitually wears a hat, he gains a +1 Charm Bonus for removing that hat and drawing the conjured object from it when casting the Spell. This will not work with just any hat; it must be a hat the caster wears regularly. The Charm survives casting. The conjured object will appear to be drawn from the hat even if it is larger than the hat and would not otherwise fit in it.

Duration. A number of hours equal to the Witch's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. If the caster fails his Conjuring roll, he is incapable of conjuring the object or any variations upon it. The caster may not try again for one day.

EXAMPLE

Ursula failed her Conjuring roll. She cannot conjure a dagger inscribed with the words 'Ursula the Magnificent'. Indeed, she cannot conjure any dagger; she cannot get round her failed Conjuring roll by changing the inscription to 'Ursula the Great' or making any other slight change. She can try to conjure a sword, however.

Roll of 12. Another object appears instead, or the ob-

ject that appears is faulty.

Dark (Difficulty 0)

Description. The Dark Spell conjures an area of utter darkness within a 10 m radius of the caster. The Spell extinguishes any fires and covers any other light sources within the Spell's radius for the Spell's duration. These light sources return to normal when the Spell ends, or when the Spell's radius of effect moves beyond them. All attempts to re-establish light sources within the Spell area (such as lighting a torch) fail for the duration of the Spell.

The darkness created by the Spell counts as total darkness for the purpose of the Combat Conditions rules. See the discussion of Combat Conditions in chapter seven, Combat, for the effects of darkness on Combat. The Spell's effect can be negated by Dispel Magic or a Light Spell.

Casting Rules. Declare the Spell. In the Modifier Stage, roll equal to or less than your Conjuring stat.

The radius of the darkness may be increased to 20 m from the caster if she throws a pot of black ink into the air while casting. The pot and its contents are consumed in casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. A Light Spell is cast.

Fire Ring (Difficulty -2)

Description. This Spell encircles its target(s) in a ring of fire. The flames may be as high as 2 m (at the caster's discretion). The ring is at least 1 m away from each creature trapped within it. Creatures trapped in the ring may leave it by stepping through the fire. The fire is normal fire (see Hazard Injury in chapter six, Injury) so character stepping through it must Withstand Injury (with a -1 Difficulty Penalty) or take 3 Injury Points.

The ring's flames and smoke obscure the vision of creatures trapped in it. This creates a -2 Visibility Penalty to all Missile Strikes. Melee Strikes are unaffected, except that when a creature inside the ring attempts to use melee Skills against someone outside the ring, this exposes the attacker to the fire.

Casting Rules. Declare the Spell. In the Resolution Stage, roll less than or equal to your Conjuring stat subject to a -2 Difficulty Penalty. The target(s) must be within the caster's line of sight.

+1 Charm Bonus if the caster wears a ring made of or containing asbestos on any finger. The Charm survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Creatures making contact with the fire must Withstand Injury subject to a -1 Difficulty Penalty or take 3 Injury Points. For more on fires, see Hazard Injury in chapter six, Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The ring's flames rise only a few centimetres high. Creatures 'trapped' within the ring step out of it easily and suffer no Injury or Visibility Penalty from it.

Fog (Difficulty 0)

Description. This Spell conjures a cloud of fog which hampers visibility and hinders Combat. The cloud can be up to 10 m across and 10 m deep, with a maximum height of 4 m. The caster may place this fog anywhere within 100 m of herself and within her line of sight.

The fog imposes a -3 Visibility Penalty on all Combat Skills (see Combat Conditions in chapter seven, Combat). The fog can be negated by Dispel Magic. It will blow away after six rounds of light wind or two rounds of strong wind.

Casting Rules. Declare the Spell. In the Modifier Stage, roll equal to or less than your Conjuring stat. The fog appears at the end of the Modifier Stage. The Visibility Penalty takes effect immediately.

A fog cloud with a -4 Visibility Penalty can be conjured if the caster crushes a pea between his fingers during casting. The charm is consumed in casting.

Duration. Until Dispelled, blown away, or otherwise dispensed with. The Spell cannot be maintained, but it can be recast.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. Posies sprout from the ground over which the fog was supposed to appear.

Light (Difficulty 0)

Description. The Light Spell perfectly illuminates an area within a 10 m radius of the caster. Nothing can bring darkness to the illuminated area except a Dark Spell or Dispel Magic.

Casting Rules. Declare the Spell. In the Modifier Stage, roll equal to or less than your Conjuring stat.

The area illuminated by the Spell may be increased to a 20 m radius if the caster wears a necklace with a highly polished glass medallion pendant. The Charm survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. A Dark Spell is cast.

Renald's Fortress (Difficulty -3)

Description. Renald's Fortress is a square or rectangular stone structure around the caster. The structure may have no more than four walls of a combined length of 10 m. The walls are 75 cm thick (or less if desired). The structure may be no more than 4 m high. It has no roof. It comes with a ladder long enough to climb out of the fortress. Renald's Fortress may include, if desired, crenulations at the top and a ledge 1.5 m or so from the top. The crenulations and ledge can be used by archers. Hiding behind a crenulations gives a -2 Defence Penalty.

The fortress behaves exactly like a non-magical structure of this type, except that it may be negated by Dispel Magic. Any Spell whose effects would be blocked by a normal wall will be hindered by Renald's Fortress.

The Spell is named for a stonemason and carpenter who was secretly also a wizard. He created many Spells related to masonry and construction. Most have now been lost.

Casting Rules. Declare the Spell and the desired dimensions of the fortress. Be careful to make sure that any companions you want in the fortress are close enough to you to end up inside (and that anyone you

want outside the fortress is far enough away not to end up inside!). In the Modifier Stage, roll less than or equal to your Conjuring stat modified by a -3 Difficulty Penalty.

+2 Charm Bonus if the caster carries on his person a mason's mortarboard. The Charm survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The fortress is cast with a stone roof, imprisoning its occupants as though the caster had cast Renald's Jail.

Renald's Jail (Difficulty -3)

Description. Renald's Jail is a square or rectangular stone structure with a stone roof and a small iron door. It may be cast upon a single creature, or upon an area where a creature or several creatures are standing. The effect of the Spell is to imprison the Spell's target(s) in the jail for the duration of the Spell, or until the jail is Dispelled. Since the Spell is rolled in the Modifier Stage, it can render impossible the actions declared by its prisoners that round.

Each of the jail's four walls may be no longer than 3 m long. The walls and roof may be no more than 50 cm thick. The entire structure may be no more than 3 m high and contain a maximum of 5 humanoid-sized prisoners. The caster is free to reduce any of these dimensions. The key to the door appears in the caster's hand upon successfully casting the Spell.

The jail behaves exactly like a non-magical structure of this type, except that it may be negated by Dispel Magic. Any Spell whose effects would normally be blocked by a stone structure such as this will be hindered by Renald's Jail.

Casting Rules. Declare the Spell, its targets, and the desired dimensions of the jail. In the Modifier Stage, roll less than or equal to your Conjuring stat modified by a -3 Difficulty Penalty. The target(s) must be within the 10 m of the caster.

+2 Charm Bonus if the caster carries on his person a mason's mortarboard. The Charm survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Each target makes a Withstand Magic roll to avoid being imprisoned. Successful creatures are flung out of the jail's area of effect. If all would-be prisoners make their Withstand Magic rolls, the Spell fizzles and no jail is conjured.

Non-targeted creatures standing at the structure's perimeter (i.e., where the walls appear) make Withstand Magic rolls. If they succeed, they are flung from the area and not imprisoned. If they fail, they are flung into the jail (unless it is already full).

Failure Rules. The caster may try the Spell again.

Roll of 12. A structure similar to Renald's Wall—complete with ladder—is conjured. The prisoners may easily escape. Alternatively, the jail door is unlocked.

Renald's Wall (Difficulty -1)

Description. Renald's Wall is a stone wall which can be conjured to block an entrance, divide a room, protect characters from Missile Strikes and other airborne attacks (including some Spells), or do anything else a wall can do.

The wall is 1 m thick (or less, if desired). It may be no more than 6 m long and 3 m high. If a longer, higher, or thicker wall is desired, the caster must cast the Spell twice and place the second wall on top of, next to, or up against the first one. The wall may wind, but it may never corner (i.e., bend at a 90° angle). Note also that 6 m of winding wall may cover much less than 6 m of space, depending on how much the wall winds.

Renald's Wall acts just like a normal wall, except that it can be dispelled. Any Spell whose effects would be blocked by a normal wall will be hindered by Renald's Wall, unless otherwise noted in the Spell Description. Likewise, any actions declared in the Strategy Stage that are rendered impossible by the appearance of the wall in the Modifier Stage are negated.

Casting Rules. Declare the Spell and the desired dimensions of the wall. In the Modifier Stage, roll equal to or less than your Conjuring stat subject to a -1 Difficulty Penalty.

+1 to Conjuring if the caster carries on his person a mason's mortar board. The Charm survives casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The wall's dimensions come out wildly wrong. Or the wall appears in some inconvenient or useless place.

Slime (Difficulty 0)

Description. This Spell coats a specified surface in a light but slippery slime. The slime appears at the end of the Modifier Stage of the current round. Any creature caught in the area where the slime appears must make a successful Movement roll or slip and fall. Those who fall negate all Offensive Combat Skills declared for that round, but may (at the GM's discretion) perform other Skills they have declared.

From that point forward, all Agility and Combat Skills performed on the slimy surface (be it a floor, a ladder, a mountainside, or whatever) are subject to a -3 Slime Penalty. The maximum area of effect is 20 square metres. The affected area must be within the caster's line of sight.

Casting Rules. Declare the Spell and the area of effect. In the Modifier Stage, roll equal to or less than your Conjuring stat.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster coats herself in slime. She must make a successful Movement roll to avoid falling down. After that time, all Agility and Combat Skills she performs are subject to a -3 Slime Penalty until the Spell wears off or is dispelled by the caster--or until the caster takes a bath!

Theobald's Key (Difficulty -1)

Description. With this Spell, the caster conjures a key to any door he encounters. The key appears in the caster's hand. It can be used to unlock the door if it is locked, or to lock it if it is unlocked. (The Spell is named after the locksmith and wizard Theobald Quickprint.)

The Spell will only conjure keys to doors. It will not work upon chests, locks, or other items opened by key.

Casting Rules. Declare the Spell and the door for which a key will be conjured. In the Modifier Stage, roll less than or equal to your Conjuring stat subject to a -1 Difficulty Penalty. The caster must be within 1 m of the door to cast the Spell.

+1 Charm Bonus if the caster wears a lock pick on a chain around her neck, or elsewhere on her person, while casting. The charm survives casting.

Duration. The Spell lasts for a number of rounds equal to the caster's Conjuring stat, or until the caster uses the key (whichever comes first). The Spell may be maintained, i.e., the caster keeps the key longer than the ordinary duration or after using it to lock or unlock the door.

Resistance. Not applicable.

Failure Rules. The caster may not try the Spell again. He is incapable of conjuring the key to this door.

Roll of 12. A key appears, but it doesn't fit the lock.

Web (Difficulty -3)

Description. With this Spell the caster conjures a spider-like web in which to trap or ensnare creatures. The caster may either anchor the web to two or more points (thus creating a net in which to catch creatures or a barrier between them and her), or she may wrap individual opponents in the sinewy strands (thus inhibiting movement and Skill use).

A web conjured as a net or barrier may be up to 10 m across in any direction. It will bear the weight of up to three humanoid-size creatures but will come apart under greater weight. The sinews are thick and sticky, imposing a -4 Difficulty Penalty on all Vigour, Agility, and Combat Skills until the web disappears, is dispelled or is otherwise removed.

A web wrapped around a creature will bog it down very badly, imposing a -4 Difficulty Penalty on all Vigour, Agility, and Combat Skills until the sinews are removed. Only one creature can be attacked with the Web Spell this way per casting. The creature may make a WithMag roll against the attack.



Credit: Jeannie Seay

Web strands are flammable and may be easily removed with fire. They burn at a rate of 3 m³ per round.

Casting Rules. Declare the Spell and either its dimensions and anchor points (if it is to serve as a net or barrier) or the victim of the Spell (if it is directed at a particular opponent). The anchor points or opponent must be within the caster's line of sight. In the Modifier Stage, roll equal to or less than your Conjuring stat subject to a -3 Difficulty Penalty.

+1 Charm Bonus if the caster swallows a common spider while casting. The charm is (quite literally) consumed in casting.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. None when the web is erected as a net or barrier. When used to snare individual opponents, the victims get a WithMag roll. Resistance rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster may snare herself or a colleague in the web. Or the web may turn out to have an enormous hole in its centre.

ENCHANTMENT

Enchantments are magical enhancements of reality. They add abilities, qualities, and conditions to creatures and things. Or they dramatically improve powers which nature first instilled. Enchantment Spells are some of the most versatile in Dominion Rules.

The most obvious sort of enchantment is that which bestows a bonus to some Skill or other. These are no doubt very powerful Skills. But enchantment is more than just producing Skill bonuses. It's also about adding new qualities and abilities. For example, the Breathe Water, Fly and Levitate Spells don't bestow bonuses; rather, they bestow entirely new powers.

All the Enchantment Spells given below are rolled in the Modifier Stage.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Enchantment Spells in order of Difficulty.

Animate Flame (Difficulty 0)

Description. Animate Flame allows the caster to control the behaviour of a fire, or part of a fire, for the Spell's duration. Under his control, the caster can make flames jump (to a maximum of 3 m from the fire source), dance, and increase or decrease in size. The fire animated may be no larger than a typical campfire. Animate Flame cannot put a fire out, nor can it increase a fire's intensity.

Any Injury produced by a fire controlled by the caster is determined using the rules on fire found in the discussion of Hazard Injury in chapter six, Injury. Most fires are of normal intensity, but consult your GM to know for sure.

Casting Rules. Declare the Spell, the fire to be animated, and what you want it to do this round. In the Modifier Stage, roll less than or equal to your Enchantment stat. The fire must be within the caster's line of sight.

Flames can be made to jump up to 5 m from their source if the caster uses a lizard's tongue. The Charm is consumed in casting.

Duration. This round only. The Spell may be maintained.

Resistance. Not applicable. However, characters burnt by animated flames get Within rolls.

Enchantment spells by difficulty

Spell	Modifier
Animate Flame	0
Slumber	0
Animate Water	-1
Farhearing	-1
Farseeing	-1
Breathe Water	-2
Charm	-2
Deftness	-2
Enchant Armour, Minor	-2
Enchant Creature, Minor	-2
Enchant Weapon, Minor	-2
Levitate	-2
Magic Seeing	-2
Fly	-3
Enchant Armour, Major	-4
Enchant Creature, Major	-4
Enchant Weapon, Major	-4
Mesmerize	-4
Animate Object	special

Failure Rules. The caster may try the Spell again.

Roll of 12. If the caster is within range of the fire, it will jump and burn him. Otherwise, consult your GM.

Animate Object (Difficulty special)

Description. This Spell gives the caster the power to control the movement of any object, no matter how large or heavy. The caster can make the object move up to 3 m per round in any direction (including up and down).

The caster can also magically manipulate certain objects (i.e., to fold them, bend them, break them, etc.).

But he can only use the Spell to manipulate objects magically which he is capable of manipulating naturally. For instance, if the object is a twig that the caster could break with his own hands, or a vase he could smash against the floor, he can do those things magically using Animate Object. But the Spell can't be used to cut a boulder in two, because that's not something the caster could do with his bare hands.

The caster controls the object's behaviour from round to round, declaring what it shall do in the Strategy Stage of each round.

Casting Rules. Declare the Spell, the object to be animated, and what you want it to do this round. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a variable Difficulty Penalty assigned by the GM. The minimum Difficulty Penalty to animate any object is -1. The maximum is -6. The main criteria the GM will consider in determining the Difficulty Penalty are the object's dimensions (small and manoeuvrable or large and awkward?), weight (light as a feather or heavy as whale?), and nature (an ordinary household object, a religious artefact, or a magical item?). The object to be animated must be within the caster's line of sight.

+1 Charm Bonus if the caster wears a lambskin glove on his right hand while casting the Spell. The Charm survives casting.

Duration. This round only. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster cannot animate the object. He cannot try to cast the Spell upon it again.

Roll of 12. The object does something entirely different than what the caster declared, then stops moving.

Animate Water (Difficulty -1)

Description. Animate Water permits the caster to control the behaviour of a small amount of water (three buckets or less). The caster can make the water move in any direction (to a maximum distance of 3 m), heat it to the boiling point, cool it to the freezing point, or evaporate it into an equivalent amount of water vapour.

Animate Water cannot increase or decrease the total quantity of water controlled. Nor can the Spell

change the water's colour or any of its qualities other than as described here.

Casting Rules. Declare the Spell, the water to be animated, and what you want it to do this round. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -1 Difficulty Penalty. The water to be animated must be within the caster's line of sight.

Duration. This round only. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The water does something other than what the caster declared it would do. If the caster is near the water, it may splash him.

Breathe Water (Difficulty -2)

Description. The target of this Spell becomes temporarily capable of breathing water like a fish. The caster may target himself or another.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

+1 to Enchantment if the Witch uses a fish gill in casting the Spell. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. If he opts to do so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell works, but the target of the Spell develops fish gills on the left and right sides of his neck. The gills remain for 2 to 24 rounds after the Spell has expired.

Charm (Difficulty -2)

Description. With this Spell the caster can charm any creature, whether intelligent or unintelligent, humanoid or non-humanoid. A charmed creature becomes favourably disposed towards the caster and will cooperate with him. The charmed creature does not be-

come the caster's slave; it will not obey his orders or submit to his every wish. (For that, cast *Mesmerize*.) But it will endeavour to please the caster and to assist him in any reasonable way.

Charmed creatures will not attack the caster or those whom the caster indicates, save in self-defence. If the creature was in Combat with the caster, it will break off Combat and, if it is capable of intelligent communication, offer a truce and respect it until it is threatened or attacked. The charmed creature will not go into Combat to protect or assist the caster.

Charmed creatures are more susceptible to *Mesmerize* Spells: they suffer a -2 Charm Penalty to their Withstand Magic roll when attempting to resist them. If a charmed creature successfully resists *Mesmerize* (i.e., makes its Withstand Magic roll), it automatically gets another Withstand Magic roll against the Charm it is now under. If that roll is successful, the Charm Spell abruptly ends.

Casting Rules. Declare the Spell and the creature to be charmed. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -2 Difficulty Penalty.

The target must be within earshot of the caster, for the caster must speak coaxing words to the creature during casting. (The fact that the creature may not understand the caster's words does not matter.) If the creature to be charmed is deaf, the caster must be within 2 m of it when casting or the Spell will fizzle.

+1 Rite Bonus if the caster touches the Spell's target while casting.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply. If the creature is in Combat with the caster or her companions when the Spell is cast, the creature gains a +3 bonus to its WithMag roll.

Failure Rules. The caster may try the Spell again.

Roll of 12. The target becomes determined not to cooperate with the caster. If the creature is in Combat with the caster or his companions, it gains a +1 bonus to all Offensive Combat Skills next round.

Deftness (Difficulty -2)

Description. The target of this Spell can use up to three Skills in one round without incurring Action Penalties. The fourth Skill creates a -1 Action Penalty, the fifth a -2 Action Penalty, and so on. The Spell lasts for one round only.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

The caster can make the Spell last two rounds rather than one with a hair from a unicorn's beard. The Charm is consumed in casting.

Duration. This round only. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may not try the Spell on the same target again for one day.

Roll of 12. The target of the Spell suffers an automatic -3 Action Penalty on any Skill he uses that round. If he uses two Skill that round, the Penalty is -4, if he uses three Skills, the Penalty is -5, etc.

Enchant Armour, Minor (Difficulty -2)

Description. The caster of the minor Enchant Armour Spell bestows an Armour Bonus equal to her Enchantment roll upon the armour targeted by the Spell. The Armour Bonus improves the WithIn stat of the character wearing the armour. For more on Armour Bonuses, see chapter eight, Weapons and Armour. This Spell is a less powerful version of the Enchant Armour, Major (see below).

A suit or item of armour can only bear one Enchant Armour Spell (whether minor or major) at a time. Extra Enchant Armour Spells cast on armour that is already enchanted have no effect. Likewise, the Spell works only on ordinary and crafted armour, not on enchanted armour.

Casting Rules. Declare the Spell and the armour to be enchanted. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -2 Difficulty Penalty. If you succeed, the result of your successful roll becomes a temporary Armour Bonus. The armour must be within 10 m of the caster.

+1 Charm Bonus if the caster sprinkles a pinch of powdered silver upon the armour while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Enchant Armour roll. The Spell can be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot (or can no longer) enchant the armour. He may try again in one day's time.

Roll of 12. The Spell operates as a minor Hex Armour Spell with an Armour Penalty of -2.

Enchant Armour, Major (Difficulty -4)

Description. The caster of the major version of Enchant Armour bestows an Armour Bonus equal to his Enchantment stat upon the armour targeted by the Spell. (In the minor version, the Armour Bonus is equal to the caster's Enchantment roll.) This Armour Bonus improves the WithIn stat of the character wearing the armour. See the discussion of Armour Bonuses in chapter eight, Weapons and Armour.

A suit or item of armour can only bear one Enchant Armour Spell (whether minor or major) at a time. Extra Enchant Armour Spells cast on armour that is already enchanted have no effect. Likewise, the Spell works only on ordinary and crafted armour, not on enchanted armour.

Casting Rules. Declare the Spell and the armour to be enchanted. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -4 Difficulty Penalty. If you succeed, the result of your successful roll becomes a temporary Armour Bonus. The armour must be within 10 m of the caster.

+1 Charm Bonus if the caster sprinkles a pinch of powdered ruby upon the armour while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Enchant Armour roll. The Spell can be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot (or can no longer) enchant the armour. She may try again in one day's time.

Roll of 12. The Spell operates as a major Hex Armour Spell with an Armour Penalty of -4.

Enchant Creature, Minor (Difficulty -2)

Description. Enchant Creature bestows a temporary Enchantment Bonus to a Skill stat of the enchanted creature. It is up to the caster to declare which Skill will benefit from the bonus. For the minor version of the Spell, the bonus generated is equal to the caster's Enchantment roll.

Casting Rules. Declare the Spell, the creature to be enchanted, and the Skill to be improved by the Enchantment Bonus. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

Only one Skill can benefit from an Enchantment Bonus (whether minor or major) at a time. The same creature can benefit from several Enchantment Bonuses at once, but each bonus must apply to a different Skill.

Duration. This round only. The Spell may not be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. If he opts to do so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a minor Hex Creature Spell with a Hex Penalty of -2. The Skill penalized is the one which the caster intended to improve.

Enchant Creature, Major (Difficulty -4)

Description. The major version of Enchant Creature bestows a temporary Enchantment Bonus to a Skill stat of the enchanted creature equal to the caster's Enchantment stat. The caster may choose which Skill will benefit from the bonus.

Casting Rules. Declare the Spell, the creature to be enchanted, and the Skill to be improved by the Enchantment Bonus. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -4 Difficulty Penalty. The target must be within 10 m of the caster.

Only one Skill can benefit from an Enchantment Bonus (whether minor or major) at a time. The same creature can benefit from several Enchantment Bonuses at once, but each bonus must apply to a different Skill.

Duration. This round only. The Spell may not be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. If he opts to do so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a major Hex Creature Spell with a Hex Penalty of -4. The Skill penalized is the one which the caster intended to improve.

Enchant Weapon, Minor (Difficulty -2)

Description. Enchant Weapon bestows an Enchantment Bonus upon the weapon targeted by the Spell. In the Spell's minor version, the Enchantment Bonus is equal to the caster's Enchantment roll. The Enchantment Bonus may apply to any Weapon Characteristic determined by the caster, so long as this is consistent with the rules on Enchanted Weapons. See the discussions of Weapon Characteristics and Enchanted Weapons in chapter eight, Weapons and Armour.

Casting Rules. Declare the Spell, the weapon to be enchanted, and how the Enchantment Bonus will apply. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -2 Difficulty Penalty. The weapon must be within 10 m of the caster.

A weapon can only bear one Enchant Weapon Spell at a time. Extra Enchant Weapon Spells cast on a weapon that is already enchanted have no effect.

+1 Charm Bonus if the caster sprinkles a pinch of powdered silver upon the weapon while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Enchant Weapon roll. The Spell can be maintained.

Resistance. The weapon's wielder may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot enchant the weapon. He may try again in one day's time.

Roll of 12. The Spell operates as a minor Hex Weapon Spell with an Enchantment Penalty of -2. The type of penalty is the same as the type of bonus intended by the caster.

Enchant Weapon, Major (Difficulty -4)

Description. The major version operates exactly like the minor version, except that the Enchantment Bonus generated by the Spell is equal to the caster's Enchantment stat. The Enchantment Bonus may apply to any Weapon Characteristic determined by the caster, so long as this is consistent with the rules on Enchanted Weapons. See the discussions of Weapon Characteristics and Enchanted Weapons in chapter eight, Weapons and Armour.

Casting Rules. Declare the Spell, the weapon to be enchanted, and how the Enchantment Bonus will apply. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -4 Difficulty Penalty. The weapon must be within 10 m of the caster.

A weapon can only bear one Enchant Weapon Spell at a time. Extra Enchant Weapon Spells cast on a weapon that is already enchanted have no effect.

+1 Charm Bonus if the caster sprinkles a pinch of powdered gold upon the weapon while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Enchant Weapon roll. The Spell can be maintained.

Resistance. The weapon's wielder may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot enchant the weapon. He may try again in one day's time.

Roll of 12. The Spell operates as a minor Hex Weapon Spell with an Enchantment Penalty of -4. The type of penalty is the same as the type of bonus intended by the caster.

Farhearing (Difficulty -1)

Description. This Spell dramatically improves the caster's hearing, or that of another. The enchanted creature becomes capable of hearing sounds within a 150 m radius of himself as though they were within only a few steps away. He can also hear through walls, ceilings, floors, and other barriers within a 50 m radius.

Casting Rules. Declare the Spell and the creature to be enchanted. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -1 Difficulty Penalty. The creature to be enchanted must be within 10 m of the caster.

The radii are extended to 300 m for normal hearing and 100 m for hearing through barriers if the caster uses a rabbit's ear in casting. The Charm survives casting.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster is deafened for a number of rounds equal to her Enchantment stat.

Farseeing (Difficulty -1)

Description. This Spell dramatically improves the caster's vision, or that of another. The enchanted creature becomes capable of seeing things a 150 m radius of himself as though they were only 5 m away. He can also see through anything (walls, forested areas, even clothes) within a 50 m radius.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -1 Difficulty Penalty. The creature to be enchanted must be within 10 m of the caster.

The radii are improved to 300 m for normal vision and 100 m for seeing through barriers if the caster holds an eyeglass to his eye, or wears spectacles, while casting the Spell and for its duration. The Charm survives casting.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster is blinded for a number of rounds equal to the caster's Enchantment stat.

Fly (Difficulty -3)

Description. The target of this Spell becomes capable of flying. He may fly no higher than 30 m in the air.

He has a Flight Movement stat equal to the caster's Enchantment stat for the duration of the Spell.

Casting Rules. Declare the Spell and the creature to be enchanted. In the Modifier Stage, roll less than or equal to your Enchantment stat modified by a -3 Difficulty Penalty. The target must be within 10 m of the caster.

The Spell will last an extra 5 rounds if target of the Spell holds a sparrow feather in each hand while the Witch casts the Spell. The feathers are consumed in casting.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may not try the same Spell on the same target again for one day.

Roll of 12. The Spell works, but the target is struck with a terrible fear of flying. She suffers a -5 Fear Penalty to all Skill rolls for the duration of the Spell (-3 if she makes a successful Stamina roll, i.e., rolls less than or equal to her Stamina stat).

Levitate (Difficulty -2)

Description. Levitate allows the caster to make a creature or thing levitate for the duration of the Spell. The levitating thing rises in the air to the height indicated by the caster (maximum 5 m) and stays there until the Spell's end, at which time the levitating object returns safely to the ground.

Alternatively, if the caster wants to vary the height of the levitating thing from round to round, she may do so but this counts as an action for Action Penalty purposes (as though she were Maintaining the Spell).

Casting Rules. Declare the Spell and its target. Declare the height to which the target is to be levitated or, if you want to vary the height from round to round, declare this. In the Modifier Stage, roll equal to or less than your Enchantment stat subject to a -2 Difficulty Penalty. The target must be within the caster's line of sight.

Duration. A number of rounds equal to the caster's Enchantment stat. The Spell may be maintained. If, when the Spell is about to end, the caster chooses to

Maintain it while still controlling the height of the levitating thing from round to round, this counts as two actions: one to Maintain the Spell and one to control the height from round to round.

The caster can control the height of the levitating thing without suffering an Action Penalty if he draws a circle round the thing with chalk while casting. The stick of chalk survives casting (until it is used up).

Resistance. Not applicable to levitating objects. For people and creatures, the target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The target rises 3 m into the air, then drops to the ground. This can inflict 1-2 Injury Points to a creature (see the discussion of Hazard Injury in chapter six, Injury) or damage the object (as determined by the GM). Additionally, the caster becomes incapable of casting Levitation for 72 hours.

Magic Seeing (Difficulty -2)

Description. Many Spells require that the Spell's target be within the caster's line of sight. If the target is not within the caster's line of sight, however, she may nevertheless cast the Spell if she successfully casts Magic Seeing in the same round. Like False Charm (above), Magic Seeing is a Spell employed by witches to assist in the casting of other Spells. Also like False Charm, Magic Seeing is as risky as it is powerful.

The Spell does not actually permit the caster to see things that are not within his line of sight. It simply allows him to cast Spells which require things to be within his line of sight even when they are not.

Casting Rules. Declare Magic Seeing and the Spell it is to enhance. The two Spells must be declared in the same round. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -2 Difficulty Penalty. Then roll for your other Spell as indicated in its Spell Description.

If both rolls are successful, the Spell being enhanced by Magic Seeing operates normally. If the roll for the Spell being enhanced fails, that Spell simply fizzles and nothing else happens (unless the caster rolls 12, in which case any rules given for rolls of 12 apply; see the Spell Description). To know what happens when the Magic Seeing roll fails, see below.

Duration. Instantaneous; the amount of time taken to cast the other Spell.

Resistance. Not applicable.

Failure Rules. If the Magic Seeing roll fails, the other Spell also automatically fails, but the caster must still make the Spell roll—to see if he gets a 12, in which case any negative consequences arising from rolling 12 for that Spell (as explained in its Description) occur. The caster may try Magic Seeing again.

Roll of 12. If the caster rolls 12 while attempting to cast Magic Seeing, the result is always bad and may be devastating. The combination of magic from the two Spells produces shocking, even deadly, results. The GM will tell you exactly what happens (using, if he wishes, the Massive Spell Failure Table).

Mesmerize (Difficulty -4)

Description. To mesmerize is to place someone in a hypnotic state for the purpose of inducing him to act as directed. The Mesmerize Spell puts any creature into such a state. The caster may then tell the creature what to do. The mesmerized creature understands the caster's suggestions and commands magically, even if it would not understand them otherwise.

Mesmerized creatures may be directed to act in any way—including ways that are contrary to their own self-interest. A mesmerized creature will not obey an instruction to kill itself, or to do something which is likely to result in its own demise (such as jumping off a cliff), but it will fight for the caster and take risks that may involve Injury or other harm to itself.

Casting Rules. Declare the Spell and the creature to be mesmerized. In the Modifier Stage, roll less than or equal to your Enchantment stat subject to a -4 Difficulty Penalty. The target must be within 10 m of the caster.

If the creature is a humanoid or an intelligent beast, +2 Rite Bonus if the caster gently swings an object (such as a timepiece, a necklace bearing an amulet or a key attached to string) before the creature's eyes while casting. The charm survives the casting. If the creature is an unintelligent beast, +2 Charm bonus if the caster uses a pinch of catnip while casting. The Charm is consumed in casting.

Duration. Until broken by WithMag. The Spell cannot be maintained. When the Spell ends, the mesmerized

creature realises that it has been subjected to magic—and is usually not very happy about it!

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply. Charmed creatures suffer a -2 Charm Penalty to their Withstand Magic roll when attempting to resist the Spell.

Failure Rules. The caster may try the Spell again.

Roll of 12. The creature becomes angry with the caster and, if it is not already doing so, attacks her. If it is already attacking the caster or her companions, it gains a +2 bonus to any Offensive Combat Skills it declares in the following round.

Slumber (Difficulty 0)

Description. The target of a Slumber Spell falls into a long and deep sleep. The sleeper may be woken by non-magical means, but only with great effort: repeated loud noises and vigorous prodding.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll equal to or less than your Enchantment stat. The target must be within the caster's line of sight.

+1 Rite Bonus if the caster yawns loudly enough for the target to hear while casting. The yawn need not be real, but it must be a good imitation.

Duration. A number of hours equal to the caster's Enchantment stat. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster casts the Spell on himself. He must make a Withstand Magic roll or fall asleep for the duration of the Spell.

HEX

A hex is a sort of magical curse. To hex someone or something is to use magic upon it to make it unlucky, flawed, or somehow undesirable. Hexes are in some ways the opposite of Enchantments. Yet Hex Spells have their own distinctive flair—a flair for causing confusion, misfortune, and even disaster.

Hex Spells very often prey on a creature's Skills, temporarily weakening them or making them go awry. So when you use Hex Spells, you must understand Skills and the Skill rules. In particular, remember that the Injury stat and the Fervour stat are not Skills. They are stats associated with Skills (Withstand Injury and Channel, respectively), but they are not Skills themselves. Therefore, a Hex Spell which applies to any Skill does not apply to the Injury and Fervour stats.

All the Hex Spells given below are rolled in the Modifier Stage.

Hex spells by difficulty

Spell	Modifier
Baffle Language	0
Hex Place	0
At A Loss	-2
Hex Armour, Minor	-2
Hex Creature, Minor	-2
Hex Weapon, Minor	-2
Priestbane	-2
Unlucky Break	-2
Bewilderment	-3
Misfortune	-3
Spell Bounce, Limited	-3
Catastrophe	-4
Hex Armour, Major	-4
Hex Creature, Major	-4
Hex Weapon, Major	-4
Spell Bounce, Expanded	-5
Godsbane	special

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Hex Spells in order of Difficulty.

At A Loss (Difficulty -2)

Description. With this Spell, the caster elects to spend a certain number of his own Advancement Points to permanently reduce any Skill stat of the caster's victim. Each AP the caster spends is worth two APs against the victim.

EXAMPLE

Ru-Nath, a powerful wizard, declares At A Loss against his foe, the champion swordsman Mounmanon. Ru-Nath elects to spend 4 spare APs to reduce Mounmanon's WithIn stat. Spending 4 APs gives Ru-Nath 8 APs with which to reduce Mounmanon's WithIn.

The resulting APs are used to reduce the victim's Skill stat in the same way that APs are usually spent to improve Skill stats—but reversed. At A Loss always counts against the *unmodified* Skill stat of its victim. Improvements such as Armour Bonuses, Weapon Bonuses, Bless Bonuses, Enchantment Bonuses, etc. are ignored.

EXAMPLE

Mounmanon's modified WithIn is 9, but this is due to the +4 Armour Bonus he gains from wearing Brigandine. His unmodified WithIn is 5.

To raise his WithIn from 4 to 5 cost Mounmanon 4 APs. Ru-Nath has 8 APs to spend. Thus, he can reduce Mounmanon's WithIn from 5 to 4 by spending 4 of his 8 APs.

APs generated by At A Loss can only be spent on one of the victim's Skills. Any leftover APs are ignored.

EXAMPLE

Ru-Nath has only spent 4 of his 8 APs against Mounmanon. This leaves Ru-Nath 4 APs to spare.

He cannot use them to reduce one of Mounmanon's other Skill stats. However, he can use them to reduce Mounmanon's unmodified WithIn stat again, from 4 to 3, by spending 3 more APs.

This leaves Ru-Nath 1 AP. He can't use it against Mounmanon's WithIn (which is now 3) because to reduce it from 3 to 2 would cost 2 APs. So the extra 1 AP is simply ignored.

The effect of At A Loss is permanent, meaning that the victim's Skill stat is not restored when the Spell ends or after the passage of time. However, the Spell does not prevent the victim from later restoring her Skill stat by spending APs to improve it.

At A Loss can only be used against Skill stats—never against Attribute stats. Similarly, it cannot be used against Injury or Fervour stats (which are not Skill stats).

Casting Rules. Declare the Spell, the victim, the number of your own APs you will spend, and which of the victim's Skills will be reduced. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -2 Difficulty Penalty. The victim must be within the caster's line of sight. If the caster fails her Hex roll, she retains her APs (unless she rolls a 12; see below).

When successful, the Spell takes effect in the Modifier Stage. Thus, if the Skill targeted by the caster is one which the victim declared this round, the newly-lowered Skill stat must be taken into consideration when resolving the victim's Skill rolls in the Resolution Stage.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Magic. Resistance Rules apply. If the victim Withstands Magic, the caster retains the APs he intended to spend.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell fizzles normally, but the caster loses the APs she declared.

Baffle Language (Difficulty 0)

Description. This Spell makes its victim incomprehensible to others in any language he speaks. The victim's attempt at speech result in utter gibberish. The Spell affects only one victim. To affect more, cast the Spell several times.

Casting Rules. Declare the Spell and the victim. In the Modifier Stage, roll less than or equal to your Hex stat. The target must be within the caster's line of sight.

+1 Charm Bonus if the caster ties a snake's tongue in a knot while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Hex stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell affects another target (usually the caster himself or one of his companions). Alternatively, roll on the Massive Spell Failure table.

Bewilderment (Difficulty -3)

Description. This is a potent Spell which confuses its victim to no end. First, the Spell imposes a penalty to all the victim's Skills (except Stamina Skills) equal to the victim's Intellect stat. Second, the Spell reduces the victim's Timing stat by a further amount, determined by the caster's Hex roll. Finally, if the victim enjoys Favourable Rounding, he loses it—along with all benefits it gives, including raised Composite stats—for the duration of the Spell. Besides doing all these nasty things, the Spell leaves its victim dizzy and bewildered.

The Spell works only against humanoid creatures; non-humanoids are not affected by it.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -3 Difficulty Penalty. The target must be within 10 m of the caster.

The Spell will last for a number of rounds equal to the caster's Hex stat if the caster touches the victim's temples with his fingertips, looks him in the eyes, and blinks vigorously.

Duration. A number of rounds equal to the caster's Bewilderment roll. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster Bewilders himself.

Catastrophe (Difficulty -4)

Description. Catastrophe is a more powerful version of Misfortune. The Spell reduces all its victim's Skill stats (except Stamina Skills) by an amount equal to the caster's Hex stat. The Spell's victim falls to the ground trembling. This negates any actions declared by the victim this round. The trembling lasts for this round only, unless the victim is Defeated as a result of the Spell. In that case, the victim trembles uncontrollably for the duration of the Spell.

The Spell's effects can be reversed by Dispel Magic, a Priest's Bless Skill, or the passage of time. Only one Catastrophe Spell can affect a victim at a time.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -4 Difficulty Penalty. The target must be within 10 m of the caster.

Duration. A number of rounds equal to the caster's Hex stat. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may not try the Spell again. He is incapable of ever casting Catastrophe on this victim.

Roll of 12. The Spell operates as a Misfortune Spell against the caster.

Godsbane (Difficulty special)

Description. Godsbane works only against Priests. The Spell disrupts communication between a Priest and his deity, making Channelling impossible. The Priest's appeal to his deity fall on deaf ears, as though the Priest's god has Forsaken him. In fact, the deity simply fails to perceive the Priest's appeal. The Priest does not know this, however, and may believe that his deity has Forsaken him.

Casting Rules. Declare the Spell and the victim Priest. In the Modifier Stage, roll less than or equal to your Hex stat subject to a Difficulty Penalty equal to the half the Priest's Channel stat (rounded up, unless the caster enjoys Favourable Rounding). The target must be within the caster's line of sight.

+2 Charm Bonus if the caster holds a religious symbol of the Priest's deity. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Hex stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Priest's deity discovers what the caster is trying to do. The deity responds by Channelling his

Priest a Wrath Skill attack directed at the caster. The Priest need not roll his Wrath Skill; the Skill works automatically by divine intervention. The Wrath occurs immediately (i.e., in the current Stage of the current round, immediately following the roll of 12) and causes no Action Penalty or other adverse affect on the Priest.

Note that this effect occurs even if the deity normally does not permit Wrath Skills.

Hex Armour, Major (Difficulty -4)

Description. The major form of Hex Armour imposes an Armour Penalty equal to the caster's Hex stat upon the victim of the Spell.

A victim can only have one Hex Armour Spell operating against her at a time. Extra Hex Armour Spells cast on a victim that is already hexed have no effect.

Casting Rules. Declare the Spell and the armour to be hexed. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -4 Difficulty Penalty. The victim must be within 10 m of the caster.

+1 Charm Bonus if the caster throws a pinch of metal rust towards the victim while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Hex Armour roll. The Spell can be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot hex the armour. She may try again in one day's time.

Roll of 12. The Spell operates as a major Enchant Armour Spell (+4 Armour Bonus).

Hex Armour, Minor (Difficulty -2)

Description. The minor form of Hex Armour imposes an Armour Penalty equal to the caster's Hex roll upon the victim of the Spell. The effect of the Armour Penalty is to decrease the modified WithIn stat of the character wearing the armour; see the discussion of Armour Penalties in chapter eight, Weapons and Armour.

A victim can only have one Hex Armour Spell operating against her at a time. Extra Hex Armour Spells cast on a victim that is already hexed have no effect.

Casting Rules. Declare the Spell and the armour to be hexed. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -2 Difficulty Penalty. The victim must be within 10 m of the caster.

+1 Charm Bonus if the caster throws a pinch of metal rust towards the victim while casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Hex Armour roll. The Spell can be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster cannot hex the armour. She may try again in one day's time.

Roll of 12. The Spell operates as a minor Enchant Armour Spell (+2 Armour Bonus).

Hex Place (Difficulty 0)

Description. Hex Place imposes a Hex Penalty equal to the caster's Hex roll upon an area indicated by the caster. Creatures entering the area suffer the Hex Penalty to whichever stat the caster has chosen. The penalty lasts until the creature leaves the area, or until the Spell ends. The maximum dimensions of the area are 10 m wide and 10 m deep.

Casting Rules. Declare the Spell, the area to be hexed, and the Skill stat to which the Hex Penalty applies. In the Modifier Stage, roll less than or equal to your Hex stat. The caster must be standing within the area to be hexed. If the Spell is successful, the caster is himself affected by the hex (unless he Withstands Magic) until he leaves the area.

+2 Charm Bonus if the area is indoors and the caster opens an umbrella and sets it down while casting. He may retrieve it after casting. The Charm survives casting.

Duration. A number of rounds equal to the caster's Hex stat. The Spell may be maintained.

Resistance. People who enter the hexed place may attempt to Withstand Magic. Those who fail are affected by the hex.

Failure Rules. The caster may try the Spell again.

Roll of 12. Curiously, the magic invoked by this Spell is rather similar to the Enchantment Spell Breathe Water. On a roll of 12, Hex Place often results in a Breathe Water Spell upon the caster or one of her companions—complete with gills.

Hex Creature, Major (Difficulty -4)

Description. The major form of Hex Creature imposes a temporary Hex Penalty, equal to the caster's Hex stat, upon a Skill stat of the hexed creature. It is up to the caster to declare which Skill will suffer from the penalty. Note that even Stamina Skills can be affected by this Spell.

Only one Skill can suffer a Hex Creature at a time. The same creature can suffer several Hex Penalties at once, but each penalty must apply to a different Skill.

Casting Rules. Declare the Spell, the creature to be hexed, and the Skill to be penalised. In the Modifier Stage, roll equal to or less than your Hex stat subject to a -4 Difficulty Penalty. The target must be within 10 m of the caster.

Duration. This round only. The Spell may not be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a major Enchant Creature Spell (+4 Enchantment Bonus). The Skill upon which the bonus is bestowed is the one which the caster intended to penalize.

Hex Creature, Minor (Difficulty -2)

Description. The minor form of Hex Creature imposes a temporary Hex Penalty, equal to the caster's Hex roll, upon a Skill stat of the hexed creature. It is up to the caster to declare which Skill will suffer from the penalty. Note that even Stamina Skills can be affected by this Spell.

Only one Skill can suffer a Hex Penalty at a time. The same creature can suffer several Hex Penalties at once, but each penalty must apply to a different Skill.

Casting Rules. Declare the Spell, the creature to be hexed, and the Skill to be penalized. In the Modifier Stage, roll equal to or less than your Hex stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

Duration. This round only. The Spell may not be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a minor Enchant Creature Spell (+2 Enchantment Bonus). The Skill upon which the bonus is bestowed is the one which the caster intended to penalize.

Hex Weapon, Major (Difficulty -4)

Description. The major version of Hex Weapon imposes a Hex Penalty upon the weapon targeted by the Spell equal to the caster's Hex stat. In all other respects (except rolls of 12; see below) the Spell is identical to the minor form of Hex Weapon, described above.

Casting Rules. Declare the Spell, the weapon to be hexed, and how the Hex Penalty will apply. In the Modifier Stage, roll equal to or less than your Hex stat subject to a -4 Difficulty. The weapon must be within 10 m of the caster.

+2 Rite Bonus if the caster holds the weapon while casting. +1 Rite Bonus if she touches it.

Duration. A number of rounds equal to the caster's Hex Weapon roll. The Spell can be maintained.

Resistance. The weapon's wielder may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a major Enchant Weapon Spell, with an Enchantment Bonus where the caster intended a Hex Penalty.

Hex Weapon, Minor (Difficulty -2)

Description. The minor version of Hex Weapon imposes a Hex Penalty upon the weapon targeted by the Spell equal to the caster's Hex roll. The caster may choose which of the five Hex Penalties the Spell creates: penalties to Strike (including Missile Strike), Disarm, Feint, Parry, and Timing. These mirror the Weapon Characteristics explained in chapter eight, Weapons and Armour.

A weapon can only bear one Hex Weapon Spell at a time. Extra Hex Weapon Spells cast on a weapon that is already hexed have no effect. Note that the penalty attaches itself to the weapon, not its wielder. Thus the wielder may change weapons to avoid the effect of the Spell.

Casting Rules. Declare the Spell, the weapon to be hexed, and how the Hex Penalty will apply. In the Modifier Stage, roll equal to or less than your Hex stat subject to a -2 Difficulty. The weapon must be within 10 m of the caster.

+2 Rite Bonus if the caster holds the weapon while casting. +1 Rite Bonus if she touches it.

Duration. A number of rounds equal to the caster's Hex Weapon roll. The Spell can be maintained.

Resistance. The weapon's wielder may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell operates as a minor Enchant Weapon Spell, with an Enchantment Bonus where the caster intended a Hex Penalty.

Misfortune (Difficulty -3)

Description. Misfortune reduces all its victim's Skill stats (save Stamina Skills) by an amount equal to the caster's Hex roll. The Spell's effects can be reversed by Dispel Magic, or a Priest's Bless Skill. The Spell can also be broken by a successful Withstand Magic roll. If the Hex Penalty created by the Spell Defeats its victim, she falls to the ground trembling, and remains in that state for three rounds, after which time she regains control of herself (but remains Defeated until the Spell expires).

Misfortune is a weaker version of Catastrophe. Only one Misfortune Spell can affect a victim at a time.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -3 Difficulty Penalty. The target must be within 10 m of the caster.

Duration. A number of rounds equal to the caster's Hex stat. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules do not apply; see Failure Rules, below.

Failure Rules. The caster may not try the Spell again. He is incapable of casting the Spell on this victim.

Roll of 12. The Spell's effects apply against the caster himself, but last only one round.

Priestbane (Difficulty -2)

Description. Like Godsbane, Priestbane is a Hex Spell aimed at Priests. The Spell creates a Hex Penalty, equal to the caster's Hex roll, which applies to all the victim's Priestcraft Skills. In essence, Priestbane has the effect of a Fervour Penalty. But the effect is temporary, and the Priest's actual Fervour stat is untouched by the Spell. If the victim Priest currently suffers from a Fervour Penalty, the Hex Penalty created by Priestbane is cumulative with it.

A Priest can dispel Priestbane with a successful Bless Skill cast upon himself.

Casting Rules. Declare the Spell and the Priest to be hexed. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -2 Difficulty Penalty. The target must be within the caster's line of sight.

+2 Charm Bonus if the caster holds a religious symbol of the Priest's deity. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Hex stat. The Spell may not be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Priest's deity discovers what the caster is trying to do and responds by Channelling his Priest a Smite Skill directed at the caster. The Priest need not roll his Smite Skill; the Skill works automatically by divine intervention. The Smite occurs immediately (i.e., in the Modifier Stage of the current round, following the roll of 12) and causes no Action Penalty or other adverse affect on the Priest. The Smite does a number of Injury Points equal to the Priest's Smite stat (subject to a successful WithIn roll by the caster).

Note that this effect occurs even if the deity normally does not permit Smite Skills.

Spell Bounce, Expanded (Difficulty -5)

Description. The expanded form of Spell Bounce works exactly like the limited form, except that the Spell Bounce field covers not only the caster but also anyone within a 3 m radius of her. Thus, the caster's companions may also benefit from the Spell's protection.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -5 Difficulty Penalty.

Duration. Current round only. The Spell may be maintained.

Resistance. Creatures within the Spell's radius may attempt to Withstand Magic, if they so choose (though in most cases they will not.) If so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The hex turns on the caster and those within the field of the Spell Bounce. Until the caster breaks the Spell with WithMag, or until he or someone else Dispel's it, no one within the field is not permitted to make Withstand Magic rolls against Spells. They take effect automatically.

Spell Bounce, Limited (Difficulty -3)

Description. With this Spell, the caster erects a magical field around herself called a Spell Bounce field. The Spell Bounce field is spherical and translucent, but faintly green. When a Spell is cast by an opposing Witch with the caster of Spell Bounce as its target, the opposing Witch must make a successful Withstand Magic roll or suffer Spell Bounce: the opposing Witch's magic bounces off the Spell Bounce field and strikes its caster. A Bounced Spell has exactly the same effects upon its caster as it was supposed to have against its intended victim.

The opposing Witch does not get a Withstand Magic roll against the Bounced Spell—even if the intended target of the Spell would have got one. The only Withstand Magic roll the opposing Witch gets is the one which determines whether the Spell bounces.

If the opposing Witch makes a successful Withstand Magic roll, the Spell ignores the Spell Bounce field and strikes the intended target. The Spell is totally unaffected by the Spell Bounce field and behaves normally.

The caster can only cast Spell Bounce, Limited upon herself. It cannot be used to protect others. For a variation of this rule, see Spell Bounce, Expanded.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -3 Difficulty Penalty.

Duration. Current round only. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The hex turns on the caster. Until the caster breaks his own Spell with WithMag, or until he or someone else Dispels it, he is not permitted to make Withstand Magic rolls against Spells. They affect him automatically.

Unlucky Break (Difficulty -2)

Description. This Spell uses its victim's own spare Advancement Points against him. When the caster casts this Spell, 1 spare AP is deducted from the victim. That spare AP is then expended on an Unlucky Break, imposing an Unlucky Break Penalty on all actions taken by the victim for the rest of the current round.

The Unlucky Break Penalty is equal to the victim's Luck stat.

If the victim declared by the caster has no spare APs, the Spell fails.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Hex stat subject to a -2 Difficulty Penalty. The victim must be within 10 m of the caster.

+1 Charm Bonus if the caster uses the tail of a black cat in casting. The Charm survives casting.

Duration. Current round only. Note: this means that the caster should choose a victim with a worse Timing Score than him this round. Otherwise, the victim will resolve his Skills before the caster makes her Spell roll; in that case, even if the caster succeeds, the Unlucky Break will have no effect. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell uses one of the caster's own APs to cause the Unlucky Break. Or the Unlucky Break strikes the caster, but using the victim's spare AP.

ILLUSION

Illusions are tricks played on the senses and the mind. Victims of illusions think they see things that don't exist and believe things that are not true. Their minds are captive to the will of the Illusionist whose Spells have duped them. The power of Illusion Spells is their subtlety; by the time characters realize what has come over them, it's often far too late.

As mentioned above in the Arcana section, illusions cannot be detected by Expose Magic. The Spell used to expose illusions, Reveal Illusion, is much harder to cast than Expose Magic. This is the great power of Illusion Spells: they are very hard to detect, compared to other types of magic.

The GM may always increase the Difficulty Penalty on an Illusion Spell if he thinks that the illusion the caster is proposing is particularly difficult due to its intricacy, size, distance from the observer or any other factor. Thus, while Perfect Illusion has a listed Difficulty Penalty of -5, the GM may decide to increase that a lot if the caster is proposing to create a perfect illusion of an entire city.

The Illusion Spells given below are all rolled in the Modifier Stage (with a partial exception for Phantom Wound).

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Illusion Spells in order of Difficulty.

Auditory Illusion (Difficulty 0)

Description. This Spell permits the illusionist to create illusory auditory effects, including animal sounds, sounds created by objects (pages turning in a book, glass breaking, trees rustling in the wind, etc.), and speech in any language known to the caster. The sound must be one which is known to the caster, either because she has heard it before or can readily imagine it.

Only one distinct sound can be generated by the Spell. To create two or more distinct sounds, such as two voices speaking or river-water rushing as birds sing in the trees, cast the Spell twice.

The caster may determine how loud the sound is and where its source seems to be. However, the maximum size of the area in which the sound can be heard is 5 m cubed (i.e., 5 m long by 5 m wide by 5 m high).

Illusion spells by difficulty

Spell	Modifier
Auditory Illusion	0
Daydream	0
Dream	0
Gustatory Illusion	0
Illusionist's Dodge	0
Olfactory Illusion	0
Disguise	-1
Optical Illusion	-1
Sham Magic	-1
Tactile Illusion	-1
Chimera	-2
Fright	-2
Illusionist's Part	-2
Invisibility	-2
Phantom Wound	-3
Doppelganger	-4
Perfect Illusion	-5
Crisis of Faith	special
Reflection	special

The caster may place this area anywhere within her line of sight.

Casting Rules. Declare the Spell, the sound to be generated, and the area in which the sound will occur. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. None. Creatures hearing the sound may not roll WithMag to detect the illusion.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. Some absurd, rude or obviously inappropriate sound is generated by the Spell. It continues until the Spell ends or is Dispelled.

Chimera (Difficulty -2)

Description. A chimera (pronounced *ki-mee-rah*) is a fantastic or grotesque product of the imagination. The Chimera Spell creates a horrifying or repugnant image in its victim's mind. The victim must Withstand Magic or become so rapt with fear and disgust that she cannot declare any Skills other than Defensive Combat (or Beast) Skills for the duration of the Spell. Victims who make successful Withstand Magic rolls are not taken in by the illusion.

The caster does not dictate what sort of image appears in the victim's mind. That is determined by the Spell itself, based on some fear or weakness in the victim.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -2 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell cannot be maintained.

Resistance. See above.

Failure Rules. The caster may attempt the Spell again. Resistance Rules apply.

Roll of 12. The image that appears in the victim's mind is not hideous and terrifying, but ludicrous and laughable. Usually this image depicts the caster in some humiliating or ridiculous position. The victim must Withstand Magic or suffer a -1 Action Penalty for the duration of the Spell due to laughing so hard.

Crisis of Faith (Difficulty special)

Description. This Spell causes a Priest to believe that his deity has Forsaken him. Believing such, the Priest will not attempt to use his Priestcraft Skills. Crisis of Faith effectively prevents Priests from Channelling for the duration of the Spell. Note that Priest is not Forsaken during the Spell's duration; he only thinks he is.

The Spell is rolled in the Modifier Stage. If the Spell roll is successfully cast against a Priest who declared a Priestcraft Skill that round, he will abandon it.

Casting Rules. Declare the Spell and its victim. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a Difficulty Penalty equal to half the victim Priest's Channel stat (rounded up, unless the caster enjoys Favourable Rounding). The Priest must be within the caster's line of sight.

+3 Charm Bonus if the caster uses some item of religious significance belonging to the Priest in casting. The Charm survives the casting.

Duration. Until broken by WithMag. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Priest's deity discovers what the caster is trying to do and responds by Channelling his Priest a Smite Skill directed at the caster. The Priest need not roll his Smite Skill; the Skill works automatically by divine intervention. The Smite occurs immediately (i.e., in the Modifier Stage of the current round, following the roll of 12) and causes no Action Penalty or other adverse affect on the Priest. The Smite does a number of Injury Points equal to the Priest's Smite stat (unless the caster makes a successful WithIn roll).

Note that this effect occurs even if the Priest's deity normally does not permit Smite Skills.

Daydream (Difficulty 0)

Description. Daydream allows the illusionist to plant a thought or idea in the mind of the Spell's victim. The victim perceives the thought as something that has just occurred to him—a stray thought, a daydream, a good idea, or a sudden rush of inspiration. The thought implanted by the caster is not an order or a command; the victim remains free to discount it or ignore it. But wise illusionists are often able to influence their victims' words and acts by sending them simple, plausible Daydreams. It is for the GM to determine the effect, if any, of a Daydream.

Daydream can be particularly effective when it is cast twice, at the same time, upon two people. In such cases, one victim may express his thought to the other, who will reply, "I was just thinking that myself". This lends plausibility to the Daydream and encourages the victims to act on it.

Casting Rules. Declare the Spell, the thought to be transmitted, and who will receive it. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. Instantaneous. No maintenance is possible.

Resistance. The victim may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The caster accidentally transmits some thought of her own. Often the thought will be something to the effect of, “Gee, I hope this works.” The victim may or may not be alerted that the illusionist is trying to play with his mind; your GM will decide.

Disguise (Difficulty -1)

Description. With this Spell the caster can magically disguise himself or another humanoid. The disguise donned can change the target’s age, gender, height, weight, skin colour, hair colour, and clothing. It can also create or conceal any visible Infirmity (on Infirmity, see chapter six). Disguise cannot be used to disguise a humanoid as a creature (e.g., to disguise an elf as a sleeping cat) or a thing (e.g., to disguise an elf as the fire by which the cat sleeps).

Remember that the disguise is an illusion, not an alchemical transmutation like Transfigure Creature. This means that the person disguised appears to be other than he is, but in fact has not changed.

The disguise created by this Spell is fairly simple, as illusions go. Though the disguise is both optical and tactile, it has only limited illusionary power. This means, for example, that a hat created as part of the disguise can be both seen and touched by others, but it cannot be removed from the disguised person and hung on a hat-rack. The illusions generated by this Spell have no function but to disguise the Spell’s target.

Casting Rules. Declare the Spell, its target, and the disguise to be created. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -1 Difficulty Penalty. The target must be within 5 m of the caster.

+1 Charm Bonus if the caster eats a clove of garlic while casting the Spell. The Charm is consumed (literally!) in casting.

Duration. A number of rounds equal to the caster’s Illusion stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if she so desires. If she opts to do so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. A disguise other than that declared by the caster arises. Frequently the disguise will make the make the target stand out like a sore thumb.

Doppelganger (Difficulty -4)

Description. A doppelganger is an apparition or double of a living creature. The Doppelganger Spell allows the caster to create another of herself or any other creature, whose actions the caster may subsequently control. The doppelganger generated by the Spell may not engage in Combat, Priestcraft or Witchcraft. Apart from those limitations, however, the doppelganger can do whatever its original can do (move, speak, touch things, lift things, use any non-Composite Skill to the same level as its original, etc). The doppelganger looks, sounds and smells to all the world like the actual creature it duplicates.

The caster controls the doppelganger mentally, declaring his actions in the Strategy Stage at the same time as he declares his own. The caster sees, hears and senses everything the doppelganger does (as if the doppelganger were a familiar). Controlling the doppelganger counts as an action for Action Penalty purposes—even if the doppelganger does nothing that round. (It is as if the Spell must be maintained from the moment it is cast.) Furthermore, every Skill the doppelganger uses each round counts as an action of the caster’s for the purpose of calculating the caster’s Action Penalty.

EXAMPLE

Ru-Nath has created a doppelganger of the warden of Greyfinger Tower, whom he will use to fool the tower’s guards.

This round, Ru-Nath declares two Skills for himself and one Skill for the doppelganger. This makes a total of four actions: three Skills and one extra action just for controlling the doppelganger. Thus, Ru-Nath is subject to a -3 Action Penalty this round.

Doppelgangers can only be created from original creatures whom the caster knows or has recently seen. If the GM rules that the caster does not know the original very well, or that the caster did not see the original very clearly, she may impose an extra Difficulty Penalty as she sees fit.

The doppelganger cannot stray further than 100 m from the caster or the Spell will end. The caster can declare where the doppelganger will appear, again within a 100 m radius of the caster.

Casting Rules. Declare the Spell, the original creature on which the doppelganger shall be based, and where

the doppelganger will appear. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -4 Difficulty Penalty (or greater, if the GM says so).

Duration. Indefinite. The doppelganger remains in play for as long as the caster keeps it. For rules on maintaining the doppelganger, see above.

Resistance. None.

Failure Rules. The caster cannot make a doppelganger of this creature. He may try again in one week's time.

Roll of 12. An enraged illusionary creature, resembling the original, appears directly before the caster and immediately attacks the caster using an illusionary version of any weapon the original had on its person or, if it had no weapon, using Brawling (if the original is humanoid) or some Offensive Beast Skill (if the original is a Beast). Unlike a true doppelganger, this illusion *is* capable of causing Injury, though it still may not use Witchcraft or Priestcraft Skills. Exactly how (and how many times) the illusionary creature attacks is up to the GM. The illusion's Skill stats are equal to those of its original. The caster has no defence against the illusionary creature's attack (unless she has declared some Defensive Combat Skill this round) and cannot fight back (because she has declared no Spells or Combat Skills against the creature this round). At the end of the round, the illusion disappears (whether it has caused any Injury to the caster or not).

Dream (Difficulty 0)

Description. Dream resembles Daydream in that it allows the illusionist to plant a thought or idea in the mind of the Spell's victim. The difference is that this Spell is used against sleeping victims to control their dreams. The victim perceives the thought implanted by the illusionist as a dream, and will remember it upon waking. The thought implanted by the caster is not an order or a command; the victim remains free to discount or ignore his dream. But usually the victim pays some attention to the dream, and some victims may even interpret it as an omen. It is for the GM to determine the effect, if any, of a Dream.

Casting Rules. Declare the Spell, the thought to be transmitted, and who will receive it. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. Instantaneous. No maintenance is possible.

Resistance. The victim may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The caster accidentally transmits some thought of her own. Often the thought will be something to the effect of, "Gee, I hope this works." The victim may wake up immediately or, when he wakes up later, may realize that someone was trying to play with his mind.

Fright (Difficulty -2)

Description. Fright creates an illusion visible only to the Spell's victim. The illusionary image is of something frightening to the victim. Unless the victim Withstands Magic, he will succumb to an immobilizing fear of the illusion, thus preventing him from carrying out the actions he declared for that round.

Next round, unless the victim breaks the Spell by Withstanding Magic, the victim will attempt to flee, enjoying a +3 Fright Bonus to his Movement stat for the duration of the Spell. If he is not in Combat, he will run away and keep running away until the Spell ends. If he is in Combat, he will declare nothing but Retreat Movement this round. If he Retreats successfully (whether in the Modifier Stage or at the end of the round), he will continue fleeing until he breaks the Spell by Withstanding Magic or until the Spell ends. If the victim cannot Retreat (because his opponent Closed In on him), he will continue to attempt Retreats each round until he succeeds or the Spell ends. He will declare no other actions.

Before using this Spell, be sure that you or your GM is familiar with Retreat Movement. See Movement in chapter seven, Combat.

Casting Rules. Declare the Spell and the creature to be frightened. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

+1 Charm Bonus if the caster uses bat wings in casting. The Charm is consumed in casting.

Duration. Until broken by WithMag. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell goes awry and creates a terrifying illusion in the mind of the caster or one of her companions.

Gustatory Illusion (Difficulty 0)

Description. Use this Spell to give the illusion that something tastes other than it really does.

Casting Rules. Declare the Spell, the thing to be tasted, and how it will taste. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. None. Creatures tasting the thing on which the illusion has been cast may not roll With-Mag to detect the illusion.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The wrong taste is created. Usually the effect is somehow the reverse of what the caster intended. Thus, if the caster intended to make a poison taste deliciously fruity, it will come out putrid and sickening.

Illusionist's Dodge (Difficulty 0)

Description. This Spell makes the caster or anyone she nominates more difficult to attack. The Spell works by blurring the outline of the Spell's target, making the target harder to see and imposing an Illusionist's Dodge Penalty on the attacker equal to the caster's Illusion roll.

Casting Rules. Declare the Spell and the creature to be affected. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic if desired. If so, Resistance Rules apply.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. A small grey rain cloud appears directly over the caster's head and bursts, raining on the caster for three rounds. If the caster tries to move out from under the cloud, it simply follows him.

Illusionist's Party (Difficulty -2)

Description. This Spell creates an illusory band of humanoids that accompany the caster wherever he goes. They cannot fight for him. They cannot even pick a thing up for him or hold a door for him. But to all who see them, they seem perfectly real.

The caster may decide how many people are created by the illusion, but they may number no more than the caster's Illusion stat. The caster may decide how they are dressed and roughly what they look like. (He cannot specify their appearance too accurately, however. For instance, he may declare "Three strong-looking human men and a beautiful lady", but if he declares that the lady should be 1.78 m tall with green eyes and painted fingernails, the Spell will most likely ignore these details.)

The illusory figures will follow the caster where he goes. If they are ever separated from the caster by more than 5 m, they disappear. The figures will engage in small talk with the caster or with others, but someone who engages them in conversation too deeply will soon realize that they know very little about anything.

Casting Rules. Declare the Spell, the number of people in your party, and their general description. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -2 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. There are many possibilities. The figures may appear, but be utterly different than described by the caster. Or their outfits may turn out wildly and embarrassingly wrong. They may turn out to be identical to the caster. Or they may look fine, but say compromising or ridiculous things.

Invisibility (Difficulty -2)

Description. With this Spell the caster makes herself, another creature, or an object invisible. If the Spell is used on an object, that object may be no larger than 2 m cubed. When the Spell is used on a creature, the invisibility extends to any clothing worn by the creature and any items held by it (including weapons). Note that for both creatures and objects, the Spell

only makes the target invisible; it can still be heard, smelt, and felt.

Attackers of invisible opponents suffer a -4 Invisibility Penalty to all Offensive Combat or Beast Skills. The penalty also applies to Sorcery Spells and Mixed Spells involving Sorcery, but does not apply to Priestcraft Skills.

Witches' familiars are not affected by the Spell. They see the invisible creature or thing normally. (But see Casting Rules, below.)

Casting Rules. Declare the Spell and the creature or thing to be made invisible. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -2 Difficulty Penalty. The target must be within 10 m of the caster.

The Spell can be made to work on witches' familiars by using a lizard tail in casting. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if he so desires. If so, Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. When cast on a creature, the Spell operates as a minor Hex Creature Spell. When cast on an object, the object turns into some small, dainty object (frequently a camisole or a vase of azaleas) for the duration of the Spell.

Olfactory Illusion (Difficulty 0)

Description. Use this Spell to create an illusory smell, or to give the illusion that something smells other than it really does.

Casting Rules. Declare the Spell, the smell to be created and, if relevant, the creature or thing from which the smell shall emanate. In the Modifier Stage, roll less than or equal to your Illusion stat.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. None. Creatures smelling the smell may not roll WithMag to detect the illusion.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. A smell is created, but it is somehow inappropriate or wrong. For instance, if the caster intended to mask the strong smell of a colleague, so as to make him less detectable by others, he may come out smelling even more strongly than he did before.

Optical Illusion (Difficulty -1)

Description. This Spell generates a strictly optical (i.e., visual) illusion as dictated by the caster. The image generated by the Spell is visually convincing but includes no auditory, olfactory, tactile or gustatory elements. (These can be added using other Spells.)

Typical uses of the Spell are: to hide a door or passageway by creating the illusion that it is only a wall; to trick an opponent by creating the illusion of a bridge where in fact there is a chasm; to make a treasure chest look like it is full of small, worthless coins when in fact it is full of gold.

Optical Illusion cannot be used to create any illusion generated by more specific illusions. Thus, the Spell can't be used to create disguises (use Disguise) or to make something invisible (use Invisibility).

The Difficulty Penalty to cast Optical Illusion is usually -1, but may be greater if the GM considers that the illusion contemplated by the caster is especially large, intricate or elaborate.

Casting Rules. Declare the Spell, the optical illusion to be generated, and the area in which the illusion will occur. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -1 Difficulty Penalty. The area in which the illusion takes effect must be within the caster's line of sight at the time of casting (though the illusion will continue even if she leaves that area afterwards).

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. Creatures viewing the illusion will detect it if they make a successful WithMag roll subject to a Difficulty Penalty equal to the caster's Illusion stat.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. Some optical illusion not intended by the caster appears.

Perfect Illusion (Difficulty -5)

Description. As the name suggests, this Spell generates a perfect illusion, meaning one in which not only

looks like the real thing, but also sounds, smells, tastes and feels like it. Perfect Illusions can only be detected using Reveal Illusion, and that Spell is subject to an extra -2 Difficulty Penalty against them.

Casting Rules. Declare the Spell, the illusion to be generated, and any particulars you wish to specify (such as visual effects, sounds, textures, etc.). In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -5 Difficulty Penalty.

The effect of rolling 12 can be averted if the caster wears a necklace made from the scales of a mermaid. The charm survives casting.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. Creatures encountering the illusion will detect it if they make a successful WithMag roll subject to a Difficulty Penalty equal to the caster's Illusion stat.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The Spell operates as a Summon Champion Spell, with the difference that the champion attacks the caster. The champion will tend to take a strange form, often a perversion of the illusion the caster was trying to create.

Phantom Wound (Difficulty -3)

Description. This Spell causes its victim to believe that he is gravely wounded. This belief results in a Phantom Wound Penalty to all the victim's Skill stats for the Spell's duration (as though she had an Injury Penalty). The Phantom Wound Penalty is equal to the caster's Illusion roll. Keep in mind that Phantom Wound has no effect whatever on its victim's Injury stat; it is only an illusion.

Casting Rules. There is a +2 Rite Bonus if the caster Strikes the victim with any weapon before, but in the same round as, casting the Spell. The Rite is effective even if the victim of the Spell makes a successful WithIn roll against the caster's Strike. But the Strike itself must be successful; a failed Strike roll will not generate the Rite Bonus. This Rite Bonus determines how the Spell is cast.

If you wish to cast the Spell without performing the Rite, simply declare the Spell and its victim. Then, in the Modifier Stage, roll less than or equal to your Illu-

sion stat subject to a -3 Difficulty Penalty. The target must be within the caster's line of sight.

To cast the Spell with the Rite, declare the Spell, a Strike, and the target of both. In the Resolution Stage, make your Strike roll first. After resolving any Injury caused by the Strike, roll less than or equal to your Illusion stat subject to a -3 Difficulty Penalty (and, if the Strike was successful, a +2 Rite Bonus). The target must be within melee range of the caster.

Duration. Until broken by WithMag. The Spell cannot be maintained.

Resistance. The target may attempt to Withstand Magic. Resistance Rules apply.

Failure Rules. The caster may try the Spell again.

Roll of 12. A harmless explosion of blue and yellow light at arms' length from the caster yields a common duck and a spool of green thread. Both are illusionary and disappear in 10 rounds.

Reflection (Difficulty special)

Description. Reflection is used to make a creature more difficult to attack. The Spell creates one or more exact images of the Spell's target. These reflections stand on either side of the target and perfectly mimic his movements. Attackers suffer a Reflection Penalty to all Offensive Combat or Beast Skills because they are likely to attack the illusionary reflection of the target rather than the target himself.

The caster may cast Reflection on herself or another creature. The caster may also control how many reflections are generated by the Spell (and thus how high the Reflection Penalty will be).

Casting Rules. Declare the Spell, the target, and the number of reflections to be created. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -2 Difficulty Penalty for the first reflection and an extra -1 Difficulty Penalty for each subsequent reflection. One reflection imposes a -2 Reflection Penalty upon all attackers. Each subsequent reflection generates an extra -1 Reflection Penalty. (Thus, the caster's Difficulty Penalty is the same as the attacker's Reflection Penalty.)

+1 Charm Bonus if the caster breaks a mirror with a small silver hammer while casting. The mirror need not be large, but it must be intact; mirror shards will not suffice. The hammer survives casting.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic, if desired. If so, Resistance Rules apply.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The reflections generated turn out grotesque, like the reflections created by warped mirrors at a circus. One reflection may have an absurdly elongated neck, while another is too short and fat, and so on. To all but the stupidest of opponents, these reflections are obviously not the target and are therefore ignored (thus negating the Reflection Penalty).

Sham Magic (Difficulty -1)

Description. Sham Magic creates the illusion that something is magical. Witches casting Detect Magic will 'detect' the thing upon which Sham Magic is cast. Only by casting Reveal Illusion will the thing be shown to be a sham. The effect of Sham Magic can be Dispelled normally.

Casting Rules. Declare the Spell and the thing upon which the Spell will be cast. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -1 Difficulty Penalty.

+1 Charm Bonus if the caster rubs goat hair on the thing upon which the Spell is cast. The Charm is consumed in casting.

Duration. A number of days equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. None.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. The Spell operates as a Slime Spell, coating the thing in slime for a number of rounds equal to the caster's Illusion stat.

Tactile Illusion (Difficulty -1)

Description. This Spell creates the illusion that something feels different than it actually does. The Spell is often used in conjunction with Optical Illusion to create more believable illusions. It may also be used as a stand-alone Spell, e.g., to disguise how hot an object is (thus tricking someone into burning himself).

Casting Rules. Declare the Spell, the texture, temperature, or other feeling to be created, and the area over which the Spell will occur. In the Modifier Stage, roll less than or equal to your Illusion stat subject to a -1 Difficulty Penalty. The GM may impose a higher Difficulty Penalty if she thinks that the effect the caster is trying to create is especially complicated.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained.

Resistance. Creatures touching the illusion will detect it if they make a successful WithMag roll subject to a Difficulty Penalty equal to the caster's Illusion stat.

Failure Rules. The caster may attempt the Spell again.

Roll of 12. Some tactile illusion not intended by the caster appears.

SORCERY

Of all the provinces of magic, Sorcery is the most feared. While any magic can be put to evil uses, Sorcery is devoted exclusively to the infliction of suffering. Practitioners of this black magic are often reviled as the enemies of peace, religion and law. But the forces of order and civilization are not the Sorcerer's only enemy, for they must also fear the dangers of their own dark craft.

Sorcery is the most difficult magic to master. Even relatively simple Sorcery Spells come with significant Difficulty Penalties. Furthermore, the dangers of massive Spell failure are greater with Sorcery Spells. Injury to the caster and madness are possible results of rolling 12. These obstacles to using Sorcery drive many Witches to specialize in other types of magic. Those Witches who persevere in Sorcery are rewarded with terrifying powers.

Sorcery is the only form of Spell-based magic capable of causing direct Injury. Characters attempting to resist Sorcery Spells, or Mixed Spells involving Sorcery, make Withstand Injury rolls instead of Withstand Magic rolls. Recall that, unless stated otherwise in the Spell Description, a successful WithIn roll means the victim suffers only partial Injury from the Spell. See the discussion of Withstand Injury in chapter two, Skills. Dispel Magic cannot be used to undo the injurious effects of Sorcery Spells.

Most Sorcery Spells are rolled in the Resolution Stage, though some are rolled in the Modifier Stage.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Sorcery Spells in order of Difficulty.

Circle Strike (Difficulty -4)

Description. This Spell injures creatures within a 5 m radius of the caster. It inflicts a total number of Injury Points equal to twice the caster's Sorcery stat. Thus, a caster with a Sorcery stat of 7 can inflict 14 Injury Points. Which creatures within the Spell's radius are Injured, and how many of the total Injury Points each creature takes, is up to the caster.

Visually, the Spell appears as concentric waves of violet light emanating from the caster.

Casting Rules. Declare the Spell, its victims, and how many of the total Injury Points each victim will take. In the Resolution Stage, roll less than or equal to your

Sorcery spells by difficulty

Spell	Modifier
Gunther's Noxious Cloud	0
Fire Strike, Normal	-1
Pain Burst	-1
Gunther's Throwing Stones	-2
Icy Blast	-2
Disease Strike	-3
Fire Strike, Red Hot	-3
Halobenuon's Prank	-3
Lightning Strike	-3
Circle Strike	-4
Conduction	-4
Halobenuon's Calamity	-4
Fire Strike, White Hot	-5
Killjoy	-5
Infirmity Strike	-8
Pall of Udulek	-10

Sorcery stat subject to a -4 Difficulty Penalty. The victims must be within the 5 m of the caster.

Duration. Instantaneous. The Spell may not be maintained.

Resistance. The victims may attempt to Withstand Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. A single, circular wave of lime-coloured light emanates from the caster, only to turn back again after 2 m or so and strike the caster. The caster suffers a number of Injury Points equal to her Sorcery stat (or less if she Withstands Injury).

Conduction (Difficulty -4)

Description. Conduction is an advanced form of Lightning Strike. The caster chooses a number of victims for the Spell, then directs a bolt of lightning against one of them. The other victims then become conductors of that electrical energy: the bolt strikes

each of them one time before passing to the next. When the last victim has been struck by the bolt, it dissipates. Each victim suffers a number of Injury Points equal to the caster's Sorcery stat -2.

The maximum number of victims of this Spell is equal to the caster's Sorcery stat -4. Note that even if the caster chooses fewer victims than her maximum, the Spell still only strikes each victim once.

EXAMPLE

A sorcerer (Sorcery 10) wants to cast Conduction against a band of 11 ghouls. The maximum number of victims she can have is 6: 10 [Sorcery stat] - 4 [restriction imposed in the Spell Description] = 6.

If the sorcerer were facing only 3 ghouls, could she cast Conduction on them and strike each of them twice (6 / 3 = 2)? No: the Spell can only be used to strike a victim once, even if there are fewer than the caster's maximum number of victims.

Casting Rules. Declare the Spell and its victims. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -4 Difficulty Penalty. All victims must be within the 15 m of the caster.

+1 Rite Bonus if the caster chants the names of each of the victims during casting.

Duration. Instantaneous. The Spell may not be maintained.

Resistance. The victims may attempt to Withstand Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster himself becomes the sole conductor of the electrical energy, suffering a number of Injury Points equal to his Sorcery stat -2 (or less if she makes a successful WithIn roll).

Disease Strike (Difficulty -3)

Description. This Spell inflicts a Disease upon its victim. The Disease reduces the victim's Injury stat by an amount equal to the caster's Sorcery roll, and by 1 Injury Point per day afterwards until the victim is healed or succumbs to the Disease. The characteristics of the Disease (its symptoms, any particular body part it attacks, etc.) are determined by the GM.

The Disease is not magical but real, and therefore cannot be cured with Dispel Magic. However, it can be cured as described in this discussion of Disease in chapter six.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -3 Difficulty Penalty. The victim must be within the 10 m of the caster.

Duration. Instantaneous. For the lingering effects of the Disease, see above.

Resistance. The victim may attempt to Withstand Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster must make a successful Withstand Magic roll or go temporarily mad. The madness renders the caster incapable of performing any Witchcraft or Intellect Skills, and imposes a -3 Madness Penalty upon all other Skills. The madness lasts a number of weeks equal to the caster's Sorcery stat. The madness is curable before that point by a Priest using Heal Infirmity. Note, however, that some deities will refuse to Channel Heal Infirmity on a sorcerer that has attempted to Strike Disease in someone. Consult your GM.

Fire Strike, Normal (Difficulty -1)

Description. With this Spell the caster shoots a thick burst of flames from his hands. The flames will travel up to 10 m in any direction. They will not pass through objects or bodies. The flames are of normal intensity. (For rules on fire intensity, see chapter six, Injury.) A normal Fire Strike inflicts a number of Injury Points equal to the caster's Sorcery roll.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -1 Difficulty Penalty. The victim must be within the 10 m of the caster.

The effects of a roll of 12 are eliminated if the caster wears asbestos gloves in casting. The Charm survives the casting.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Injury. Note the -1 Difficulty Penalty against WithIn caused by normal fire, as described in chapter six, Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The fire explodes, burning the caster for 3 Injury Points. The caster gets a WithIn roll, but subject to the -1 Difficulty Penalty described in chapter six, Injury.

Fire Strike, Red-Hot (Difficulty -3)

Description. This Spell is the same as a normal Fire Strike, except that the flames produced are of red-hot intensity. (For rules on fire intensity, see chapter six, Injury.) A red-hot Fire Strike inflicts a number of Injury Points equal to the caster's Sorcery stat.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -3 Difficulty Penalty. The victim must be within the 10 m of the caster.

The effects of a roll of 12 are eliminated if the caster wears asbestos gloves in casting. The Charm survives the casting.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Injury. Note the -2 Difficulty Penalty against WithIn caused by red-hot fire, as described in chapter six.

Failure Rules. The caster may try the Spell again.

Roll of 12. The fire explodes, burning the caster for 6 Injury Points. The caster gets a WithIn roll, but subject to the -2 Difficulty Penalty described in chapter six, Injury.

Fire Strike, White-Hot (Difficulty -5)

Description. This Spell is the same as a normal Fire Strike, except that the flames produced are of white-hot intensity. (For rules on fire intensity, see chapter six.) A white-hot Fire Strike inflicts a number of Injury Points equal to the caster's Sorcery stat +2.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -5 Difficulty Penalty. The victim must be within the 10 m of the caster.

The effects of a roll of 12 are eliminated if the caster wears asbestos gloves in casting. The Charm survives the casting.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Injury. Note the -3 Difficulty Penalty against WithIn caused by white-hot fire, as described in chapter six, Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The fire explodes, burning the caster for 9 Injury Points. The caster gets a WithIn roll, but subject to the -3 Difficulty Penalty.

Gunther's Noxious Cloud (Difficulty 0)

Description. With this Spell the caster suspends a cloud of poisonous gas over a specified area. Creatures within the area suffer 1 Injury Point each round that they are exposed to the cloud. The cloud also decreases visibility for those within it, imposing a -1 Visibility Penalty to all Combat Skills and any other Skill that requires good visibility.

The cloud may cover an area up to 3 m across and 3 m deep. Once cast, the cloud is immobile. It cannot be moved by the caster nor blown by wind.

(Heilas Gunther was a sorcerer who was convicted of witchcraft and hanged.)

Casting Rules. Declare the Spell, the dimensions of the cloud, and where it is to appear. In the Resolution Stage, roll less than or equal to your Sorcery stat. The caster may place the cloud no further than 10 m away from him.

The Spell's duration is increased by three rounds if the caster uses a coin minted over 100 years ago. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Sorcery stat. The Spell may be maintained.

Resistance. None: all creatures within the area of the cloud automatically suffer 1 Injury Point per round of exposure.

Failure Rules. The caster may try the Spell again.

Roll of 12. The cloud appears over the caster and his companions.

Gunther's Throwing Stones (Difficulty -2)

Description. This Spell causes a number of magical, fist-sized stones to appear, one after another, in the caster's hand. When thrown towards the caster's opponents, the stones explode in the air. Every creature

within a 2 m radius of the stone when it explodes suffers 3 Injury Points.

The Spell generates a number of stones equal to the caster's Sorcery roll. The first stone appears in the caster's hand immediately. Subsequent stones appear in the caster's hand once per round until they have all been thrown. If the caster holds on to any one stone for more than three rounds, it disappears and is replaced by the next one until none remain.

The caster may throw the stones up to 10 m away from herself. She need not worry about aiming; the stones automatically go where she wants them to. The act of throwing the stones does not count as an action for Action Penalty purposes.

Casting Rules. Declare the Spell. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -2 Difficulty Penalty. If successful, you may throw the first stone immediately.

An extra stone appears if the caster uses a coin minted over 100 years ago. The Charm is consumed in casting.

Duration. The Spell takes effect instantaneously. For more on the Spell's duration, see above.

Resistance. The victim(s) may attempt to Withstand Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. A number of stones equal to the caster's Witchcraft Composite stat are created. The first one appears and explodes in the caster's hand before he can throw it. The caster and anyone within a 2 m radius of him suffers 3 Injury Points (or less if they Withstand Injury). The next stone then appears. It too will explode in the caster's hand, in the Resolution Stage of the next round, unless the caster successfully casts Dispel Magic upon himself that round. This goes on until all the stones have exploded, or the caster (or someone else) casts Dispel Magic.

Halobenunon's Calamity (Difficulty -4)

Description. Halobenunon's Calamity inflicts on its victim one grave Injury after another, each one potentially more deadly than the last, until the victim either breaks the Spell with a successful WithMag roll, dies, or is shown mercy by the caster.

When the Spell is cast, the victim must Withstand Injury or suffer a number of Injury Points equal to the caster's Sorcery roll. Next round, the victim will suffer the same number of Injury Points inflicted by the Spell last round +1 unless the victim makes a successful WithMag roll (in which case the Spell is broken). Note that the victim makes a WithMag roll to try to break the Spell and, failing that, makes a WithIn roll to try to Withstand the Injury inflicted by it this round. The following round, the victim must again make a successful WithMag roll to break the Spell or suffer the same amount of Injury Points suffered last round +1. This process goes on until the Spell is broken or the victim dies.

EXAMPLE

A sorceress (Sorcery 8) declares Halobenunon's Calamity against a monk who is attempting to arrest her on charges of witchcraft. The sorceress makes a successful Sorcery roll with a 3. The Monk fails to Withstand Injury, so he takes 3 Injury Points.

Next round, the monk (WithMag 4) tries to break the Spell by making a successful WithMag roll. He fails. Therefore, he will take 4 Injury Points this round ($3 + 1 = 4$), unless he makes a successful WithIn roll. He does, rolling 1. So the monk suffers only 3 Injury Points this round.

The round after that, the monk gets another chance to break the Spell with WithMag. He fails. He also fails his WithIn roll, so he suffers 4 Injury Points ($3 + 1 = 4$).

Next round, the monk will take 5 Injury Points (or less if he makes his WithIn roll) unless he breaks the Spell with WithMag.

This goes on until the monk dies or breaks the Spell by WithMag, or until the sorceress relents.

The Spell may only be cast once per round, and the caster cannot cast it again until its effect from the first casting has ended.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -4 Difficulty Penalty. The victim must be within the 10 m of the caster.

+1 Charm Bonus if the caster uses part of a giant's nose bone in casting. The Charm is consumed in casting.

Duration. The Spell continues until it is broken by WithMag or its victim dies. The caster can also decide to end it at any time.

Resistance. The victim may attempt to Withstand Injury.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell goes awry. Unless he Withstands Injury, the caster suffers a number of Injury Points per round equal to his Witchcraft Composite stat (no WithIn permitted). This effect continues until the caster breaks the Spell by WithMag or the Spell is Dispelled by the caster or another.

Halobenunon's Prank (Difficulty -3)

Description. When this Spell is cast, the victim gains a bonus to any Injury-inflicting Offensive Combat or Beast Skills (e.g., Strike, Claw, Bite, etc.) declared against the caster. The bonus is equal to the caster's Sorcery roll, and lasts for the same number of rounds.

Here's the catch: for the duration of the Spell, any Injury inflicted on the caster by the victim is taken by the victim himself, subject to the result of the caster's WithIn rolls. If the caster fails his WithIn, the victim takes full damage; otherwise, the victim takes only partial damage. (The caster does not have the option of voluntarily failing his WithIn rolls.)

EXAMPLE

A soldier declares two Strikes against a warlock. The warlock declares Halobenunon's Prank against the soldier, and succeeds with a 2. Thus, for this round and the next, the soldier gains a +2 Strike bonus against the warlock.

In the Resolution Stage, the soldier's first Strike is successful with a 5. The warlock fails his WithIn. Suddenly the soldier suffers 5 Injury Points! Clearly something has gone wrong. But the soldier has already declared his Strikes and can't go back on them now.

So the soldier rolls his second Strike, succeeding with a 4. This time the warlock makes a successful WithIn roll, rolling 3. So the soldier takes only 1 Injury Point this time.

The round ends and the next one begins. The soldier is terrified of attacking the warlock again, in case he inflicts more Injury on himself by doing so. If the soldier does declare more attacks on the warlock, he would be wise not to declare any Defensive Combat Skills. Better to let the soldier's attacks through—only to backfire on him again!

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Sorcery stat subject to a -3 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Halobenunon's Prank roll. The Spell may not be maintained.

Resistance. Attackers do not get to make WithIn rolls. See the Example given above.

Failure Rules. The caster may try the Spell again.

Roll of 12. The prank fails: all attackers enjoy a bonus against the caster for the Spell's duration, but Injuries caused are taken by the caster, not his assailants.

Icy Blast (Difficulty -2)

Description. With this Spell the caster sends a blast of frost and ice from his hands. The blast will travel up to 10 m in a straight line to reach its victim. The caster need not aim the blast; it will strike unerringly so long as nothing gets in its way.

An Icy Blast reduces the victim's Injury stat by a number of Injury Points equal to the caster's Sorcery roll and imposes a -1 Frost Bite Penalty to all the victim's Combat and Agility Skills for 3 rounds.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -2 Difficulty Penalty. The Spell's victim must be within the 10 m of the caster.

+1 Charm Bonus if the caster uses a handful of snow or ice in casting. The Charm is consumed in casting.

Duration. Instantaneous. The Spell cannot be maintained.

Resistance. The victim may attempt to Withstand Injury against the blast. He cannot resist the Frost Bite Penalty.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster is frostbitten by the Spell. He takes no Injury, but suffers the -1 Frost Bite Penalty for 3 rounds.

Infirmity Strike (Difficulty -8)

Description. Infirmity Strike causes its victim a permanent Infirmity (such as blindness, paralysis, loss of limb, mental deficiency, etc.). No Injury is caused by the Spell. For more on Infirmities, see chapter six, Injury.

Dispel Magic will not remove Infirmities caused by this Spell. Only a Priest's Heal Infirmity Skill can do that.

Casting Rules. Declare the Spell, the Infirmity to be inflicted, and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -8 Difficulty Penalty. The victim must be within the caster's line of sight.

Duration. Permanent.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster must make a successful Withstand Magic roll with a -8 Difficulty Penalty or go mad. The madness renders the caster incapable of performing any Witchcraft or Intellect Skills, and imposes a -3 Madness Penalty upon all other Skills. The madness is curable only by a Priest using Heal Infirmity. Note that some deities will refuse to Channel Heal Infirmity to a priest trying to cure a sorcerer who has gone mad using Infirmity Strike.

Killjoy (Difficulty -5)

Description. This caster of this Spell lowers her victim's Injury stat to the inverse of her Spell roll. Thus, a sorcerer who successfully casts Killjoy with a roll of 3 lowers his victim's Injury stat to -3, a roll of 4 lowers the victim's Injury stat to -4, etc. The caster must touch the victim while casting the Spell, which is done by means of a Brawling attack. If the Brawling attack fails, the sorcerer fails to touch the victim and the Spell fails. (If the victim is especially easy to touch, e.g., he is chained to a wall, the GM may waive the Brawling roll or give a bonus to the caster's Brawling stat.)

If the victim already has an Injury stat below 0 when she is attacked, the Spell fails as though the caster rolled 12. See Roll of 12, below.

Casting Rules. Declare the Spell, a Brawling attack, and the victim. In the Resolution Stage, roll your Brawling stat first. If successful, you have successfully touched the victim long enough to complete the Spell by rolling less than or equal to your Sorcery stat subject to a -5 Difficulty Penalty. (The Brawling attack itself does no harm.)

Duration. Instantaneous.

Resistance. The victim can avoid the Brawling attack, and thus avoid the Spell, by taking defensive action in the Modifier Stage. Otherwise, there is no resistance to Killjoy.

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster must make a successful With-Mag roll or permanently lose 1 point from his Sorcery stat.

Lightning Strike (Difficulty -3)

Description. Lightning Strike sends bolts of lightning from the caster to the victim. The victim suffers a number of Injury Points equal to the caster's Sorcery stat (or less if he Withstands Injury).

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -3 Difficulty Penalty. The victim must be within the 10 m of the caster.

+1 Charm Bonus if the caster rubs a bit of fur along a small glass rod when casting. The fur is consumed in casting, but the rod survives.

Duration. Instantaneous. The Spell may not be maintained.

Resistance. The victim may attempt to Withstand Injury. If the victim rolls 12 when making his WithIn roll, he suffers a further 2 Injury Points of electrical damage.

Failure Rules. The caster may try the Spell again.

Roll of 12. The Spell fizzles and the caster suffers 4 Injury Points of electrical damage (or less if she makes a successful WithIn roll).

Pain Burst (Difficulty -1)

Description. A sharp, but limited, burst of pain is created in any part of the victim's body indicated by the caster. The pain itself inflicts only 1 Injury Point. However, the pain creates a spasm that, if targeted properly, may cause the victim to fall, lose balance, drop a weapon, etc. The spasm forces the victim to make a successful Skill roll the moment the pain strikes. What sort of Skill roll is required, and what the consequences of failing the roll are, are for the GM to determine.

EXAMPLE

Ursula is facing a thief and a marksman. She gets the best Timing Score.

Ursula (Sorcery 5) declares two Pain Bursts: one against the thief, who is climbing a wall to escape, and the other against the marksman, who is readying his crossbow to fire on her. The thief's pain is in his thigh. The marksman's pain is in his hand. The thief's only action is Climbing. The marksman declares a Missile Strike on Ursula.

In the Resolution Stage, Ursula successfully casts both Spells. The thief takes 1 Injury Point. Furthermore, the GM determines that the thief must immediately make a successful Climbing roll or fall from the wall due to the spasm in his leg. The thief (Climbing 6) makes his roll and continues climbing.

The marksman takes 1 Injury Point, and must also make a successful Grip roll or drop his weapon. The marksman (Grip 3) fails his roll and drops his weapon before firing on Ursula. His Missile Strike is negated.

Casting Rules. Declare the Spell, its victim, and where on the victim the pain burst will occur. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -1 Difficulty Penalty. The victims must be within the 10 m of the caster.

Duration. Instantaneous. The spasm lasts this round only. The Spell may not be maintained.

Resistance. Victims cannot make Withstand Injury rolls against the 1 Injury Point, but can attempt to resist the effects of the spasm as described above..

Failure Rules. The caster may try the Spell again.

Roll of 12. The would-be victim of the Spell sneezes and, if she is Injured, gains 1 Injury Point.

Pall of Udulek (Difficulty -10)

Description. This terrible Spell kills its victim outright. In game terms, the Spell reduces its victim's Injury stat to -12. The Spell works by creating a magical pall which appears in the caster's hands, and which she then places over the victim. A pall is a velvet covering, usually black or purple, placed over coffins, hearses, and tombs. Upon making contact with the victim, the pall tightens around him and kills him by constriction. The pall disappears when the victim is dead.

The pall cannot be used on any victim other than the one declared by the caster. The pall will disappear if the intended victim Retreats, disappears, dies before the caster can use the pall, etc.

Casting Rules. Declare the Spell and its victim. In the Resolution Stage, roll less than or equal to your Sorcery stat subject to a -10 Difficulty Penalty. If successful, the pall appears in the caster's hands and will remain there for a maximum of five rounds. To place the pall, the caster must be within melee range of her victim and make a successful Brawling attack.

Duration. Instantaneous: the constriction occurs the moment the pall makes contact with the victim.

Resistance. If the victim makes a successful WithMag roll upon making contact with the pall, the pall does not kill her but only reduces her Injury stat to -3. (If the victim's Injury stat was already -3 or lower, a successful WithMag roll makes the pall disappear.)

Failure Rules. The caster may try the Spell again.

Roll of 12. The caster must make a successful Withstand Magic roll with a -6 Difficulty Penalty or go mad. The madness renders the caster incapable of performing any Witchcraft or Intellect Skills, and imposes a -5 Madness Penalty upon all other Skills. The madness is curable only by a Priest using Heal Infirmary. Note that some deities won't allow their Priests to heal sorcerers who have attempted to cast this Spell.

SUMMONING

Summoning is the power to command the attention, protection, or service of other beings. Those summoned may be entranced peasants, deadly monsters, common animals, the souls of the dead, and more. Whatever their nature, once summoned to the caster they are at his service and do his will.

Summoning is a powerful and difficult form of magic. How it operates is only poorly understood. Where do the summoned beings (known as summonings) come from? Do they even exist independent of the Spell that summoned them? For some Spells, the answer is clearly yes. For others, one cannot be so sure.

The names of Summoning Spells tend to distinguish between a call (as in Call Familiar) and a summons (as in Summon Champion). Calls bring summonings that stay with the caster for a long time. Casting call-type Spells tends to take a long time and can be difficult. Summon-type Spells bring summonings which perform temporary service for the caster then leave. These tend to be easier to cast and, like most Spells, they can usually be cast in one round.

Calls do not usually use the Order of Play rules, because they take so long to cast. Other Summoning Spells are rolled in the Modifier Stage.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Summoning Spells in order of Difficulty.

Bogey (Difficulty -3)

Description. A bogey is an evil or mischievous spirit. This Spell summons a bogey to plague the creature or creatures indicated by the caster. Some bogeys will simply attack their victims outright. Others will prefer to harass and annoy their victims in various ways.

Every bogey is different in appearance and powers. Some resemble pixies, leprechauns or other faery creatures. Others appear as small devils or ghosts. They are always diminutive in appearance, though they may vary greatly in other respects. Bogeys count as apparitions for game purposes (see chapter thirteen, Beasts and Beast Skills).

Every bogey possesses at least one Offensive Combat or Beast Skill, one inherent magical power resembling a Hex Spell, and one Non-Combat Skill. The GM may select the powers of a bogey himself, or may roll on

Summoning Spells by difficulty

Spell	Modifier
Bring Vermin	0
Summoner's Trick	0
Find Friend	-1
Bogey	-3
Séance	-3
Call Familiar	-4
Kidnap	-4
Summon Champion	-4
Call Henchmen	-5
Summon Troll	-5
Summon Mount	special

the Bogey Table. The caster cannot dictate the powers of the bogey she summons.

Bogeys with Strike appear with a small weapon of some sort. Bogeys with Bite have teeth, bogeys with Claw have claws, and bogeys with Gore have small horns.

Bogeys summoned by this Spell have the stats indicated on the Bogey stats table.

The bogey has a mind of its own; its actions are controlled by the GM not by the caster. However, the caster can be confident that the bogey will do all it can to harass, annoy and bedevil the creature or creatures indicated by the caster when she summoned it. To this end, the bogey will employ not only its Skills and Hex-like powers, but will also resort to simpler tactics such as hair-pulling, tripping, knocking things over, and generally making of nuisance of itself.

A bogey will remain until the end of the Spell or until it is Defeated or killed. Either way, the bogey disappears into thin air when its time is up.

Casting Rules. Declare the Spell and who the bogey will attack. In the Modifier Stage, roll less than or equal to your Summoning stat subject to a -3 Difficulty Penalty. The caster must be within 10 m of whoever the bogey will attack.

Bogey table

Roll	Offensive Skill	Roll	Hex-like Power	Roll	Non-Combat Skill
1	Breath (Fire)	1	Misfortune	1	Dispел Magic
2	Breath (Gas)	2	Misfortune	2	Dispел Magic
3	Spit Venom	3	Bewilderment	3	Dispел Magic
4	Phantom Wound	4	Bewilderment	4	Fright
5	Strike	5	Spell Bounce, Limited	5	Fright
6	Strike	6	Hex Creature, Minor	6	Fright
7	Bite	7	Hex Creature, Minor	7	Charm Person
8	Bite	8	Hex Weapon, Minor	8	Charm Person
9	Gore	9	Hex Weapon, Minor	9	Pick Pockets
10	Gore	10	Hex Armour, Minor	10	Pick Pockets
11	Claw	11	Hex Armour, Minor	11	Set Traps
12	Claw	12	Baffle Language	12	Set Traps

+1 Rite Bonus if the caster takes three rounds to trace a large pentagram on the ground over which the bogey will appear. The pentagram may be traced on the ground (if the surface is soft enough to leave a mark) or with chalk or some similar substance (if the surface is solid).

Duration. A number of rounds equal to the caster's Summoning stat, or until Defeated or killed. The Spell may be maintained if the bogey has not been Defeated or killed. Otherwise, the bogey cannot be revived; it simply disappears.

Resistance. None. However, the bogey's victims may make WithIn rolls against the bogey's Offensive Skill and WithMag rolls against the bogey's Hex-like power.

Bogey stats

Offensive Skill	#	Withstand Injury	*
Hex-like Power	*	Withstand Magic	#
Non-Combat Skill	+	Timing	#
		Ethereal Movement	+

- * Stat is equal to caster's Summoning stat
- + Stat is equal to caster's Summoning stat - 3
- # Stat is equal to caster's Summoning roll

Failure Rules. The caster may try the Spell again.

Roll of 12. The bogey turns on the caster, attacking her for the duration of the Spell or until dispelled.

Bring Vermin (Difficulty 0)

Description. This Spell sends a swarm of rodents, insects, parasites and other vermin to a location indicated by the caster. Creatures summoned by this Spell typically include rats, mice, garden snakes, beetles, poisonous ants, worms, spiders and centipedes. The composition of the swarm will vary with the ecology and climate of the area.

Upon casting the Spell, the vermin suddenly emerge from the ground, even if no animal life was to be found in the area before. They cover a maximum area of 3 m³, swarming around the target or targets indicated by the caster, getting under foot and even crawling up the limbs of anyone in the area. Though they do no actual Injury, their presence is distracting. Everyone exposed to the swarm is forced to spend time each round clearing the vermin away, thus imposing an extra action for Action Penalty purposes.

Dispел Magic will not get rid of the vermin, nor will attacking it in any way. Fire will disperse the swarm in three rounds. Water and wind (either natural or magical) will break up the vermin in three to five rounds.

Often the best thing is simply to leave the area, since the swarm moves slowly (Movement 2) and will not easily catch up (though it will try).

Casting Rules. Declare the Spell, its target or targets, and the area of effect (maximum 3 m³). In the Modifier Stage, roll less than or equal to your Summoning stat. The caster must be within 100 m of the area of effect.

Duration. A number of rounds equal to the caster's Summoning stat, or until dispersed. The Spell may be maintained.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. The vermin turn on the caster.

Call Familiar (Difficulty -4)

Description. With this Spell the caster summons a familiar: a small animal of some sort which acts as the witch's servant and companion. Typical examples of creatures attracted by the Call Familiar Spell include: cats, bats, crows, frogs, toads, owls, ferrets, rabbits, skunks, rats, mice, even songbirds. The witch may express a preference, but the choice is ultimately for the GM. Familiars are usually small, light-footed (or light-winged) animals.

Witch and familiar are bound by a magical form of empathy: each knows the other's feelings and desires instinctively, without further communication. Indeed, no ordinary communication is possible, for the familiar cannot speak or conceive of things in a manner intelligible to its witch. But usually this more elaborate form of communication is unnecessary. For example, if the familiar senses that the witch wants to know what lies ahead, it will go find out (unless it senses that the witch wants it to stay with her). Conversely, the witch senses when the familiar is frightened, worried, or hungry.

The Witch cannot see what her familiar sees, smell what it smells, or hear what it hears. Yet she *knows* what it sees, smells, and hears. There are limitations imposed by the familiar's mental abilities, however. For instance, the creature will likely know the difference between one man and several, many and few. But it may not be capable of counting them. Similarly, it can tell a man from an animal, but it cannot tell a sheriff from a butcher. (However it can recognize

similarities between, for example, the men it sees ahead and the man who attacked the witch earlier.)

The creature attracted by the Spell has no special qualities or abilities; it is just a normal owl, cat, rabbit, etc. However, familiars have an uncanny ability to detect illusions. When a familiar encounters an illusion, its witch master makes a WithMag roll with a +2 Familiar Bonus.

A witch can have only one familiar at a time. The familiar will remain with the witch for the rest of its life, unless the witch mistreats it. If ever the familiar becomes separated from the witch, it will try very hard to return to her but, if that proves impossible, it will leave her. Whenever a familiar decides to leave its witch, the empathic bond between the two ends. A witch whose familiar leaves because of mistreatment becomes permanently incapable of casting Call Familiar.

Dispel Magic cannot break the bond between witch and familiar.

Casting Rules. Casting the Spell takes 4-6 hours. To cast it, declare the Spell and roll less than or equal to your Summoning stat subject to a -4 Difficulty Penalty. (The Order of Play rules don't apply here.) If successful, the familiar will appear within a week of casting.

+2 Charm Bonus if the caster uses the feather, fur, etc. of another Witch's familiar. The Charm does not work if the caster attacked or killed the familiar to get it. The Charm is consumed in casting.

Duration. Casting takes 4 to 6 hours. The familiar remains with the caster as explained in Description, above.

Resistance. Not applicable; the familiar comes of its own free will.

Failure Rules. The caster may not try again for a week.

Roll of 12. The Spell operates as Bring Vermin. At some inopportune time a few days after casting, the caster finds herself swarming with rodents, insects and the like for a number of rounds equal to her Summoning stat.

Call Henchman (Difficulty -5)

Description. With this Spell the caster attracts a humanoid servant to himself. Usually he or she will be

of the same race and nationality as the majority of people in the caster's area (but the decision rests with the GM).

A person called by a Call Henchman Spell is in a magical trance. When the Spell hits him, he suddenly forgets all about his own life and feels compelled to seek out the caster. He invariably finds the caster, for the Spell acts as a sort of magical homing beacon. Having found the caster (whom he recognizes immediately), the henchman introduces himself and declares, "I have come to offer myself to you in service." If the caster rebuffs him, the Spell breaks and the henchman is restored to normal (but left wondering what came over him). If the caster accepts the henchman, he enters into the Witch's service.

The henchman will remain in the Witch's service for up to three months. Throughout that time, he will remain in the Spell's trance. He does not reflect upon his past life or his present state. He does not at first realize that his master is a Witch, but he does not dwell upon the fact once it becomes known to him. He shows little humour or personality. Truth be told, summoned henchmen are terrible bores.

A henchman will under no circumstances engage in Combat for his master. If asked to do so, he will refuse. If ever his life is endangered by the caster, or by association with him, the Spell breaks and the henchman returns to normal (usually fleeing in confusion).

Note that henchmen are not like familiars. There is no bond of empathy, and generally much less devotion. A henchman is an entranced, almost thoughtless being, whereas familiars are lively and sensitive.

Physically and mentally, Henchmen are unremarkable specimens. Most of their Attribute stats are 1, with the occasional 2. They have no Skill stat higher than 3 and no Combat stat higher than 2. These stats can be improved, however. Players can use their own character's APs on their character's henchman to improve their stats. Henchmen themselves cannot gain APs, however.

Call Henchman produces one henchman. To call more, cast the Spell repeatedly. A Witch may have a number of henchmen no greater than his Summoning stat.

Dispel Magic cast upon a henchman will break the Spell and return the henchman to normal.

Casting Rules. Casting the Spell takes 6 to 8 hours. To cast it, declare the Spell and roll less than or equal to your Summoning stat subject to a -5 Difficulty Penalty. If successful, the henchman will appear within a week.

Duration. The Spell remains in effect upon the henchman for no more than three months. The Spell may be broken in the ways explained above. No maintenance is possible.

Resistance. Not applicable. The GM will determine who is affected by the Spell.

Failure Rules. The caster may try the Spell again in a month's time.

Roll of 12. The henchman comes, but tries to murder the caster. If asked why he wants to do this, he has no answer.

Find Friend (Difficulty -1)

Description. This Spell summons a creature to serve, however briefly, as a source of helpful information and friendly advice. This can be particularly useful when adventuring in foreign lands or unknown areas. The friend summoned by the Spell is familiar with the area in which the summoner finds himself, including some helpful (if basic) knowledge of the area's customs, history, and recent events. The friend may also be knowledgeable about people in the area, and will not hesitate to offer unsolicited advice about who to befriend, who to avoid, and what to do next.

The friend summoned by this Spell will never fight; indeed, any Combat action taken against her immediately breaks the Spell. In most cases the friend takes a humanoid form similar to that of the caster. But the friend may appear in other forms, too, depending mostly, it seems, on what is most appropriate for the place and time. The friend will never intentionally or knowingly lead the caster or her companions astray.

The friend appears ordinary in every way, but disappears into thin air (as though he were an illusion or some other magical being) when the Spell ends.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Summoning stat subject to a -1 Difficulty Penalty.

Duration. The friend remains for a number of rounds equal to the caster's Summoning stat (or fewer if the

friend is no longer needed). The Spell may be maintained.

Resistance. None.

Failure Rules. The caster may not try the Spell again for one day.

Roll of 12. The 'friend' appears, but turns out to be a complete jerk. For the duration of the Spell he does nothing but insult the caster and complain about being summoned.

Kidnap (Difficulty -4)

Description. Kidnap allows the caster to summon somebody she knows personally. The target of the Spell disappears from wherever he was and appears before the caster for the Spell's duration (after which time the summoned creature returns to wherever he came from). When summoned, the target (along with anything he is wearing or holding at the time) essentially teleports from his current location to that of the caster.

Kidnap cannot be cast on a target that the caster does not know personally. It is not enough that the caster has seen the target, or met him briefly; the caster must actually know the target reasonably well. For that reason, the target of this Spell tends to be humanoid, but may also be a non-humanoid known personally to the caster.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll less than or equal to your Summoning stat subject to a -4 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Kidnap roll. The Spell may be maintained.

Resistance. The target may attempt to Withstand Magic.

Failure Rules. The caster may not try the Spell again for one day.

Roll of 12. The caster's mind may briefly wander, with the result that she accidentally summons someone else. Or the caster may cast Bogey on herself.

Séance (Difficulty -3)

Description. In a Séance, the caster summons the spirits of the dead for the purpose of communicating with them. The caster must summon the spirit of some particular dead person or creature; she cannot summon

just any spirit. But she does not need to know the spirit's identity. For instance, she may summon "The person to whom this sword last belonged" (assuming that person is dead).

The spirits summoned appear as ghostly images of who they were when alive. They cannot touch or feel anything. Nor can they do anything other than speak with the caster and her companions. They will only answer questions about their own lives or the lives of people they knew. They will refuse to answer all other questions. The Spell forces them to stay for at least one question. They may stay longer, or they may not.

The caster may summon several spirits at a time, up to a maximum of x (where x equals the caster's Summoning stat). To do this, the caster must cast Séance several times.

The same spirit cannot be summoned by Séance more than once per lunar month.

Casting Rules. Declare the Spell and whose spirit is to be summoned. In the Modifier Stage, roll less than or equal to your Summoning stat subject to a Difficulty Penalty of at least -3. The GM can raise the Difficulty Penalty if he considers the spirit especially hard to summon.

+2 Charm Bonus if the caster holds some item formerly possessed by or strongly associated with the spirit. The Charm survives casting.

Duration. See above. The Spell cannot be maintained.

Resistance. The spirit summoned cannot resist.

Failure Rules. The caster is incapable of summoning this spirit, ever. (Or ever again, if the spirit is one the caster has summoned previously.)

Roll of 12. The spirit of someone else is summoned. He's not particularly happy about it and will attempt a Fright attack (with a Fright stat of 5) before disappearing. (On Fright, see chapter thirteen, Beasts and Beast Skills.)

Summon Champion (Difficulty -4)

Description. This Spell summons an armed warrior who will fight to the death on the caster's behalf. The warrior appears between the caster and his opponents. He is controlled completely by the caster. The caster's player declares the champion's actions and makes his rolls.

Champion's stats

All Combat Skills	*	All Vigour Skills	5
Withstand Injury	#	Timing	#
Withstand Magic	*	Favourable Rounding	No
All other Attributes	2	All other Skill stats	3

* Stat is equal to caster's Summoning stat

Stat is equal to caster's Summoning roll

If, when the champion appears, he finds no need for himself—if the battle is already over, or the caster summoned him even though he was not under attack—the champion will disappear. Otherwise the champion disappears when the battle is done, or when he is Defeated, or when the Spell ends (whichever comes first). If he dies, his body instantly disappears.

The champion's arms and armour are determined by the GM. His stats are as indicated on the Champion's stats table.

The champion will usually not speak. When he does, he speaks to the caster only, and only says things like "Watch out" or "Behind you".

The champion can be dispelled by Dispel Magic, but only if he fails his Withstand Magic roll. The champion has no Advancement Points, so he cannot get Lucky Breaks.

Casting Rules. The Spell takes three rounds to cast, during which time the caster must not be disturbed. Casting begins in the Strategy Stage of the first round, when the caster declares the Spell. Then in the Modifier Stage, the caster must roll less than or equal to his Summoning stat subject to a -4 Difficulty Penalty. If successful, the caster must be undisturbed for the rest of this round and the entirety of the next round, during which he performs rites to Summon the Champion. The Champion appears in the Timing Stage of the third round. He makes his Timing roll and henceforth behaves as a normal combatant.

If the caster is interrupted while casting the Spell—even if it's only to make a WithIn or WithMag roll—the caster must make a successful Summoning roll or lose the Spell.

Duration. A number of rounds equal to the caster's Summoning stat, or when Combat ends, or when the

champion dies or is Defeated (whichever comes first). The Spell may be maintained.

Resistance. Characters attacked by the champion make WithIn rolls as they do against any other combatant.

Failure Rules. The caster may try the Spell again.

Roll of 12.

Champion's stats (roll of 12)

All Combat Skills	2	All Vigour Skills	1
Withstand Injury	3	Timing	2
Withstand Magic	1	Favourable Rounding	No
Knitting	7	Papier maché	4
All other Attributes	2	All other Skill stats	3

Summon Mount (Difficulty special)

Description. The caster can summon various types of mounts to serve him or his companions for several days. The mounts will serve faithfully for the Spell's duration, but will not engage in Combat or perform any service other than that of steed—even if the mount summoned is a war horse.

The simplest form of the Spell summons an ordinary pack horse, donkey, camel, or similar day-to-day mount (Movement 10-12). A more difficult version of the Spell will summon either a light or a heavy war horse, as described in chapter fourteen, Beast Descriptions. The most difficult version of the Spell summons flying mounts such as large birds, pegasi and the like (Flight Movement 12-15). Consult your GM on the types of mounts available in your dominion.

The mount appears from out of thin air as soon as the Spell is cast, and remains in the caster's service for seven days or a number of days equal to the caster's Summoning stat (whichever is less). When the Spell ends, the mount simply disappears (sometimes leaving the rider flat on his back!).

Casting Rules. Declare the Spell and who the mount is for. In the Modifier Stage, roll less than or equal to your Summoning stat subject to the following Difficulty Penalties: for an ordinary mount, -3; for a war horse, -4; for an aerial mount of any sort, -5.

Duration. See above. The Spell cannot be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. Some ludicrously unsuitable mount appears, and dutifully remains with the caster until dispelled or until the Spell ends.

Summon Troll (Difficulty -5)

Description. This Spell summons a troll to fight for you. The troll's stats are the same as those given in chapter fourteen, Beast Descriptions. The GM, not the caster, controls the troll. The troll can be banished with Dispel Magic.

Casting Rules. Declare the Spell and who the troll should attack. In the Modifier Stage, roll less than or equal to your Summoning stat subject to a -5 Difficulty Penalty. The troll's opponent(s) must be within 10 m of the caster.

Duration. The troll will fight to the death or until the Spell ends. If the battle ends before the Spell does, or before the troll is dead or Defeated, the Spell will end immediately.

Resistance. None: neither the troll nor its opponent(s) can resist the summons. The troll's victims make Within rolls normally, of course.

Failure Rules. The caster may try the Spell again.

Roll of 12. The troll attacks the caster and his companions.

Summoner's Trick (Difficulty 0)

Description. This is the classic Witch's trick of pulling a rabbit (or what have you) from a hat or some other concealed place. With this Spell, the caster makes some small animal appear out of thin air. The animal will not attack or defend on the caster's behalf. Indeed, it won't do anything that a naturally-appearing animal of the same type wouldn't do.

Summoner's Trick results

Roll	Result
1	A rabbit
2	A cat
3	A rat
4	A squirrel
5	A small dog
6	A garden snake
7	A songbird
8	A turtle
9	A hedgehog
10	A frog
11	A mouse
12	A frightened skunk

For a random result, simply roll on the table. If the caster prefers, she may choose one of the animals on the table, or choose another (with the GM's approval).

The animal appears in the caster's hand or wherever else he indicates within a 10 m radius of herself.

Casting Rules. Declare the Spell. In the Modifier Stage, roll less than or equal to your Summoning stat.

+2 Rite and Charm Bonus if the caster draws the animal from his hat. It must be a hat he wears regularly. The Charm survives casting.

Duration. Permanent.

Resistance. None.

Failure Rules. The caster may try the Spell again.

Roll of 12. An animal is summoned. The animal promptly bites (or scratches, or makes a mess on) the caster.

MIXED SPELLS

Mixed Spells are Spells that combine two Provinces of Magic into one powerful Spell. Mixed Spells tend to be harder to cast than normal Spells because they force the caster to be advanced in two Witchcraft Skills rather than just one. But Mixed Skills also have the potential to be extremely powerful. They're worth the effort!

Mixed Spells work just like normal Spells. To cast a Mixed Spell, roll less than or equal to your Mixed Skill stat. Here's how to determine your Mixed Skill stat:

1. Determine which two Provinces of Magic are used by the Mixed Spell you wish to cast. This information is given in the Spell Description.
2. Take your Skill stats for those two Skills and add them together.
3. Divide the sum by 2.
4. If you get a remainder (0.5), round it up if your character enjoys Favourable Rounding. Otherwise, round it down.

EXAMPLE

Ursula wants to cast Gem Trap, a Mixed Spell which combines Illusion and Sorcery. Her Illusion stat is 4. Her Sorcery stat is 5. $4 + 5 = 9$. $9 / 2 = 4.5$. Ursula doesn't have Favourable Rounding, so she rounds 4.5 down to 4.

So Ursula's Mixed Spell stat to cast Gem Trap is 4. Gem Trap has a Difficulty Penalty of -2, however. She may want to try another Spell instead.

The Spell Descriptions below include Spells for giving permanent effect to certain Alchemy, Conjuring, Enchantment and Hex Spells. Permanent effect cannot be given to Arcana, Illusion, Sorcery or Summoning Spells except where such Spells are declared to have permanent effect in their Spell Descriptions.

The Spell Descriptions given below are listed alphabetically. For ease of reference, the table on this page lists Known Summoning Spells in order of Difficulty.

Animate Skeletal Remains (Difficulty -4)

Provinces. Summoning and Enchantment.

Description. This is the Spell used by Witches to create skeletons (as described in chapter fourteen, Beast Descriptions). The Spell turns the skeletal remains of a humanoid or non-humanoid creature into an undead animation commanded by the caster. The skeleton

Mixed spells by difficulty

Spell	Modifier
False Friend	-2
Gem Trap	-2
Conjure Enchanted Weapon	-3
Illusionist's Guard	-3
Animate Skeletal Remains	-4
Conjure Permanently	-6
Enchant Permanently	-8
Hex Permanently	-8
Transmute Permanently	-8

may be assigned to a particular place and given simple orders ("Guard this area", "Attack anyone who enters", etc.) or may be commanded to accompany the caster and attack whomever he indicates.

The Spell requires an intact or mostly-intact skeleton. If only a corpse is available, most of its flesh must be removed (whether magically or otherwise) before the Spell is cast. Skeletons created by the Spell, whether humanoid or Beast, have the statistics given for them in chapter fourteen, Beast Descriptions. Skeletons remain under the caster's control until destroyed or released by the caster. The caster may have a maximum of x skeletons under his command at the same time, where x equals his Summoning stat.

Casting Rules. Declare the Spell and the skeletal remains to be animated. In the Modifier Stage of the following round, roll less than or equal to your Mixed Skill stat subject to a -4 Difficulty Penalty. The remains must be within 1 m of the caster.

Duration. The skeleton animated by this Spell remains under the caster's command until destroyed or released by the caster.

Resistance. Not applicable.

Failure Rules. The caster is unable to animate these remains. She may not try again.

Roll of 12. The animated skeleton immediately attacks the caster and refuses to take his commands.

Conjure Enchanted Weapon (Difficulty -3)

Provinces. Conjuring and Enchantment.

Description. This Spell conjures an enchanted weapon. The type of weapon conjured is up to the caster. The enchantment possessed by the weapon is an Enchantment Bonus equal to the caster's Luck stat. The Enchantment Bonus may apply to any Weapon Characteristic determined by the caster, so long as this is consistent with the rules on Enchanted Weapons. See the discussions of Weapon Characteristics and Enchanted Weapons in chapter eight.

The weapon appears in the caster's hand or on the ground before her. Anyone may use it.

Casting Rules. Declare the Spell, the weapon to be conjured, and how its Enchantment Bonus will apply. In the Modifier Stage, roll less than or equal to your Mixed Skill stat subject to a -3 Difficulty Penalty.

Duration. A number of rounds equal to the caster's Conjuring stat. The Spell may be maintained.

Resistance. Not applicable.

Failure Rules. The caster may try the Spell again.

Roll of 12. The weapon appears, but its Enchantment Bonus turns out to be a penalty. However, in the hands of any adversary of the caster, the penalty becomes the bonus it was meant to be. So the caster cannot just throw the weapon away, for fear that it will be picked up and used against him.

Conjure Permanently (Difficulty -6)

Provinces. Arcana and Conjure.

Description. The following Conjure Spells can be cast permanently using this Spell: Conjure Armour; Conjure Object; Dark; Light; Renald's Fortress; Renald's Jail; Renald's Wall; Web.

Casting Rules. In the same round, declare Conjure Permanently and the Spell you wish to give permanent effect. In the Modifier Stage, successfully cast the Conjure Spell and also roll less than or equal to your Mixed Skill stat subject to a -6 Difficulty Penalty. The caster must observe any range requirements of the Conjuring Spell.

Duration. Permanent.

Resistance. None.

Failure Rules. For Conjure Armour and Conjure Object, the caster is incapable of permanently conjuring the intended object. She may not try again with that object, but may try to conjure other objects using these Spells. For the other Conjuring Spells, the caster is incapable of permanently casting these Spells in these areas. The caster may try again in an area at least 1 km away.

Roll of 12. Roll once on the Massive Spell Failure table, adding 3 to the result. Any total over 24 counts as a roll of 24. Note that the 12 must be rolled while attempting to cast Conjure Permanently, not the other Spell. If you roll 12 while trying to cast the other Spell, see the Spell Description of that Spell.

Enchant Permanently (Difficulty -8)

Provinces. Arcana and Enchantment.

Description. The following Enchantment Spells can be cast permanently using this Spell: Enchant Armour, Major; Enchant Armour, Minor; Enchant Creature, Major; Enchant Creature, Minor; Enchant Weapon, Major; Enchant Weapon, Minor; Farhearing; Farseeing; Fly; Levitate; Slumber.

Casting Rules. In the same round, declare Enchant Permanently and the Spell you wish to give permanent effect. In the Modifier Stage, successfully cast the Enchantment Spell and also roll less than or equal to your Mixed Skill stat subject to a -8 Difficulty Penalty. The caster must be within touching distance of the creature or thing to be enchanted.

Duration. Permanent.

Resistance. None for Enchant Permanently. For resisting the Enchantment Spell, see the Spell Description of that Spell.

Failure Rules. The caster is incapable of permanently enchanting this target or thing with this Enchantment Spell. She may not try again with this Enchantment Spell, but may try again with another. Thus, a caster who fails to enchant a weapon permanently using Enchant Weapon, Major may try again using Enchant Weapon, Minor.

Roll of 12. Roll once on the Massive Spell Failure table, adding 5 to the result. Any total over 24 counts as a roll of 24. Note that the 12 must be rolled while attempting to cast Enchant Permanently, not the other Spell. If you roll 12 while trying to cast the other Spell, see the Spell Description of that Spell.

False Friend (Difficulty -2)

Provinces. Arcana and Illusion.

Description. False Friend combines the magics of Arcana and Illusion to create the illusion of a friend or relation of anyone indicated by the caster. This False Friend can then be controlled by the caster to deceive that Spell's target. The caster might use the Friend get some information from the target (i.e., information that the target would be unwilling to divulge to the caster directly). The caster might employ the Friend to distract the target, or take him away from his post. Anything is possible, so long as the caster plays the role of the Friend convincingly.

The caster need not know anything about the creature targeted by the Spell or the Friend mimicked by the Illusion. The Arcana magic provides this information by tapping the target's mind. The Spell gives the caster a few essential details about the Friend, such as his name and appearance, how he knows the target, an anecdote about their relationship (e.g., "They used to frequent the Blue Boar Inn"), and any other minor details the GM cares to pass on. Note, however, that the Spell does not allow the caster to read the target's mind outright. Only the details described here are provided by the Spell. As for the rest, the caster may have to improvise.

The caster controls the illusionary Friend throughout the Spell's duration. He is responsible for the Friend's movements, speech, decisions, etc. He enjoys a sort of empathic link with the Friend for the duration of the Spell: he sees and hears what the Friend sees and hears.

Like the illusionary figures created by the Illusionist's Party Spell, the False Friend cannot fight, hold things, or generally take actions that require flesh and blood. But the False Friend looks and feels real to all who encounter him. Only one False Friend Spell may operate at a time.

The caster cannot cast any new Spells, or perform any Skills, while the Spell is in effect. He must give his entire concentration to the interaction between the target and the Friend. If the caster is forced to cast a new Spell or perform a new Skill during the False Friend Spell, or if he fails to Withstand Magic or Injury

during it, he loses his concentration and the Spell is broken.

Casting Rules. Declare the Spell and its target. In the Modifier Stage, roll less than or equal to your Mixed Skill stat subject to a -2 Difficulty Penalty. The False Friend appears immediately, and may be used in the Resolution Stage of the current round. Because the Friend is controlled by the caster, all his actions occur at the same time as the caster's; the Friend does not make Timing rolls.

+1 Charm Bonus if the caster has some item associated with the real friend impersonated by the Spell, such as a piece of clothing or some other possession. The Charm is consumed in casting.

Duration. A number of rounds equal to the caster's Illusion stat. The Spell may be maintained. The Spell ends if the Friend is separated from the caster by more than 10 m.

Resistance. The target can detect the illusion by making a successful WithMag roll subject to a Difficulty Penalty equal to the caster's Illusion stat.

Failure Rules. The caster may try the Spell again.

Roll of 12. The 'Friend' turns out to be a sworn enemy of the target. The target may refuse to speak or listen to the Friend, or may even attack him. The Spell cannot be cast again with this target.

Gem Trap (Difficulty -2)

Provinces. Illusion and Sorcery.

Description. This Spell creates the illusion of a small pile of precious gems. When approached for inspection, the gems appear to explode, causing 5 Injury Points to anyone within 2 m.

Casting Rules. Declare the Spell and where the gems will appear (maximum 10 m away from the caster). In the Modifier Stage, roll less than or equal to your Mixed Spell stat subject to a -2 Difficulty Penalty.

If a rare gemstone of any sort is used in casting, the Spell will last for a number of months equal to the caster's Illusion stat. The Charm survives casting.

Duration. A number of days equal to the caster's Illusion stat, or until the gems explode, whichever is first. The Spell cannot be maintained.

Resistance. The victim gets a WithIn roll to resist the Injury. The illusion of the gems cannot be resisted.

Failure Rules. The caster may try the Spell again.

Roll of 12. The gems appear and explode before the caster.

Hex Permanently (Difficulty -8)

Provinces. Arcana and Hex.

Description. The following Hex Spells can be cast permanently using this Spell: Baffle Language; Godsbane; Hex Armour, Minor; Hex Armour, Major; Hex Place; Hex Creature, Minor; Hex Creature, Major; Hex Weapon, Minor; Hex Weapon, Major.

Casting Rules. In the same round, declare Hex Permanently and the Spell you wish to give permanent effect. In the Modifier Stage, successfully cast the Hex Spell and also roll less than or equal to your Mixed Skill stat subject to a - 8 Difficulty Penalty. The caster must be within touching distance of the creature or thing to be enchanted.

Duration. Permanent.

Resistance. None for Hex Permanently. For resisting the Hex Spell, see the Spell Description of that Spell.

Failure Rules. The caster is incapable of permanently hexing this target or thing with this Hex Spell. She may not try again with this Hex Spell, but may try again with another. Thus, a caster who fails to hex a weapon permanently using Hex Weapon, Major may try again using Hex Weapon, Minor.

Roll of 12. Consult your GM or roll once on the Massive Spell Failure table, adding 3 to the result. Any total over 24 counts as a roll of 24. If the caster was trying to make Godsbane permanent, expect a brief and deadly visit from the Priest's deity. Note that the 12 must be rolled while attempting to cast Hex Permanently, not the other Spell. If you roll 12 while trying to cast the other Spell, see the Spell Description of that Spell.

Illusionist's Guard (Difficulty -3)

Provinces. Illusion and Sorcery.

Description. This is a more powerful version of Illusionist's Party. The Spell creates an illusionary male or female guard to protect the caster. The guard wears no armour, but is armed with one (unenchanting) weapon (chosen by the caster).

Being an illusion, the guard is incapable of even the simplest tasks, such as opening doors and holding things. But he looks perfectly real. He will follow the caster where he goes. If he is ever separated from the caster by more than 5 m, he disappears and the Spell ends. The guard can engage in small talk with the caster and others, but knows nothing.

The guard will not attack, even if ordered to do so by the caster. But if the caster is attacked, the guard will come immediately to his defence. The guard has Strike and WithIn stats equal to the caster's Sorcery stat. His Timing stat is equal to the caster's Illusion stat. All his other Combat stats are 1. He will declare nothing but Strikes against the caster's assailant. He will declare as many as he can per round while still having a good chance of success.

The guard will disappear (and the Spell will end) when his Injury stat drops below -3. He can also be dispelled by Dispel Magic. Only one Illusionist's Guard Spell may operate at a time.

Casting Rules. Declare the Spell and the type of weapon used by the guard. In the Modifier Stage, roll less than or equal to your Mixed Skill stat subject to a -3 Difficulty Penalty. The guard comes into play immediately, i.e., he can attack in the Resolution Stage of the current round.

+1 Charm Bonus if the caster uses the sole of a soldier's boot while casting. The Charm is consumed in casting.

Duration. Out of Combat: a number of hours equal to the caster's Illusion stat. During Combat: until the guard's Injury stat drops below -3. The Spell may not be maintained.

Resistance. Characters Struck by the guard make WithIn rolls, etc. as if the guard were a normal combatant.

Failure Rules. The caster may try the Spell again.

Roll of 12. The guard appears and immediately attacks the caster.

Transmute Permanently (Difficulty -8)

Provinces. Arcana and Alchemy.

Description. The following Alchemy Spells can be cast permanently using this Spell: Enlarge; Reshape Object; Shrink; Transfigure Creature; Transmute Creature to Beast; Transmute Creature to Humanoid; Transmute Creature to Object; Transmute Object.

Casting Rules. In the same round, declare Transmute Permanently and the Spell you wish to give permanent effect. In the Modifier Stage, successfully cast the Alchemy Spell and also roll less than or equal to your Mixed Skill stat subject to a - 8 Difficulty Penalty. The caster must observe any range requirements of the Alchemy Spell.

Duration. Permanent.

Resistance. None for Transmute Permanently. For resisting the Alchemy Spell, see the Spell Description of that Spell.

Failure Rules. The caster is incapable of permanently transmuting this target or thing with this Alchemy Spell. She may not try again with this Alchemy Spell, but may try again with another. Thus, a caster who fails to transmute a creature permanently using Transmute Creature to Beast may try again using Transmute Creature to Humanoid, if desired.

Roll of 12. Roll once on the Massive Spell Failure table, adding 6 to the result. Any total over 24 counts as a roll of 24. Note that the 12 must be rolled while attempting to cast Transmute Permanently, not the other Spell. If you roll 12 while trying to cast the other Spell, see the Spell Description of that Spell.

CREATING NEW SPELLS

Like the rest of Dominion Rules, the magic system is built to grow. The rules are designed to make it easy for players to create new Spells. Write them in your spare time and test them in play. Or just make them up on the spot to get out of a tight jam. Either way, you can use this chapter as a guide to creating Spells for use in your DR adventures.

WHAT IS A NEW SPELL?

As explained in chapter ten, a New Spell is one which is not found in these rules because the Witch has created it himself. Any player can create a New Spell, in collaboration with the GM. There are two ways that New Spells arise: either during play when a spellcaster needs to improvise, or between game sessions when a player writes a New Spell for his own enjoyment or later use. The guidelines given here for creating New Spells apply to both ways of creating New Spells, though some of the details emphasized here may be less relevant to Spells created impromptu during game play.

CONSULT YOUR GAMES MASTER

Whether you are writing a New Spell in your spare time or making one up during game play, you'll need to consult with your GM during the Spell creation process. Your GM will have the final say on the Spell. If she thinks it's too powerful or that it makes no sense, she may not let you use it or may only let you use it subject to a crushing Difficulty Penalty. To avoid disappointment, involve your GM in the Spell creation process.

SIX STEPS TO SPELL CREATION

The rest of this chapter is a simple guide to Spell creation in six steps. Each step is based the elements found in the Spell Description. The steps are:

1. Description
2. Casting Rules
3. Duration



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4. Resistance
5. Failure Rules and Roll of 12
6. Difficulty Penalty

As we go through these steps, we'll use Theobald's Key (a Conjuring Spell) as our example.

STEP ONE: DESCRIPTION

Start by figuring out what you want the Spell to do. Describe the Spell to your GM or, if you're not in the middle of a game session at the time, try to write out the Description element of the Spell, as found in the dozens of Known Spells described in chapter eleven.

EXAMPLE

Mo's character is Theobald, a locksmith who secretly dabbles in Witchcraft! Theobald is pretty handy at picking locks. But he'd like a Spell that creates a key to fit any locked door he comes across.

Once you've determined what your Spell will do, the most important thing is to figure out what kind of Spell it is. Which of the eight Provinces of Magic does the Spell draw on? Or is it a Mixed Spell, that is, one that combines two Provinces? If so, which ones? To help answer this question, refer to the descriptions of the eight Provinces of Magic found in chapter ten. Of course, if you're creating your Spell in the middle of a

game, you won't want to stop to reread the rules for too long. In that case, you can usually just rely on your GM to tell you what type of Spell you're creating.

EXAMPLE

Chapter 10 gives the following description of Conjuring:

Conjuring is the power to create something out of nothing. Conjured things, called Conjurations, behave like the real things they mimic...

This is exactly what Mo's Spell is trying to do: it creates a key out of nothing. This is clearly a Conjuring Spell.

Note also any restrictions upon the Spell's powers. Common restrictions include:

- Only one of these Spells can affect the target at a time.
- The Spell can only be cast once per round.
- The Spell works only on humanoids, not on other creatures (or vice versa).
- Dispel Magic doesn't work against the Spell.

Remember that at the end of the Spell creation process your GM will assign a Difficulty Penalty to the Spell. The more specific the Spell is, and the more restricted its powers, the better your chances that the Difficulty Penalty will be low.

EXAMPLE

The point of Mo's Spell is to be able to unlock locked doors by conjuring a key for them. But in theory the Spell could also produce a key to lock unlocked doors, if that's what you wanted to do. And it could conjure a key to unlock other locks, such as those on chests or padlocks.

To lower the Spell's Difficulty Penalty, Mo restricts its powers a little. The Spell can still be used to lock or unlock doors, but it does not work on chests, locks, or other items opened by key.

For an impromptu Spell, that's all you need for Step One. However, if you are creating the Spell outside of game-play, pause here to think up a name for your Spell, and maybe also some background on it.

EXAMPLE

Mo names the Spell Theobald's Key, and notes in the Description that it is named after the locksmith and wizard Theobald Quickprint.

STEP TWO: CASTING RULES

Next you must determine how the Spell is cast. Whenever a character wants to use a Skill in Dominion Rules, he must declare it in the Strategy Stage. So the first thing the caster must do is declare the Spell. He might also need to declare the creature or object that the Spell will affect, and relevant details about the Spell. Be sure to note these.

After declaring the Spell, the caster must roll it. But when: in the Modifier Stage or the Resolution Stage? There are no fixed rules here. Here are a few guidelines.

- If you want the Spell's effect to be available from the very beginning of the Resolution Stage, no matter what the caster's Timing Score is that round, the Spell should be cast in the Modifier Stage.
- Most Sorcery Spells are cast in the Resolution Stage. This is because they tend to cause Injury like Offensive Combat Skills, and Offensive Combat Skills are resolved in the Resolution Stage.
- Enchantments and Hexes are almost always cast in the Modifier Stage, because they produce often bonuses and penalties which apply at the start of the Resolution Stage of the same round.
- Other types of Spells are also usually cast in the Modifier Stage. If it doesn't seem to make any difference, opt for the Modifier Stage.

Another part of the Casting Rules is the Spell's range: Does the caster have to be within a certain distance of something else in order to cast the Spell? How large is the Spell's area of effect?

If you are creating your New Spell outside of game play, you should consider what Rites or Charms (if any) can be used in connection with the Spell. (New Spells created by Witches on the spur of the moment cannot have Rites and Charms. These Spells are totally experimental, and there's no time to study what effect, if any, a given Rite or Charm may have on casting.) Rites and Charms are optional; you are free to include none at all. Indeed, some GMs may give your Spell a lower Difficulty Penalty if it does not include Rites and Charms.

The most usual way for a Rite or Charm to enhance a Spell is by a Rite or Charm Bonus to your Spell roll.

But Rites and Charms can also increase the Spell's duration, improve its range, or make just about any change you want to how the Spell works. No matter what the Rite or Charm does, it will always ward off Massive Spell Failure. When deciding whether to include a Rite or Charm in your Spell, consider whether you want the caster to be able to avoid the negative effects of rolling 12.

If you do include a Rite or Charm, you should make it challenging. The more powerful the bonus or improvement bestowed, the more elusive the Rite or Charm should be. Also, try to pick a Rite or Charm that is somehow related to the Spell you are writing. If you include a Charm, you must indicate whether the Charm survives the casting process (and so can be used again) or is consumed in casting.

The final element of the Casting Rules is, of course, the Spell's Difficulty Penalty. That is for the GM to determine, after considering all the other elements of the Spell. See Step Six, below.

EXAMPLE

After weighing all these factors, Mo determines that his Spell should be cast in the Modifier Stage, and that the caster must be within 1 m of the door for which a key will be conjured.

Mo also gives a +1 Charm Bonus if the caster wears a lock pick on a chain around her neck, or elsewhere on her person, while casting. The charm survives casting.

STEP THREE: DURATION

The next step is to give the Spell's duration: how long the magic it unleashes lasts. The usual Spell durations are:

- A number of rounds equal to the caster's x stat (where x is the applicable Witchcraft Skill)
- A number of rounds equal to the caster's x roll (where x is the applicable Witchcraft Skill)
- Instantaneous
- Permanent
- Until broken by WithMag
- Current round only

However, some Spells will require a more defined duration.

EXAMPLE

In a sense, there is no point in Mo's Spell lasting longer than it takes to unlock the door. But what if the caster doesn't ever get around to unlocking the door? For instance, what if he is slain before unlocking it—does the key last forever? That would make the Spell semi-permanent, and permanent Spells are much harder to cast than temporary ones.

To avoid these problems, Mo makes the Spell last for a number of rounds equal to the caster's Conjuring stat, or until the caster uses the key (whichever comes first).

Also to be determined at this stage is whether the caster can opt to maintain the Spell past its ordinary duration. Spells that can be maintained are more powerful—and more convenient—than those that cannot. Unless you are concerned that your Spell might become too powerful—and therefore attract a big Difficulty Penalty—it is best to allow the Spell to be maintained. Of course, with some Spells (notably those with an 'instantaneous' duration), maintenance is not an issue.

EXAMPLE

What if the caster wants to keep the key so he can use it again later? Of course, he could always just cast the Spell again. But maybe he would fail his Spell roll. So Mo decides to give the caster the option of maintaining the Spell.

STEP FOUR: RESISTANCE

The next question is whether the creatures affected by the Spell have a chance to resist its effects. There are two ways to resist a Spell. For most Spells, characters resist their magical effects by attempting to Withstand Magic. For Sorcery Spells and Mixed Spells that involve Sorcery, characters resist using Withstand Injury. Spells that cannot be resisted are more powerful, and therefore more difficult to cast, than other Spells. Remember this when creating your Spell.

If your Spell can be resisted using Withstand Magic, you must consider what happens when a creature makes a successful Withstand Magic roll. Either the caster will become incapable of casting the Spell on this target, or the caster will be allowed to try the Spell on the same target again but subject to Resistance Rules.

Remember that to resist a Spell with Withstand Injury is only partial resistance: the victim of the Spell is still Injured by it, just not as badly as she would have been. See the discussions of Withstand Injury in chapter two, Skills, and chapter six, Injury.

Simple Spell creation checklist

Step One: Description

- What do you want to do?
- What Province(s) of Magic apply, i.e., which Composite Skill(s) do you use?
- Are there any restrictions?

Step Two: Casting Rules

- Modifier Stage or Resolution Stage?
- What's the Spell's range?

Step Three: Duration

- How long does the Spell last?
- Can it be maintained?

Step Four: Resistance

- Does the target get a WithMag or WithIn roll?
- For WithMag rolls, do Resistance Rules apply?

Step Five: Failure Rules and Roll of 12

- If the caster fails, can he try the Spell again?

Step Six: Difficulty Penalty

- Consult your GM.

If your Spell has no effect on creatures, the Resistance element is not applicable.

EXAMPLE

Mo's Spell doesn't affect creatures. So he simply writes "Not applicable" under "Resistance" in the Spell Description.

STEP FIVE: FAILURE RULES AND ROLLS OF TWELVE

Now decide what the consequences are of the caster failing his Spell roll. Usually, there are two possibilities. Either the caster is incapable of casting the Spell upon this target (be it an object, a creature, or a place), or the caster may simply try the Spell again.

Note that if you allow the caster to try the Spell again, she is bound to make a successful roll eventually. So to allow the caster to try again is essentially to allow her to cast the Spell at will (at least until she runs out of Spell Points). She may not be able to cast it at precisely when she wants to; for instance, she may want to cast it this round but end up casting it two rounds later because she failed her Skill roll twice. Nonetheless, she will eventually cast it. So when

determining the Failure Rules, decide whether you want the caster to have only one shot at the Spell or whether you want casting it to be just a matter of time and Spell Points.

Note also that, for some Spells at least, the GM may impose a heavier Difficulty Penalty on Spells that can be tried again.

EXAMPLE

Mo would like the caster to be able to keep trying the Spell until he succeeds, but his GM says that would mean that a Witch could open almost any door, and that would attract a big Difficulty Penalty.

So Mo's Failure Rule is that the caster may not try the Spell again. He is incapable of conjuring the key to this door.

Finally, what happens when the caster fails with a roll of 12? If you are creating a New Spell during game-play, just use the Massive Spell Failure table in chapter ten, Witches, Magic and Spellcasting. However, if you have more time, you may wish to create a more personalized Roll of 12 rule.

Spell rolls of 12 often do exactly the opposite of what the caster intended. Or sometimes a roll of 12 means the Spell is cast, but in a ridiculous or useless way. The more powerful the Spell is, the more catastrophic the result of a 12 should be. (With Sorcery Spells, this usually means that the caster Injures himself instead of his opponents.)

The GM has final say on the result of a roll of 12. Usually the GM will use the result described in the Spell Description. But he is free to use the Massive Spell Failure table instead, or to make up his own result.

EXAMPLE

Mo creates a Roll of 12 result that suits his Spell. The result is comical rather than catastrophic, since this is not a particularly powerful Spell. When the caster fails with a roll of 12, a key is indeed conjured, but it doesn't fit the lock.

STEP SIX: DIFFICULTY PENALTY

The first five steps of Spell creation are largely up to the player (though it is best to get input from the GM). The final step is for the GM to assign a Difficulty Penalty to the Spell. The purpose of the Difficulty Penalty is to strike a good balance between the power of the caster and the power of the Spell. Novice Witches should not be able to cast powerful Spells without great effort on their part (such as trying the

Spell several times, thereby expending many Spell Points each time they fail, or spending an Advancement Point to give themselves a Lucky Break).

If you are unhappy with the Difficulty Penalty your GM decides upon, ask her how you can change the Spell to make it easier to cast. If the GM doesn't have an answer to this question, she has probably not done

a very fair job in assigning the penalty! Usually, though, the GM will have suggestions for paring down the Spell to make it less powerful, and therefore easier to cast.

That's it! Your New Spell is complete.



Credit: Oksana Romanova

BEASTS AND BEAST SKILLS

This chapter and the two that follow provide rules for using Beasts in your Dominion Rules game-play. Which Beasts exist in your dominion will depend on the kind of dominion you are playing in and the decisions of your GM. Just because a Beast, or certain Beast Skills, are found in these rules does not mean they exist in your dominion. In particular, fantasy Beasts will not exist in historical settings.

WHAT IS A BEAST?

A Beast is DR's catch-all term for creatures of all sorts. There are several types of Beast, as described below.

Animals. Animals are non-humanoid creatures found historically or today in the real world.

Animations. Animations are inanimate objects brought to life by magical or divine power. Any non-living thing animated by Magic or Priestcraft is an animation. Similarly, the remains of dead creatures brought seemingly back to life by magical or divine enchantment—often known as the undead—are also animations. (Note that dead creatures restored to life by a Priest's Resurrect Skill are not animations; rather, they are truly restored to life.)

Apparitions. Apparitions are non-corporeal creatures possessing divine or magical powers. Often, though not always, apparitions are the lurking spirits of the dead.

Faeries. Faeries are innately magical humanoids. They vary greatly in size, and some have non-humanoid characteristics (such as wings or partly animal-like bodies), but otherwise they are humanoid in form.

Humanoids. Humanoids are upright-walking creatures with two hands and feet, a torso and a head. Humans, together with such common fantasy races as elves, dwarves, halflings, goblins and orks, are examples of humanoids. Though they may learn Witchcraft and Priestcraft, humanoids possess no innate magical or divine powers.

Monsters. Monsters are fantastic non-humanoid Beasts. Some possess innate magical abilities, but many do not. Monsters come in all shapes and sizes. They may fly, swim, slither, go on all fours (or eights,

or thousands!), or move by such magical means as teleportation.

HUMANOIDS AND OTHER BEASTS

DR treats humanoids differently than other creatures. This is because the basic rules set out in elsewhere in these rules—namely, the rules of Attributes and Composites, including Attribute Skills and the Composite Skills used in Combat, Priestcraft and Witchcraft—were created with humanoid creatures in mind. Thus, humanoids have Attribute and Composite stats and are capable of exercising related Skills. In particular, humanoids use the Combat Skills described in chapter seven and equip themselves with weapons and armour as described chapter eight. (Some other creatures, notably faeries, also use some Combat Skills.)

Chapter fourteen contains Beast Descriptions for a number of humanoid player-character races commonly found in fantasy dominions. Players and GMs should note, however, that the descriptions there are intended to be general. Players and GMs should feel free to depart from these descriptions wherever necessary or desirable.

BEASTS AS PLAYER-CHARACTERS

Humanoid player-characters tend to be the easiest to create and use. Yet players are free to create non-humanoid Beast PCs, with the approval of their Games Master.

Humanoid Beasts are easy to play as PCs because they use the standard game rules. Non-humanoid Beasts can be somewhat more difficult to play. Many are not sufficiently intelligent to speak or understand speech. Others have grotesque or inconvenient body shapes, or no bodies at all. Players and GMs will face these and other problems as they try to play non-humanoid Beasts. If you're determined to play a non-humanoid Beast, start by identifying any difficulties your character's non-humanoid status may pose for your GM or other players. Then try to come up with solutions to these problems. Thinking this through

ahead of time will make it easier to convince your GM to let you play a non-humanoid Beast.

Remember that the ultimate decision on whether you can create a non-humanoid character is for your GM.

BEAST SKILLS

One of the defining features of a Beast is the things it is able to do. How does it attack and defend? How does it move? Does it have magical powers or innate abilities? The answers to these questions are found in the Beast's Description, but the rules behind the answers are found here. This chapter contains rules for over 50 Beast Skills, from Bite to Fright to Teleport.

Instead of Attribute and Composite Skills, Beasts use Beast Skills. Beast Skills are simply that: Skills used by Beasts.

Some Beast Skills resemble certain humanoid-based Skills exactly. For example, all Beasts use the essential Skills of Withstand Injury, Withstand Magic and Timing. Likewise, most humanoids (and also some non-humanoids) use such Skills as Strike, Missile Strike, and Dodge. Finally, almost all Beasts have a Movement Skill (though sometimes this takes such non-humanoid forms as Swim Movement, Flight Movement and Ethereal Movement).

Most Beast Skills, however, are unlike those found elsewhere in Dominion Rules. These Beast Skills derive from the particular physiques or innate abilities of the Beasts that possess them. Some Beast Skills resemble Offensive and Defensive Combat Skills. Examples include Claw, Gore, Swallow (all Offensive Beast Skills) and Camouflage (a Defensive Beast Skill). Other Beast Skills are non-Combat in nature (such as Set Traps or Charm Person).

Full descriptions of over 50 Beast Skills are found later in this chapter. Also provided are guidelines for creating new Beast Skills. The great advantage of the Beast Skills system is that it makes creating new Beasts very easy. To learn how to create new Beasts using Beast Skills, see chapter fifteen, Creating New Beasts.

BEAST DESCRIPTIONS

Chapter fourteen is a collection of Beast Descriptions for creatures commonly found in fantasy dominions. The Beast Descriptions given there are meant as guidelines only. Each description is a generalization,

intended to capture the most popular or common conception of the Beast described. Ultimately, however, the habitat, frequency, personality and abilities of any Beast depend on the type of dominion in which you play. For example, you may choose to play in a dominion in which dwarves and goblins are allies, even though the Beast Descriptions for dwarves and goblins say they are enemies. That's fine; never feel obliged to stick to the Beast Descriptions where you prefer to depart from them. The Beast Descriptions are intended to enhance the game, not constrain it.

OFFENSIVE, DEFENSIVE AND NON-COMBAT BEAST SKILLS

There are three types of Beast Skills: Offensive, Defensive, and Non-Combat.

Offensive Beast Skills resemble Offensive Combat Skills as described in chapter seven. They may also resemble other dangerous Composite Skills, such as Sorcery or certain Priest Skills. Like all these Skills, Offensive Beast Skills are used to Injure or otherwise harm opponents or prey. Offensive Beast Skills are aimed at a particular target or adversary. Like most Skills in Dominion Rules, Offensive Beast Skills can be performed more than once in a round.

EXAMPLE

Riding swiftly through an unfamiliar trail, Dame Beatrice Rideout and her henchmen have unwisely awoken a mountain giant from his slumber! The irritable creature responds predictably with a Slap attack.

Slap is an Offensive Beast Skill: it is aimed at a particular target, and can be performed more than once in a round. Dame Beatrice is the target of the giant's Slap; her henchmen are not affected. The giant has declared only one Slap, but he could have declared more.

Defensive Beast Skills resemble Defensive Combat Skills. They are used by Beasts to protect themselves from attack. Unlike Offensive Beast Skills, Defensive Beast Skills have no particular target or victim, but instead affect anyone who attacks the defending Beast in the current round. Like most Skills in Dominion Rules, Defensive Beast Skills can be performed more than once in a round.

EXAMPLE

A highly-trained courser (a light war horse) performs a Ballade to escape its enemies.

Ballade is a Defensive Beast Skill: it has no particular target. Rather, the Ballade is effective against any melee attacker.

Non-Combat Beast Skills are simply Skills used by Beasts that serve neither to attack opponents nor to defend against attacks. In this they resemble most Attribute Skills and many Priestcraft and Witchcraft Skills. Many Non-Combat Beast Skills are exact duplicates of common DR Skills. The main examples are Timing, WithIn, WithMag, Alertness, and Stealth. Other Non-Combat Beast Skills, however, may be particular to Beasts.

Except where otherwise noted, Beast Skills work like any other Skill. In particular, Beast Skills are subject to ordinary Order of Play rules, and a roll of 12 always fails.

BEAST SKILLS

What follows is an alphabetical list of Beast Skills accompanied by complete descriptions of how to use them. This list is not intended to be exhaustive. Indeed, chapter fifteen, Creating New Beasts, shows how you can create your own Beast Skills.

Accelerated Healing

Description. Accelerated Healing is a Non-Combat Beast Skill whereby the Beast recovers from Injury at an naturally- or magically-accelerated rate. During the Modifier Stage of any round in which the Injury stat of a Beast with Accelerated Healing is less than its WithIn (i.e., whenever the Beast is Injured), the Beast is permitted an Accelerated Healing roll. If successful, the Beast's Injury stat rises by the amount rolled (subject to the rule that the Beast's Injury stat can never be higher than its WithIn stat). Accelerated Healing occurs automatically; the Beast need not declare the Skill, and its use attracts no Action Penalty.

Skill Roll Rules. If the Beast is Injured, roll less than or equal to its Accelerated Healing stat in the Modifier Stage. If successful, the Beast's Injury stat is immediately increased by the number rolled.

Failure Rules. The Beast does not Heal this round (at least not by means of the Accelerated Healing Skill). The Beast gets an automatic Accelerated Healing roll again next round, so long as it remains Injured.

Alertness

Description. Alertness is a Non-Combat Beast Skill which measures a Beast's innate ability to sense danger or other irregularities in the world around it. Many Beasts have heightened Alertness stats due to

keen senses of smell, superior vision, or other qualities.

Skill Roll Rules. The Alertness Beast Skill works in exactly the same way as the Alertness Skill described in chapter two, Skills.

Failure Rules. See Alertness in chapter two.

Ballade

Description. Ballade is a Defensive Beast Skill consisting of a standing forward jump by a horse or similar Beast. A successful Ballade grants a +2 Ballade Bonus to any Retreat Movement taken by the Beast that round, and (if the Beast is a mount) a +2 Ballade Bonus to the rider's Dodge stat that round.

Skill Roll Rules. The Beast (or its rider) must declare the Ballade in the Strategy Stage and roll less than or equal to its Ballade stat (subject to any modifiers) in the Modifier Stage. A roll of 12 always fails.

Failure Rules. The Beast may try again.

Bat Wings

Description. Bat Wings is a Defensive Beast Skill by which large, winged Beasts force back attackers by creating a powerful gust of wind with their wings.

Skill Roll Rules. The winged Beast must declare Bat Wings in the Strategy Stage and roll less than or equal to its Bat Wings stat (subject to any modifiers) in the Modifier Stage. A roll of 12 always fails.

A successful Bat Wings roll generates a Defence Penalty equal to the Beast's Bat Wings roll. The Defence Penalty applies only to attackers within the area of the gust of wind.

Failure Rules. A failed Bat Wings roll means that the Beast bats its wings without creating a powerful enough gust to hinder its opponents. The Beast may try again.

Bite

Description. Bite is an Offensive Beast Skill by which a Beast attempts to bite its opponent.

Skill Roll Rules. To make a successful Bite attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Bite stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Bite results in Injury, as described in chapter six.

Failure Rules. The Beast may try again.

Block

Description. Block is a Defensive Beast Skill whereby the Blocking character attempts to counter a Strike, Missile Strike, Brawling, or Disarm attack with his shield. Block is exactly the same as the Defensive Combat Skill of the same name.

Skill Roll Rules. The Block Beast Skill works in exactly the same way as the Block Skill described in chapter seven, Combat.

Failure Rules. See the discussion of Block in chapter seven.

Brawling

Description. Brawling is an Offensive Beast Skill for attacking without weapons. Brawling is used only by humanoid Beasts, and is exactly the same as the Offensive Combat Skill of the same name.

Skill Roll Rules. The Brawling Beast Skill works in exactly the same way as the Brawling Skill described in chapter seven, Combat.

Failure Rules. See the discussion of Brawling in chapter seven.

Breath

Description. Some creatures attack by breathing fire, gas, fog or other substances. All these are Breath attacks—offensive Beast Skills by which a Beast attempts to inflict its noxious breath upon an opponent.

Skill Roll Rules To make a successful Breath attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Breath stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

The attacking Beast must be within range of its victim. Breath ranges vary from creature to creature; consult the creature's Beast Description. Note that while Breath weapons resemble missile attacks in this respect, they may also be used in melee range (i.e., within 3 metres of their opponents).

All Breath attacks may be used only once per round. The area of effect may include one or several victims; see the creature's Beast Description.

A successful Breath attack results in Injury. The degree and nature of the Injury depends on the type of Breath weapon used.

Fire. A blast of fire breath does a number of Injury Points equal to the Beast's Breath stat, unless reduced by a successful WithIn roll. The fire released from the Beast may be normal (-1 Fire Penalty to WithIn), red-hot (-2 Fire Penalty to WithIn) or white-hot (-3 Fire Penalty to WithIn). On Fire Penalties, see chapter six, Injury.

Gas. Gas breath forms a cloud of noxious gas which hangs in the air where for a number of rounds, then dissipates. Numerous forms of gaseous breath are possible. Here are some examples.

- Sleeping gas puts its victims to sleep for a number of hours equal to the Beast's Breath stat. Victims may resist the gas with a successful WithIn roll.
- Choking gas causes its victims to suffer 1 to 4 Injury Points per round of exposure due to asphyxiation. Victims may partially resist the gas with a successful WithIn roll.
- Gases may have effects similar to those of such Spells as *Bewilderment*, *Misfortune*, *Gunther's Noxious Cloud*, and *Charm Person* (see chapter eleven, Spell Descriptions). Note that where a gas reproduces the effects of a spell, the victim nevertheless makes a WithIn roll, not a WithMag roll, to resist the gas.

Frost. Frost breath reduces its victim's Injury stat by a number of Injury Points equal to the Beast's Breath roll, while also imposing a Frost Bite Penalty on the victim's Combat and Agility Skills. The size of the penalty varies from creature to creature, but tends to be between -1 and -4. The penalty lasts 1-3 rounds, as set out in the Beast Description or determined by the GM.

Fog. Fog breath obscures the vision of those in its path, imposing a Visibility Penalty, ranging from -1 to -4, on its victims' Combat Skills (or, where the victim is another non-humanoid Beast, on the victim's Offensive and Defensive Beast Skills). The fog lasts for a number of rounds equal to the Beast's Fog stat. The fog produced by fog breath only obscures the vision

of the Beast's opponents; the Beast itself is accustomed to it and can see normally.

Failure Rules. The breath attack somehow failed, either by missing its target or dissipating without effect. The Beast may try again.

Butt

Description. Butt is an Offensive Beast Skill by which a Beast attempts to push its victim with its head, horns or other suitable body part.

Skill Roll Rules. To make a successful Butt attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Butt stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Butt attack causes Injury, as described in chapter six. A successful Butt attack also drives the victim of the attack backwards a number of metres equal to the Beast's Movement stat (or less, if the Beast chooses).

Failure Rules. The Beast may try again.

Camouflage

Description. Camouflage is a Defensive Beast Skill by which a Beast attempts to make itself more difficult to see (and therefore attack) by stopping in place and changing its body colour to blend with its surroundings.

Skill Roll Rules. To successfully Camouflage itself, a Beast must declare the action in the Strategy Stage and roll less than or equal to its Camouflage stat (subject to any modifiers) in the Modifier Stage. A roll of 12 always fails.

A successful Camouflage roll imposes a Camouflage Penalty on the Alertness stat of characters and other creatures in the area equal to the Beast's Camouflage stat. This makes detection of the Beast by those who are not aware of its presence more difficult. (A Camouflaged Beast cannot be detected by any means other than a successful Alertness roll.)

A Camouflaged Beast must remain motionless to continue to enjoy the benefits of Camouflage. Once it moves (to attack, defend, flee, or for any other reason), the effect of the Camouflage is lost (though the Beast's actual body colour may not immediately return to normal). A Beast that has lost its Camouflage this way may regain it by stopping in place and

declaring Camouflage again.

Once a Camouflaged Beast is detected, it may be attacked. But if it remains still (rather than responding to the attack with some action), it continues to be Camouflaged, though less effectively now that it has been detected by its attacker. The attacker of a Camouflaged Beast suffers a -2 Camouflage Penalty to all her Offensive Combat Skills (or, in the case of another Beast, its Offensive Beast Skills).

Some Beasts may only be capable of Camouflaging in certain environments (usually their habitats). Others may blend into any surroundings.

Failure Rules. The Beast may try again.

Capriole

Description. A Capriole is an Offensive Beast Skill used to increase the power of a Beast's Kick. The Capriole is an upward leap into the air, followed by a Kick with the Beast's rear legs. The Caprioling Beast lands in the same spot: it does not move forward. A successful Capriole generates a Capriole Bonus to the Beast's Kick stat.

Skill Role Rules. The Beast must declare both a Capriole and a Kick in the Strategy Stage. Then in the Modifier Stage, the Beast must roll less than or equal to its Capriole stat (subject to any modifiers). If successful, the Beast Caprioles and gains a Capriole Bonus, equal to its Capriole roll, to its Kick stat. In the Resolution Stage, the Beast must roll less than or equal to its Kick stat, as increased by the Capriole Bonus, to Kick its enemy.

A Capriole can only give a Capriole Bonus to one Kick attack per round. A Beast that wants to Kick more than once in a round may choose to Capriole once for each Kick.

Failure Rules. A failed Capriole roll means that the Beast leaps in an awkward way that does not improve its Kick stat. The Beast may try again next round.

Charm

Description. Charm is a Non-Combat Beast Skill which places its victim in a magically charmed state. A charmed person becomes favourably disposed towards and co-operative with her Charmer. The charmed person does not become the caster's slave; she will not obey his orders or submit to his every wish. But she will endeavour to please the Charmer

and to assist him in any reasonable way. Furthermore, she will be strongly inclined to believe the things the Charmer says. The charmed person will not attack the Charmer, save in self-defence. If she was formerly in Combat with the Charmer, she will offer a truce and respect it so long as she is not attacked or harmed in any way. The charmed person may even go into Combat to protect or assist the Charmer, but only if she does not fear for her own life or limb in doing so.

Skill Roll Rules. The Beast declares the Skill and the person to be charmed in the Strategy Stage. In the Modifier Stage, the Beast must roll less than or equal to its Charm stat, subject to a Difficulty Penalty equal to the person's Withstand Magic stat. The target must be within 10 m of the caster. The target may avoid being Charmed by making a successful Withstand Magic roll.

The effect of the Beast's Charm lasts for a number of rounds equal to the Beast's Charm stat.

Failure Rules. The Beast may try again, subject to a Resistance Penalty. See the discussion of Resistance Rules in chapter ten, Witches, Magic and Spellcasting.

Claw

Description. Claw is an Offensive Beast Skill by which a Beast attempts to hit, scratch or maul its opponent with its claw.

Skill Roll Rules. To make a successful Claw attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Claw stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Claw results in Injury, as described in chapter six.

Failure Rules. The Beast may try again.

Climbing

Description. Climbing is a Non-Combat Beast Skill measuring a Beast's ability to scale steep inclines, climb trees, and overcome other such obstacles. All Beasts are able to climb simple obstacles. The Climbing Skill is only necessary when the thing to be climbed is especially challenging to the Beast.

Skill Roll Rules. The Climbing Beast Skill works in exactly the same way as the Climbing Skill described in chapter two.

Failure Rules. See Climbing in chapter two, Skills.

Clutch

Description. Clutch is an Offensive Beast Skill by which a Beast attempts to seize its victim's body within its claws, talons, pincers, tentacles, hand (in the case of giant-sized Beasts), or other appendage. A Beast who successfully Clutches does not merely take hold of its victim's arm, leg, or other body part. Rather, a successful Clutch attack means that the victim's entire body is captured by the attacking Beast (the victim is 'within the clutches' of the Beast).

Skill Roll Rules. To make a successful Clutch attack, the Beast declares a Clutch in the Strategy Stage and rolling less than or equal to its Clutch stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

The victim of a successful Clutch attack may make a WithIn roll to break free of the Clutch. Success means the victim wriggles out of the Clutch immediately, before the Beast can complete such other Clutch-requiring attacks as Crush or Constrict. If the Beast has declared those attacks for this round, they are simply ignored.

EXAMPLE

Rupert, a ranger, is attacked by a large boa constrictor (Clutch 6, Constrict 6). The boa wants to use its Constrict attack against Rupert, but it must first get Rupert within its Clutches.

In the first round, the snake declares a Clutch attack followed by a Constrict attack. Rupert declares two Strikes but misses them both. The snake rolls 4: a successful Clutch, so long as Rupert does not make his WithIn roll (6). Rupert rolls a 3: success! So Rupert wriggles out of the boa's Clutches—this time.

The snake's Constrict attack is impossible this round, because Rupert is not within its Clutches. So the attack is ignored.

A successful Clutch attack does not inflict any Injury on its victim. The purpose of a Clutch is not to do Injury, but to perform other Injury-causing attacks such as Crush and Constrict, or simply to seize the victim and render her immobile. Though the Clutch itself does no Injury, it does do harm: the victim of a Clutch is incapable of performing any Defensive Combat Skills (or Defensive Beast Skills, if the victim is another Beast) while in the Beast's Clutches, and suffers a -3 Clutch Penalty to all Offensive Combat Skills until she frees herself.

EXAMPLE

In round two, the snake again declares a Clutch and a Constrict. Rupert declares a Strike and a Dodge.

Rupert's Dodge is successful and imposes a -3 Dodge Penalty on the snake's attacks (which are already subject to a -1 Action Penalty).

Rupert's Strike misses. The Snake makes a successful Clutch attack, rolling 1. Rupert immediately tries to break free, but fails his Within roll. The snake then fails its Constrict roll.

At the end of the round, then, Rupert is caught in the boa constrictor's Clutches, but has not yet suffered any Injury. (To find out what happens next, read the examples given in the Constrict rules, below.)

Failure Rules. The Beast may try again.

Constrict

Description. Constrict is an Offensive Beast Skill by which a Beast attempts to squeeze its prey with its body until the victim suffocates or is crushed. Constrict attacks are impossible unless the attacking Beast has its victim within its Clutches (see Clutch, above).

Skill Roll Rules. To make a successful Constrict attack, a Beast must declare a Constrict attack in the Strategy Stage and roll less than or equal to its Constrict stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A Beast is allowed only one Constrict attack upon its victim per round. Successful Constrict rolls inflict a number of Injury Points equal to the Constrict roll +2. The victim may make a Within roll. Failed Constrict rolls mean that the victim suffers no Injury this round, yet remains within the Beast's Clutches (see Clutch).

EXAMPLE

Rupert the Ranger (Strike 7, Within 6) has fallen into the Clutches of a boa constrictor (Constrict 6, Within 5, Injury 5). To see how this happened, see the examples given under Clutch, above.

The first two rounds of Combat saw Rupert avoid the snake's Clutch attack in the first round, but succumb to it in the second. Now in the third round, the snake declares a Constrict attack, while Rupert declares a Strike with his short sword.

The snake makes a successful Constrict roll with a 3. Rupert makes a successful Within roll, rolling 4. So Rupert only suffers 1 Injury Point this round: 3 [Constrict roll] + 2 [Constrict Bonus] - 4 [Within roll] = 1. Rupert's Injury stat is now 4. Rupert's Strike against the snake is successful, in spite of the -3 Clutch Penalty, and lowers the snake's Injury stat to 2.

In round four, the snake continues to Constrict Rupert, and Rupert continues to try to defeat it before he suffocates. The

Snake fails its Constrict roll this round, while Rupert makes two successful Strikes, rolling 3 and 2. The snake fails both its Within rolls, so its Injury stat drops to -3. So the snake now has a -3 Injury Penalty.

It is only a matter of time before a character caught by a Beast that is Constricting her will die—unless she can free herself or be freed by others. The Constricting Beast will let its prey go if it suffers enough Injury Points to produce an Injury Penalty so substantial that it has little or no chance of successfully completing the Constrict attack.

EXAMPLE

In round five, the snake continues to Constrict Rupert. It makes a successful Constrict attack, in spite of its Injury Penalty, rolling 3. However, Rupert makes a Within roll of 3, so he takes only 2 Injury Points: 3 [Constrict roll] + 2 [Constrict Bonus] - 3 [Within roll] = 2. Rupert's Injury stat is now 2. Also in this round, Rupert lands a Strike, though the snake's successful Within roll means that it suffers only 2 Injury Points. Still, the snake's Injury Penalty is now -5, and its Constrict stat is only 6.

In round six, the snake drops Rupert and slithers away. It has no good chance of finishing Rupert off with a modified Constrict stat of 1 (6 [snake's Constrict] - 5 [Injury Penalty] = 1), so it gives up.

Only Beasts with serpentine forms (limbless and coiling, like snakes) are capable of Constrict attacks. Other Beasts may be able to use a similar, but slightly less deadly, attack called Crush (see below).

Failure Rules. See above.

Crush

Description. Crush is an Offensive Beast Skill by which a Beast encloses its victim in its claw, hand, talons, pincers, or other limbs and applies deadly pressure. Crush attacks are impossible unless the Beast has its victim within its Clutches (see Clutch, above).

Skill Roll Rules. To make a successful Crush attack, a Beast must declare a Crush attack in the Strategy Stage and roll less than or equal to its Crush stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A Beast is allowed only one Crush attack upon its victim per round. Successful Crush rolls inflict a number of Injury Points equal to the Crush roll (but the victim may make a Within roll). Failed Crush rolls mean that the victim suffers no Injury this round, yet remains within the Beast's Clutches (see Clutch, above).

It is only a matter of time before a character caught by a Beast that is Crushing her will die—unless she can free herself of its Clutches or be freed by others. The Crushing Beast will let its prey go if it suffers enough Injury Points to produce an Injury Penalty so substantial that it has little or no chance of Defeating or killing the victim with its Crush attack.

Failure Rules. See above.

Disarm

Description. Disarm is an Offensive Beast Skill by which an attacker attempts to knock his opponent's weapon out of his hand(s). Disarm is exactly the same as the Offensive Combat Skill of the same name.

Skill Roll Rules. The Disarm Beast Skill works in exactly the same way as the Disarm Skill described in chapter seven, Combat.

Failure Rules. See Disarm in chapter seven.

Dispel Magic

Description. Dispel Magic is a non-Combat Beast Skill whereby a Beast removes or suppresses magical effects of Spells and other temporary forms of magic. Permanent forms of magic, such as magical weaponry and armour, cannot be Dispelled with this Skill. The Skill operates similarly to the Arcana Spell of the same name (see chapter eleven, Spell Descriptions).

Skill Role Rules. The Beast must declare the Skill and its target in the Strategy Stage, then roll less than or equal to its Dispel Magic stat in the Modifier Stage. The target must be within the Beast's line of sight.

Failure Rules. The Beast cannot dispel the magic. It may not try again.

Dodge

Description. Dodge is a Defensive Beast Skill used to evade Offensive Combat Skills by moving out of their path. Dodge is exactly the same as the Defensive Combat Skill of the same name.

Skill Roll Rules. The Dodge Beast Skill works in exactly the same way as the Dodge Skill described in chapter seven, Combat.

Failure Rules. See Dodge in chapter seven.

Ethereal Movement

Description. Ethereal Movement is a Defensive Beast Skill which measures how far an apparition or other disembodied Beast can move in a single round. The important difference between Ethereal Movement and ordinary Movement is that creatures capable of Ethereal Movement can pass through physical structures and objects.

Skill Roll Rules. The Ethereal Movement Beast Skill operates exactly the same way as the Movement Skill described in chapter seven, subject to the crucial difference that creatures moving ethereally are not confined by physical barriers such as walls, ceilings, floors, closed doors, and so on. Otherwise, the rules for Sprint Movement, Retreat Movement, Closing In, and catching up with Retreated characters, apply to Ethereal Movement just as they apply to ordinary Movement. While these rules apply, they are rather academic given that a Beast with Ethereal Movement can escape most attackers by simply passing through a wall or some other physical barrier—unless, of course, the Beast's pursuer is also capable of Ethereal Movement. (The rule that creatures cannot quit melee without a successful Retreat roll does not apply to ethereal creatures fighting non-ethereal opponents.)

Failure Rules. See above and the discussion of Movement in chapter seven, Combat.

Feint

Description. Feint is an Offensive Beast Skill consisting of a pretended blow, evasion, or attack intended to confuse an opponent. Feint is exactly the same as the Offensive Combat Skill of the same name.

Skill Roll Rules. The Feint Beast Skill works in exactly the same way as the Feint Skill described in chapter seven, Combat.

Failure Rules. See Feint in chapter seven.

Flight Movement

Description. Flight Movement is a Defensive Beast Skill which measures how far an airborne Beast can fly in a single round.

Skill Roll Rules. Beasts can fly a number of metres equal to their Flight Movement stat per round, as modified by any Movement Penalty imposed by any armour they may wear or by any other encumbering factor (such as a heavy object they are bearing). All other modifiers such as Action Penalties and Defence

Penalties, are ignored for the purpose of determining how far a Beast may fly per round.

Beasts moving at this rate incur no Action Penalty for doing so while using one other Skill; the movement is not considered an action. Furthermore, Beasts move at this rate even if they suffer from Injury Penalties. A Beast's Movement rate, as determined by its Flight Movement stat, is not subject to Injury Penalties. In this Flight Movement resembles ordinary Beast and character Movement exactly (see Movement, below, and the discussion of character Movement in chapter seven).

The rules for Sprinting, Retreating, Closing In, and catching up with Retreated characters, given in chapter seven, apply in precisely the same way to Flight Movement.

Of course, a Beast that can fly may move not only horizontally but vertically. How high a Beast can fly is ultimately limited by such factors as the air's temperature and oxygen content (assuming the Beast requires oxygen). Beyond these limits, some Beasts may have maximum altitudes. These are given in the Beast's Description.

Failure Rules. See above and the discussion of Movement in chapter seven.

Frenzy

Description. Frenzy is an Offensive Beast Skill by which a Beast enters a berserk fury that temporarily improves its other Offensive Beast Skills at the expense of its Defensive Beast Skills. A Frenzied Beast gains a Frenzy Bonus to all its Offensive Beast Skills for a number of rounds equal to its Frenzy stat. The Frenzy Bonus is equal to the Beast's Frenzy roll.

Some Beasts can go into a Frenzy at will, simply by declaring Frenzy in the Strategy stage. If they make a successful Frenzy roll, they become Frenzied. Other Beasts go into a Frenzy involuntarily upon certain cues. For example, orks go into a Frenzy upon seeing one of their own die or be Defeated in Combat. To know how a given Beast may go into a Frenzy, see the Beast's Description.

Frenzy rolls are never subject to Injury Penalties.

EXAMPLE

The ork warrior Gujausyk (Frenzy 4 Injury -1) has witnessed the death of a fellow warrior in Combat. He must now make a Frenzy roll. If he succeeds, he will go into a Frenzy. If not, he

will continue to attack and defend normally.

Gujausyk needs to roll 4 or less to succeed. His Injury Penalty does not apply to this roll. He rolls 3: a successful Frenzy roll. So for the next 4 rounds, Gujausyk enjoys a +3 Frenzy Bonus to all his Offensive Beast Skills.

Although a Frenzied Beast enjoys a Frenzy Bonus to its Offensive Beast Skills, going into a Frenzy is not necessarily a good thing. For a Frenzied Beast is so consumed with bloodlust that it can not employ any Defensive Beast Skills (notably Dodge and Retreat Movement) for the duration of the Frenzy.

EXAMPLE

Gujausyk (Dodge 5 Movement 5) is incapable of using his Defensive Beast Skills for the following 4 rounds—even if he is on the brink of Defeat or Death.

Skill Roll Rules. If the Beast is capable of going into a Frenzy voluntarily, it must declare a Frenzy attempt in the Strategy Stage and roll less than or equal to its Frenzy stat (subject to Action Penalties and any other modifiers except Injury Penalties) in the Resolution Stage. If successful, the Frenzy begins next round. A roll of 12 always fails.

If the Beast can only go into a Frenzy involuntarily (as described above), it must roll its Frenzy stat the moment the Frenzy-triggering event occurs. The Beast must then roll less than or equal to its Frenzy stat. This roll is not subject to Action Penalties, because it is involuntary, but it is subject to other modifiers (except Injury Penalties). If successful, the Frenzy begins next round. A roll of 12 always fails.

A Beast who is already Frenzied cannot roll for Frenzy again until the current Frenzy passes.

Failure Rules. Beasts who can go into a Frenzy voluntarily are free to try their Frenzy roll again. Beasts who only go into a Frenzy involuntarily may not try again until another Frenzy-triggering event occurs.

Fright

Description. Fright is a Non-Combat Beast Skill resembling in some ways the Illusion Spell of the same name. A Frightened person develops an overpowering fear of the Beast. The fear immobilizes him and then makes him want to flee. In most cases, the Frightening Beast will combine its Skill use with some terrifying act, such as a scream, a howl, the bearing of teeth, etc.

Skill Roll Rules. The Beast declares the Fright and its victims in the Strategy Stage. The Beast may have a number of targets not exceeding its Fright stat. Thus, if the Beast's Fright is 6 it may Frighten up to 6 targets. In the Modifier Stage, each target is permitted a chance to resist the Fright by making a successful WithIn roll. (Some Beasts are so Frightening that they impose Difficulty Penalties on this roll; see the Beast's Description.)

Targets who fail their WithIn rolls become Frightened. A Frightened person or creature is immobilised for the duration of the current round: she cannot perform the actions she declared in the Strategy Stage. (She can, however, make WithIn and WithMag rolls.)

Next round, the Frightened victim will attempt to flee. If she is not in Combat, she will run away and keep running away from the Beast for a number of rounds equal to the Beast's Fright roll. If she is in Combat, she will declare nothing but Retreat Movement this round. (Victims of Fright enjoy a +2 Fright Bonus to their Movement stats.) If she Retreats successfully (whether in the Modifier Stage or at the end of the round), she will continue fleeing until the Fright passes.

If the Beast Closes In on her, she will continue to attempt Retreats each round until she succeeds or the Fright passes. She will declare no other actions. (She is free, however, to give herself a Lucky Break on her Retreat Movement roll.)

For more on Retreating and Closing In, see chapter seven, Combat.

Failure Rules. If the Beast fails its Fright roll, it may try again. If the Beast makes a successful Fright roll, but the target of the Fright makes a successful WithIn roll, the target cannot be Frightened by the Beast again today. The Beast may try again against the same victim in one day's time.

Godsbane

Description. Godsbane is an Offensive Beast Skill whereby a Beast hinders the power of Priests to Channel divine energy by disrupting communication between a Priest and her deity. Usually only animations and apparitions have the Godsbane Skill. Except as described below, the Godsbane Beast Skill works the same ways as the Hex Spell of the same name. See chapter eleven, Spell Descriptions.

The Godsbane Beast Skill is an inherent Skill rather than a Spell cast by the Beast. Thus, there are no side-effects from rolling 12, and no bonuses to the Skill resulting from Rites and Charms.

Skill Roll Rules. To make a successful Godsbane attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Godsbane stat in the Modifier Stage, subject to a Difficulty Penalty equal to the victim's Channel stat (and any other modifiers). A roll of 12 always fails. The victim must be within the Beast's line of sight.

The victim of a successful Godsbane attack is permitted a Withstand Magic roll. Resistance Rules do not apply (unlike the Godsbane Spell).

The effects of a successful Godsbane attack last a number of rounds equal to the Beast's Godsbane stat. (Unlike the Godsbane Spell, the Beast may not Maintain the attack.)

Failure Rules. The beast may try again.

Gore

Description. Gore is an Offensive Beast Skill by which a Beast attempts to pierce its victim with its horn or tusk.

Skill Roll Rules. To make a successful Gore attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Gore stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Gore results in Injury. See chapter six.

Failure Rules. The Beast may try again.

Grip

Description. Grip is a Non-Combat Beast Skill available to Beasts with humanoid-like hands.

Skill Roll Rules. The Grip Beast Skill works in exactly the same way as the Grip Skill described in chapter two, Skills.

Failure Rules. See Grip in chapter two.

Heal Injury

Description. Heal Injury is a Non-Combat Beast Skill similar to the Priestcraft Skill of the same name. Beasts with the Heal Injury Skill have an innate ability to Heal their own Injuries or those of others.

Skill Roll Rules. The Beast must declare Heal Injury and the creature to be Healed. Then, in the Resolution Stage, the Beast must roll less than or equal to its Heal Injury (subject to any modifiers). A roll of 12 always fails.

The effect of a successful Heal Injury roll is to improve the Injured creature's Injury stat by the amount rolled. The Heal Injury Skill cannot make a creature's Injury stat higher than its unmodified WithIn stat.

Failure Rules. The Beast may try again in one day's time.

Hurl

Description. Hurl is an Offensive Beast Skill by which a Beast takes hold of its opponent (with its mouth, claws, hands, or whatever) and flings his body away at great force. Hurl may also be used if the Beast already has the victim within its clutches (see Clutch).

How far a Hurlled victim can be thrown, and the rate at which victims travel through the air, vary. See the Beast's Description or consult your GM.

Only Beasts which are significantly larger and heavier than their intended victims may Hurl them.

Skill Roll Rules. To make a successful Hurl attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Hurl stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

If the Beast already has its victim within its clutches (see Clutch), the Hurl attempt succeeds automatically and the skill roll is used only to calculate Injury (see below).

Upon landing, the Hurlled victim takes a number of Injury Points equal to the Beast's Hurl roll plus 1 Injury Point for every 3 m the victim was Hurlled. The victim may Withstand Injury normally.

Failure Rules. The Beast fails to grab hold of its intended victim. Or, if the Beast already has the victim, accidentally drops her or Hurls her too weakly to cause Injury.

Kick

Description. Kick is an Offensive Beast Skill by which a Beast attempts to kick its opponent with one or more of its feet.

Skill Roll Rules. To make a successful Kick attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Kick stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Kick results in Injury. See chapter six.

Failure Rules. The Beast misses its opponent. It may try again.

Know Heart

Description. Know Heart is a Non-Combat Beast Skill similar to the Spell of the same name. The Skill reveals to its user the Heart of the creature to whom it is directed. The Skill can be used to know the Heart of any creature (whether humanoid, animal, faery, apparition, animation or monster).

By 'Heart' is meant the emotions and aspirations which motivate the creature, particularly any emotions the creature may feel for the user of the Skill. Note that Know Heart does not reveal a creature's thoughts. Rather, it reveals the creature's deeper feelings and motives. In particular, it can be used to reveal whether the creature is by nature good or evil.

The Know Heart Beast Skill is an inherent Skill rather than a Spell cast by the Beast. Thus, there are no side-effects from rolling 12, and no bonuses to the Skill resulting from Rites and Charms.

Skill Roll Rules. The Beast must declare the Skill and the creature whose heart it seeks to know. The Beast must then roll less than or equal to its Know Heart stat in the Modifier Stage. If successful, the creature's Heart is revealed. If the Beast fails with a roll of 12, it will misjudge the creature's motives and feelings (as in the Spell of the same name).

The creature must be someone known to the Beast or, if the Beast does not know the creature, it must be within the Beast's line of sight.

The creature whose Heart the Beast seeks to know can attempt to Withstand Magic. If the creature succeeds, the Beast cannot Know the creature's Heart.

Failure Rules. The Beast may not try the Skill again on this target. The creature's Heart is unknowable to the Beast (at least by this means).

Levade

Description. A Levade is an Offensive Beast Skill by which a Beast rears high into the air upon its hind legs. If the Beast is a mount, this action gives force to the rider's Strike: the rider enjoys a +2 Levade Bonus to her Strike stat for that round. A Levade ends at the end of the round. Only one Levade per round is possible.

Skill Roll Rules. Beasts with the Levade Skill can use it at will (or, in the case of mounts, at the prompting of its rider). No Skill roll is needed.

Failure Rules. Not applicable.

Missile Strike

Description. Missile Strike is an Offensive Beast Skill by which a combatant attempts to hit his opponent with a missile weapon such as longbow or a sling. Strike is exactly the same as the Offensive Combat Skill of the same name.

Skill Roll Rules. The Missile Strike Beast Skill works in exactly the same way as the Missile Strike Skill described in chapter seven, Combat.

Failure Rules. See Missile Strike in chapter seven.

Movement

Description. Movement is a Defensive Beast Skill which measures how far a terrestrial Beast (as opposed to one that swims, flies, or travels in other ways) can move in a single round.

Skill Roll Rules. The Movement Beast Skill operates exactly the same way as the Movement Skill described in chapter seven. In particular, the rules for Sprint Movement, Retreat Movement, Closing In, and catching up with Retreated characters, apply to Beasts. A few further notes on Beast Movement are in order, however.

The forms of earth-bound Beast Movement vary as wildly as do Beasts themselves. Some Beasts may move by running on two, four or more legs, while others may slither across land on their bellies. Some Beasts move at terrific speeds, while others barely move at all. For very slow Beasts, the ordinary Movement stat, which is usually an expression of how many metres the Beast may move per round, may be replaced by a statement such as '1 m per hour'.

Some Beasts may be capable of moving not only on land (earthborne Beasts) but also by air (airborne Beasts) or by water (waterborne Beasts). These Beasts have both a Movement stat and a Flight Movement stat or a Swim Movement stat.

Failure Rules. See above and the discussion of Movement in chapter seven.

Parry

Description. Parry is a Defensive Beast Skill that consists of countering a Strike with one's weapon. Parry is exactly the same as the Defensive Combat Skill of the same name.

Skill Roll Rules. The Parry Beast Skill works in exactly the same way as the Parry Skill described in chapter seven, Combat.

Failure Rules. See Parry in chapter seven.

Phantom Wound

Description. Phantom Wound is an Offensive Beast Skill employed by some ethereal creatures. It resembles in many (but not all) ways the Illusion Spell of the same name. Phantom Wound causes its victim to believe that he is gravely wounded (usually by a melee-like attack made by the Beast wielding a phantom weapon of some sort). This belief results in a Phantom Wound Penalty to all the victim's Skill stats for a number of rounds equal to the Beast's Phantom Wound roll.

In essence, Phantom Wound makes its victim act as though he had an Injury Penalty. Keep in mind, however, that Phantom Wound has no effect whatever on its victim's Injury stat: the effect is only illusionary.

Skill Roll Rules. The Beast declares Phantom Wound and its victim. In the Resolution Stage, the Beast must roll less than or equal to its Phantom Wound stat.

Failure Rules. The Beast may try again.

Poisonous Bite/Claw

Description. Poisonous Bite or Claw attacks work like ordinary Bite or Claw attacks, but with the addition of the possibility that the Beast will expose its opponent to its Poison. The Poison may vary from a mild Illness to a deadly Disease.

Skill Roll Rules. The potency of the Poison is represented by a separate stat noted in parentheses after the Bite or Claw stat, called the Poison stat.

EXAMPLE

A troll has a Poisonous Claw stat of 7(3). This means the troll's Claw stat is 5 and its Poison stat is 3.

A character cannot be Poisoned unless he is first successfully Bitten or Clawed. This is because poisons must be ingested to take effect (see Injury By Illness, Disease and Poison in chapter six).

EXAMPLE

A troll attacks a ranger with its Poisonous Claw. On the Claw attack, the troll rolls 9: it misses the Claw attack. Therefore, the troll cannot Poison the ranger with its Claw this round.

Next round, the troll makes a successful Claw attack, rolling 4. Now it is possible for the ranger to be Poisoned.

The victim of a Poisonous Bite or Claw attack makes a separate WithIn roll against the Poison. The Beast does not need to roll again to inflict the Poison; it is automatically ingested if the victim fails his WithIn roll. Likewise, if the victim makes a successful WithIn roll, he does not ingest the Poison and suffers no Injury from it at all.

EXAMPLE

The troll made a successful Claw attack, rolling 4. The ranger makes a successful WithIn roll with a 2. So the ranger takes only 2 Injury Points from the Claw attack: 4 [troll's Claw] - 2 [ranger's WithIn] = 2.

Now the ranger (WithIn 5) must attempt to resist the Poison by making a successful WithIn roll. If he succeeds, he resists the Poison and takes no Injury from it. If he fails, he ingests the Poison.

The effect of ingesting a Beast's Poison varies from creature to creature. Some Beasts have only weak Poisons which take effect as mild Illnesses. Other Beasts have extremely deadly Poisons which inflict grave and quickly-spreading Diseases on their victims. Most Poisonous Beasts lie somewhere between these two extremes.

EXAMPLE

The consequences of ingesting a Beast's Poison vary. The Poison from a troll's Claw causes 3 immediate Injury Points, plus other consequences described in the Beast Description.

The ranger rolls 6, so he fails his WithIn roll, ingests the troll's Poison and takes 3 Injury Points. Altogether, then, the ranger took 5 Injury Points this round: 2 [troll's Claw] + 3 [troll's Poison] = 5.

For details of the effects of a Beast's Poison, see the Beast's Description. For an explanation of Poison, Illness and Disease, see chapter six, Injury.

Failure Rules. The Beast may try again.

Reconstitute

Description. Reconstitute is a Non-Combat Beast Skill whereby a Beast who has lost a limb or other body part can rejoin it to its body. Along with regaining use of the body part, the Beast's Injury stat is improved by the use of this Skill.

Skill Roll Rules. First the Beast must be close enough to the missing body part to retrieve it and Reconstitute it to its body during the current round. Depending on how far away the body part is, the Beast may have to go get it first (an action which will usually attract an Action Penalty; consult your GM). Once the Beast has the body part or is close enough to retrieve it in the current round, the Beast declares Reconstitute in the Strategy Stage and attempts to Reconstitute it (by joining it to its body and rolling its Reconstitute stat) in the Resolution Stage. The Beast must roll less than or equal to its Reconstitute stat. If successful, the body part is rejoined to the Beast's body and the Beast's Injury stat improves by the result of the Reconstitute roll.

Failure Rules. The body part does not reattach to the Beast's body. The Beast may try again.

Retreat To Shell

Description. Retreat to Shell is a Defensive Beast Skill possessed by creatures with shells or carapaces. By this Skill, a Beast under attack withdraws its exposed limbs into the safety of its hard outer case, thus making itself much harder—sometimes nearly impossible—to Injure. At the same time, however, the Beast disables itself from making further attacks with its hidden limbs.

Beasts with shells resemble armoured characters in that they have a basic WithIn stat (and associated Injury stat) representing their ability to Withstand Injury using their unprotected bodies alone, and a bonus to their WithIn stat due to the protection afforded by their body armour. This bonus applies only to the Beast's WithIn, not to its Injury stat.

Skill Roll Rules. Shelled Beasts can Retreat to their Shells at will; no roll is needed. All they need do is declare the action in the Strategy Stage. It takes place in the Modifier Stage, thus immediately imposing a

Shell Penalty on the Strikes (or Bites, or Claws, etc.) of attackers. The Shell Penalty is equal to the Beast's Retreat to Shell stat. Once the Beast has declared it will Retreat to Shell, it may stay within its shell as long as it likes (by declaring so in the Strategy Stage).

EXAMPLE

A tribesman (Strike 6) attacks a giant tortoise (Within 6, Injury stat 6, Retreat to Shell 5) with his spear.

In the first round of Combat, the tortoise declares it will Retreat to its Shell. The tribesman declares a Strike against the tortoise's head. The tribesman's Strike stat is subject to a -5 Shell Penalty, so he needs to roll $1: 6$ (Tribesman's Strike) - 5 (Shell Penalty) = 1. In the Resolution Stage, the tribesman rolls a 3; he misses.

Next round, the tortoise declares it will stay shelled. The tribesman declares it will attack again. He is still subject to the Shell Penalty, but the contest has now become a waiting game: sooner or later, the Tribesman will either roll a 1 or the tortoise will have to come back out (either to attack or to flee).

Some Beasts' shells are so strong that many or all opponents will find them impenetrable, either by attacking the shell directly or by attempting to poke into its openings. In that case, the attacker may try to flip the creature over and attack its underbelly (which may not be shelled at all, or only to a lesser extent).

Failure Rules. See above.

Set Traps

Description. Set Traps is a Non-Combat Beast Skill indicating a Beast's talent for devising traps against its enemies or prey.

The type of Trap a Beast can Set may vary greatly, from a simple pit, dug by a low-intelligence creature to protect its lair, to complex machine-driven traps devised by highly intelligent humanoids. See the Beast's Description.

A Beast can only set the kind of Trap or Traps described in its Beast Description. This prevents abuses of the rules (for example, a low-intelligence burrowing animal should not be permitted to devise complex poison dart traps using its Set Trap skill). In reasonable cases, however, the GM may permit some flexibility, particularly where the Beast Description is written in general terms. This is a matter for the GM's discretion.

Skill Roll Rules. A Beast with the Set Traps Skill can automatically build dangerous Traps. But the Beast must nevertheless roll its Set Traps Skill to determine how good its Trap is. In fact, the Beast must roll its Set

Traps Skill twice.

The first roll is to determine how difficult the Trap is to perceive by its would-be victim. A successful Set Traps roll (meaning a roll less than or equal to the Beast's Set Traps stat, subject to any modifiers imposed by the GM) generates a Difficulty Penalty equal to the Set Traps roll. This penalty applies to the Alertness Skill of any would-be victim. If the Beast fails this roll, no Difficulty Penalty is generated and the victim simply rolls her Alertness Skill normally. If the Beast fails with a 12, the Trap is blatantly obvious to all but the most ignorant passers-by: any Alertness roll save 12 will suffice to Alert the would-be victim to the Trap.

EXAMPLE

A ranger (Alertness 7) is tracking a band of goblins that have recently infested his preserve. Unbeknownst to him, one of the goblins left a Trap along the way: a trip wire with a nasty sharpened stick at the end of it.

When he Set this Trap, the goblin (Set Traps 4) made a successful Set Traps roll with a 3. Thus, the ranger's ability to perceive the trap is $4: 7$ [ranger's Alertness] - 3 [Difficulty Penalty] = 4.

(The GM makes the ranger's Alertness roll secretly, so as not to give the Trap away. The ranger rolls a 7: he fails to perceive the Trap.)

The second Set Traps roll determines how dangerous the Trap is, i.e., how much Injury it does. A Trap always causes at least a number of Injury Points equal to the Beast's Set Traps stat—unless the Beast rolls a 12, in which case the Trap is pretty feeble and causes only 1 Injury Point. A successful Set Traps roll (meaning a roll less than or equal to the Beast's Set Traps stat, subject to any modifiers imposed by the GM) generates an Injury Bonus equal to the Set Traps roll.

EXAMPLE

The ranger has failed to spot the Trap, and walks right into it.

When he Set this Trap, the goblin (Set Traps 4) needed to roll 4 or less to get an Injury Bonus for his Trap. If the goblin failed that roll (by rolling between 5 and 11), the Trap would do 4 Injury Points. If the goblin failed with a 12, the Trap would do only 1 Injury Point.

In fact, the goblin made a successful roll with a 2. So the Trap does 6 Injury Points: 4 [goblin's Set Traps stat] + 2 [Set Traps roll] = 6.

Victims of Traps are permitted a Within roll against them.

EXAMPLE

The ranger (WithIn 7) will take 6 Injury Points from this Trap unless he Withstands Injury. He rolls a 4: a successful WithIn roll. So he only takes 3 Injury Points from the Trap: 6 [Trap's Injury Points] - 4 [ranger's WithIn roll] = 3.

Failure Rules. A Beast with the Set Traps Skill will never fail to Set a Trap, though it may fail to Set a good one. See above.

Slap

Description. Slap is an Offensive Beast Skill by which a Beast attempts to knock its opponent with some part of its body such as a tail, fin, or other broad, moveable appendage.

Skill Roll Rules. To make a successful Slap attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Slap stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Slap results in Injury, as described in chapter six.

Failure Rules. The Beast may try again.

Spell Bounce

Description. Spell Bounce is an Offensive Beast Skill whereby a Beast naturally repels Witchcraft Spells: Spells bounce off the Beast and strike their casters. Except as described below, the Spell Bounce Beast Skill works the same way as the Hex Spell of the same name. See chapter eleven, Spell Descriptions.

The Spell Bounce Beast Skill is an inherent Skill rather than a Spell cast by the Beast. Thus, there are no side-effects from rolling 12, and no bonuses to the Skill resulting from Rites and Charms.

Skill Roll Rules. To make a successful Spell Bounce attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Spell Bounce stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

If the Beast's roll is successful, the opposing Witch may make a Withstand Magic roll. If his roll is successful, his Spell does not Bounce off the Beast but instead affects it normally. If the Witch fails his Withstand Magic roll, his Spell Bounces off the Beast and strikes him. The effects of the Spell are thus turned on the caster. The caster does not get a Withstand Magic roll to protect himself from the

effects of his own Spell, even if the Beast itself would have got one had the Spell not Bounced.

The effects of a successful Spell Bounce attack last for the current round only. (Unlike the Spell Bounce Spell, the Beast may not maintain the Skill.)

Failure Rules. The beast may try again.

Spit Venom

Description. Spit Venom is an Offensive Beast Skill by which a Beast attempts to strike an opponent with its venomous spittle. For DR purposes, Venom is Poison that works on contact (unlike ordinary Poison, which needs to be ingested; see Injury By Illness, Disease and Poison in chapter six).

Skill Roll Rules. To make a successful Spit Venom attack, a Beast must declare the attack in the Strategy Stage and roll less than or equal to its Spit Venom stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

The Beast's victim must be within range (literally within spitting distance!). Ranges vary from creature to creature; consult the creature's Beast Description. There are range modifiers for Spit Venom attacks, and Beasts may Spit Venom within melee range (i.e., less than 3 metres).

A successful Spit Venom attack reduces the victim's Injury stat by the Beast's Spit Venom roll. Victims are permitted a Withstand Injury roll.

Failure Rules. The Beast may try again.

Stealth

Description. Stealth is a Non-Combat Beast Skill which measures a Beast's ability to move without being detected.

Skill Roll Rules. The Stealth Beast Skill works in exactly the same way as the Stealth Skill described in chapter two, Skills.

Failure Rules. See Stealth in chapter two.

Sting

Description. Sting is an Offensive Beast Skill by which a Beast attempts to prick its opponent with its stinger and inject it with Poison.

Skill Roll Rules. To make a successful Sting attack, a Beast must declare the attack in the Strategy Stage and

roll less than or equal to its Sting stat (subject to any modifiers) in the Resolution Stage. A roll of 12 always fails.

A successful Sting attack means that the Beast has injected its victim with its Poison. The victim must then make a WithIn roll against the Poison.

A successful WithIn roll means the victim is immune to the Poison; no subsequent Sting attacks will harm her. Beasts who have no other attack but Sting will often flee upon discovering that their victim is immune.

A failed WithIn roll means that the victim has been Poisoned. The effect of the Poison varies from creature to creature. Some Beasts have only weak Poisons which take effect as mild Illnesses. Other Beasts have extremely deadly Poisons which inflict grave and quickly-spreading Diseases on their victims. Most Poisonous Beasts lie somewhere between these two extremes.

For details of the effects of a Beast's Poison, see the Beast's Description. For an explanation of Poison, Illness and Disease, see chapter six.

Failure Rules. The Beast may try again.

Strike

Description. Strike is an Offensive Beast Skill by which a combatant attempts to hit his opponent with a melee weapon. Strike is exactly the same as the Offensive Combat Skill of the same name.

Skill Roll Rules. See the discussion of Strike in chapter seven.

Failure Rules. See chapter seven.

Swallow

Description. Swallow is an Offensive Beast Skill by which a Beast attempts to swallow its prey whole. Clearly, only huge Beasts are capable of using this Skill (unless the intended victim is very small).

Before Swallowing a victim, the Beast must first get it in its mouth. This is done by making a successful Clutch attack (see Clutch, above). Once the Beast has its victim in its Clutches—meaning, in this case, inside its enormous mouth, throat or gullet—it may attempt to Swallow him.

Skill Roll Rules. To successfully Swallow its victim, the Beast must simply declare the attack in the Strategy Stage. Swallowing follows automatically, unless the victim makes a successful WithIn roll subject to a Difficulty Penalty equal to the Beast's Swallow stat. If the victim fails the roll, he is Swallowed and begins to make his way through the Beast's guts. If he makes a successful roll, he resists being Swallowed for the moment, but the Beast may try again next round. (The Beast is free to declare more than one Swallow per round, but those extra actions attract Action Penalties.)

For every round that a Swallowed character or creature spends in a Beast's guts, the Beast makes one Swallow roll. The roll represents the Injury done or threatened by the Beast's digestive process. Note that this process is involuntary and therefore the Beast does not suffer Action Penalties for it. If the Beast fails his Swallow roll, the Swallowed victim takes no Injury Points that round from the digestive process. If the Beast succeeds, the Swallowed victim takes a number of Injury Points equal to the Beast's Swallow roll (subject to any successful WithIn roll made by the victim).

Eventually, the Swallowed victim will die from these Injuries and be digested. Unless, that is, the victim can force the Beast to disgorge him. The victim can do this by attacking the Beast from inside: Striking at its innards with weapons or bare hands, casting Sorcery Spells, Channelling harmful Priestcraft Skills, or doing anything else in its power to cause the Beast Injury. A Beast will vomit forth the contents of its stomach, including the victim, if the victim does him enough Injury. It is for the GM to determine when a Beast has had enough. Generally, however, a Beast will not disgorge its victim unless there is a real threat that the victim will Incapacitate or kill it in the following round.

All Offensive Combat Skills made by Swallowed characters are subject to a -2 Difficulty Penalty representing the difficulty of seeing and moving within the Beast's belly. However, the Beast is utterly incapable of defending itself from its victim's attacks: no Defensive Beast Skills can protect its innards from the victim's blows.

Failure Rules. No roll is needed; see above.

Swim Movement

Description. Swim Movement is a Defensive Beast Skill which measures how far a waterborne Beast can swim across or under water in a single round.

Skill Roll Rules. Beasts can swim a number of metres equal to their Swim Movement stat per round, as modified by any Swim Movement Penalty imposed by any armour they may wear or by any other encumbering factor (such as a heavy object they are bearing). All other modifiers such as Action Penalties and Defence Penalties, are ignored for the purpose of determining how far a Beast may swim per round.

Beasts moving at this rate incur no Action Penalty for doing so while using one other Skill; the movement is not considered an action. Furthermore, Beasts move at this rate even if they suffer from Injury Penalties. A Beast's Movement rate, as determined by its Swim Movement stat, is not subject to Injury Penalties. In this Swim Movement resembles ordinary Beast and character Movement exactly (see Movement, below, and the discussion of character Movement in chapter seven, Combat).

The rules for Sprinting, Retreating, Closing In, and catching up with Retreated characters, given in chapter seven, apply in precisely the same way to Swim Movement.

The Swim Movement stat of a Beast that cannot breathe out of water obviously refers to its rate of underwater movement only. Some water creatures, however, can move both under water and along its surface (for instance, ducks). For those creatures, the Swim Movement stat refers to the Beast's movement ability both along the surface of water and beneath it. If there is a significant discrepancy between how fast a Beast moves when swimming above water and when swimming below it, that difference may be indicated in the Beast's Description.

Similarly, if a Beast has a maximum depth, that amount may be indicated in its Description.

Failure Rules. See above and the discussion of Movement in chapter seven.

Teleport

Description. Teleport is a Non-Combat Beast Skill whereby a Beast magically disappears from one location and instantaneously reappears in another. The Beast can travel any distance, and to any destination it chooses, so long as it has first-hand

knowledge of that destination. The Beast can bring travel alone, or bring a number of creatures equal to its Teleport stat. (Creatures who go willingly Teleport automatically; those who wish to resist can attempt a WithMag roll.) The Beast can bring any items it can grasp or carry, and any items grasped or carried by any other creature it brings with it.

Skill Roll Rules. The Beast must roll less than or equal to its Teleport stat. For each round that a Beast spends preparing to Teleport (by concentrating on its intended destination) it gains a +1 Preparation Bonus to its Teleport roll.

The Beast can only Teleport to locations of which it has first-hand knowledge. Generally this means places the Beast has already been. It can also mean places the Beast has not been, but can see from its current location (for example, a Beast standing beneath a tree, who has never climbed it but can see its branches above, can Teleport up into it). It is for the GM to determine the proper ambit of the Teleport Beast Skill in difficult cases.

Failure Rules. The Beast may try again. Beasts that fail with a roll of 12 do not, in most cases, mis-Teleport to an unwanted destination, but that is for the GM to decide.

Timing

Description. Timing is a Non-Combat Beast Skill which measures how quick a Beast's reflexes are.

Skill Roll Rules. The Timing Beast Skill works in exactly the same way as the Timing Skill described in chapters two and five.

Failure Rules. See Timing in chapters two and five.

Turn Invisible

Description. Turn Invisible is a non-Combat Beast Skill whereby a Beast can become invisible at will. At the GM's discretion, the Beast's invisibility may extend to any clothing it is wearing, items it is holding, weapons it is wielding, etc. Note that the Beast is only invisible; it can still be heard, smelt, and felt.

Attackers suffer a -4 Invisibility Penalty to Strike or Brawling stats against invisible opponents. The penalty also applies to Sorcery Spells and Mixed Spells involving Sorcery.

Skill Roll Rules. No Skill roll is needed. The Beast can use the Skill at will. It may remain invisible as long as it likes.

Failure Rules. Not applicable.

Withstand Injury

Description. Withstand Injury is a Non-Combat Beast Skill which measures to what extent a Beast can withstand or endure Injury of all sorts.

Skill Roll Rules. The Withstand Injury Beast Skill works in exactly the same way as the WithIn Skill described in chapters two and six. Beasts have Injury stats just like humanoids do, and the rule that WithIn rolls are never subject to Injury Penalties applies.

A Beast's WithIn will often be high due to thick hides or other forms of natural armour.

Failure Rules. See above and chapters two and six.

Withstand Magic

Description. Withstand Magic is a Non-Combat Beast Skill which measures a Beast's natural resistance to the effects of Magic.

Skill Roll Rules. The WithMag Beast Skill works in exactly the same way as the WithMag Skill described in chapters two and ten. In particular, the rule that where the Magic at play causes Injury (such as Sorcery Spells) the affected character rolls WithIn instead of WithMag, applies to Beasts.

Failure Rules. See above and chapters two and ten.

BEAST DESCRIPTIONS

This chapter provides descriptions for a selection of Beasts one might encounter in fantasy or historical RPGs, for use in game-play or simply as models for creating your own Beasts using the Beast Skills set out in chapter thirteen and the Beast creation rules of chapter fifteen.

BEASTS AND DOMINIONS

What Beasts exist in your dominion, and what characteristics those Beasts have, are questions that go to the heart of your gaming experience. Beasts may vary widely from dominion to dominion. Historical dominions will feature Beasts appropriate to the geography and era in which they are set. In fantasy dominions, the possibilities are endless. Conventional fantasy settings feature races and creatures associated with that genre, such as dwarves, elves, and dragons. But why be conventional? Creative GMs will create their own dominions in which only some, or maybe none, of these Beasts exist.

Dominion Rules aims to be dominion-neutral. It is therefore impossible to offer a lengthy catalogue of creatures found in every dominion, and this chapter does not try to do so. Rather, the intention is to offer examples which GMs and players can use to create Beasts appropriate to their dominions.

NOTES ON BEAST STATS

There are two things to bear in mind when reading the Beast Descriptions given below.

First, these descriptions are generalizations only. Specific creatures may vary slightly, or even wildly.

Second, when reading the Beast Descriptions for humanoid Beasts, or any others that may wield weapons or wear armour, keep in mind that their stats are subject to weapon and armour modifiers. So where the description of a Halfling Militiaman says "Strike 4", that means before any weapon bonuses. Likewise, the halfling's Timing stat is before considering any armour penalties.

DRAGON

Monster—8 to 20 m in length

	Earth Dragon	Air Dragon	Fire Dragon	Water Dragon
Offensive Beast Skills	Claw (front claw) 8	Claw (front claw) 6	Claw (front claw) 8	Claw (front claw) 6
	Claw (front claw) 8	Claw (front claw) 6	Claw (front claw) 8	Claw (front claw) 6
	Clutch 10	Clutch 6	Clutch 6	Clutch 5
	Crush 8	Hurl 0	Bite 12	Bite 10
	Bite 10	Bite 12	Gore (with head horns) 8	Breath (steam) 11
	Breath (gas) 9	Breath (fog) 6	Breath (fire) 14	Slap (with tailfin) 12
	Gore (with horned tail) 10	Slap (with barbed tail) 12	Slap (with tail) 8	
Defensive Beast Skills	Movement 14	Flight Movement 18	Flight Movement 15	Swim Movement 14
	Camouflage 8	Movement 7	Movement 8	Flight Movement 6
	Bat Wings 5	Bat Winds 10	Bat Wings 8	Movement 6
Non-Combat Beast Skills	Alertness 8	Alertness 8	Alertness 8	Alertness 8
	Timing 7	Timing 7	Timing 7	Timing 7
	WithIn 12	WithIn 14	WithIn 15	WithIn 14
	WithMag 8	WithMag 9	WithMag 10	WithMag 5
	Climbing 11			

Dragons are winged reptilian creatures of huge proportions. They vary greatly in size, form and colour. They are between 8 and 20 m long from end to end, i.e., from the tip of the nose to the tip of the tail. Their wingspans vary proportionately, from 3 to 16 m. Most can fly, though some have only small wings (relative to the rest of their bodies) and are thus flightless. Some dragons have particular features such as forked or barbed tails, webbed claws, horned heads, and so on. Dragons tend to be very long-lived, with some living as long as 500 years.

The behaviour and habits of dragons are almost as varied as those of people. But all dragons share a fierce independence, a desire not to be disturbed in their ways, and a fondness for gold, jewels and other treasures.

Four varieties of dragon are described below.

Earth Dragon

Description. Earth dragons are in many respects the weakest form of dragon. But adventurers will take little consolation in that! Though they are flightless and somewhat smaller than other dragons, they are nevertheless ferocious and terrifying creatures. At full maturity, earth dragons are between 8 and 12 m in length (3 to 4 m of which consists of the tail). Their scales are a mix of browns and greens, though they are capable of Camouflaging to match any natural terrain. Their wings are small and clearly superfluous. Their claws, however, are large and menacing and their tails end with a terrifying double-sided horn which they waive menacingly in the air when confronted by enemies.

Earth dragons are noticeably intelligent. They have some language ability, though infrequent exposure to humanoid languages limits their vocabularies. In demeanour they are irritable and jealous of their territory. Though not, perhaps, thoroughly evil like their fire dragon cousins, they are cruel to their enemies and menacing to villages and settlements that en-

croach upon their territory. Their lust for treasure (particularly precious metals and gemstones) will drive them to unprovoked acts of aggression.

Habitat and frequency. Earth dragons make their homes in mountainous regions. They are fond of high altitudes and may sometimes be spotted from great distances perched on mountain peaks or cliffs. They make lairs in caves and grottoes, or in shallow gullies and dells. They are only very rarely encountered, in part because they habitually Camouflage themselves when resting in exposed areas.

Combat. Earth dragons have many natural weapons available to them. They have perilous Bite and Claw attacks (the latter using only their front claws; they do not attack with their rear claws). They also make deadly Gore attacks with their double-horned tail. Their massive front claws make for terrifying Clutch/Crush and Clutch/Bite combinations. Finally, earth dragons can emit a noxious sulphurous gas from their mouths and nostrils. The gas shoots from the dragon in a brownish 2 by 2 m cloud with a maximum range of 6 m. The gas hangs in the air for 3 rounds before dissipating. Those exposed to the gas begin to choke, suffering 4 Injury Points per round of exposure due to asphyxiation. (Victims may partially resist the gas with a successful WithIn roll.)

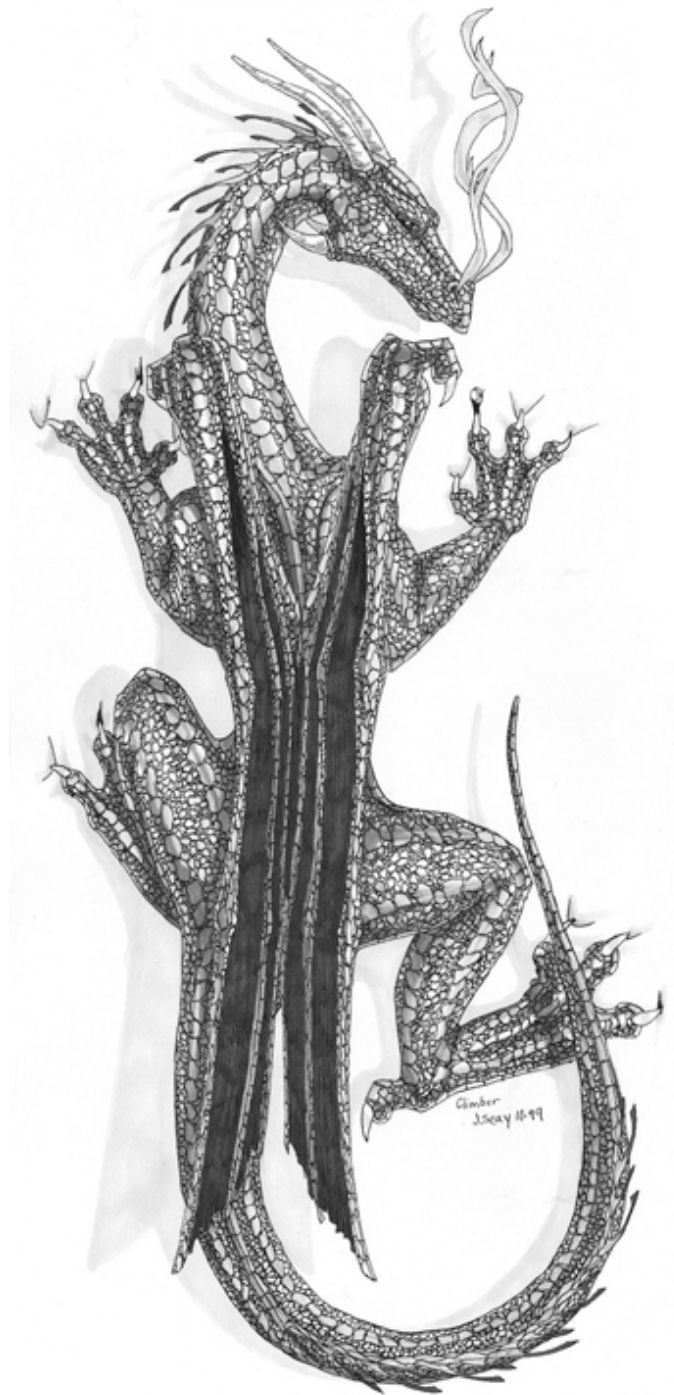
Defensively, earth dragons can Bat their Wings to some small effect and Camouflage themselves. Normally, however, an earth dragon takes no defensive action, relying instead on its powerful Offensive Skills.

Magic and Priestcraft. Earth dragons have no magical or priestly abilities. They do, however, possess quite high WithMag scores.

Air Dragon

Description. As their name suggests, air dragons are very much the opposite of earth dragons. They spend most of their time in flight, soaring on massive sky-blue wings (a typical wingspan is 13-16 m). By contrast, their feet and claws are small and undeveloped. At full maturity, air dragons can reach 18 m in length from nose to tail. Their bodies are mostly covered in silver-blue scales, with pure white underbellies. This colouring allows high-flying air dragons to go unnoticed, resembling a passing cloud.

Air dragons are intelligent creatures and are capable of speech (though they only rarely learn humanoid



Credit: Jeannie Seay

languages). They are of notably gentler disposition than other dragons, and show a clear antipathy toward fire dragons. They will attack mountain giants and other creatures that stray too close to their lairs, but are otherwise not easily provoked.

Habitat and frequency. Air dragons can fly for days without rest, pausing only to prey on fish, birds and game. Thus they are encountered on land only very rarely. Yet they do have lairs, which they use to store

treasure and make a nest. They construct these lairs in remote crags and mountaintops, preferably in areas that are visible from the sky at a long distance.

Combat. Air dragons rely mainly on their Bite and tail Slap attacks in Combat, assisted by the obscuring fog they can Breathe from their mouths and nostrils. Air dragons can also make weak Clutch and Claw attacks.

When fighting the more common humanoid races and other smaller creatures, air dragons frequently clasp their opponents in their jaws and Hurl them through the air. An air dragon can Hurl humanoid opponents a number of metres equal to three times their Hurl roll. Thus, an air dragon that rolls 5 Hurls its humanoid victim 15 m, inflicting 10 Injury Points: 5 Injury Points from the Hurl itself, and 5 more for the distance Hurlled (see Hurl in chapter thirteen). Air dragons can Hurl larger creatures (such as giants) a number of metres equal to twice their Hurl roll. Hurlled victims travel through the air at the rate of 10 m per round.

Defensively, air dragons Bat their powerful wings to resist oncoming attackers. Otherwise they usually take no defensive action.

Magic and Priestcraft. Air dragons have no magical or priestly abilities, though they have notably high WithMag scores.

Fire Dragon

Description. Fire dragons are the largest and fiercest of all dragons. At full maturity, a typical fire dragon is 18 to 20 m long and has a wingspan of up to 16 m. Their massive heads are arrayed with tusk-like horns, some pointing forward and some growing back but curling forward like the horns of a ram. The scales of a fire dragon vary in colour from red to black. Their eyes are yellow with green pupils that glow in the dark. They are capable of speech but rarely learn humanoid or other languages.

The temperament of a fire dragon is violent and evil. They appear to harbour an irrational hatred of all living creatures. They are particularly hostile toward the higher forms of humanoid, such as humans, dwarves, elves, halflings, and orks, whose wealth they envy and seek to plunder.

Habitat and frequency. Fire dragons make subterranean lairs in such inaccessible places as dungeons, ruins, abandoned mines, and deep caves. They regu-

larly leave their lairs in search of food and treasure, but they rarely stay away for more than a few days. Thankfully for adventurers, fire dragons are extremely rare and are hardly ever encountered. (Fire dragons may not be quite as rare as they seem, however, for those who do cross their path rarely live to tell the tale.)

Combat. The fire dragon's deadliest weapon is its fire breath. Once per round (and no more), a fire dragon can shoot a blast of red-hot fire from its mouth and nostrils. The cone may extend up to 5 m and spread across a 60° radius. Those caught in the blast suffer six Injury Points per round of exposure. The victim may attempt to Withstand Injury, but subject to a -2 Difficulty Penalty. See the discussion of Hazard Injury in chapter six.

Fire dragons also make powerful Bite attacks, strong Claw attacks with their front claws, and good tail-based Slap attacks. Furthermore, fire dragons can Gore opponents with the large horns protruding from their heads. Finally, fire dragons can make Clutch attacks, though not nearly as well as earth dragons.

Magic and Priestcraft. Fire dragons have no magical or priestly abilities but do have strong WithMag scores.

Water Dragon

Description. Water dragons resemble other dragons in most respects but with added sub-aquatic abilities. Physically they most resemble air dragons: they are about the same length (14-17 m) and their scales have a bluish hue (though tinted with grey and silver). This resemblance aside, water dragons clearly bear the signs of water-based adaptation: all their claws are webbed, their front appendages are more fins than legs, their wings are quite small (though not as small as those of earth dragons) and fold smoothly against their body when swimming, their tails finish with a large upright fin like that of a fish, and they have small fish-like gills behind their jaws.

Water dragons are somewhat intelligent creatures and often learn basic phrases and calls used by marine life (particularly whales, dolphins and merfolk). They are single-minded in their pursuit of prey and treasure, and will not hesitate to attack anything that appears threatening, tasty or wealthy.

Habitat and frequency. Water dragons are capable of living both above and under water. They prefer, however, to live in the sea. They make their lairs in ship-

wrecks, dark reefs and similarly hidden places. These lairs almost always contain a small fortune in sunken treasure.

For land-dwellers, encounters with water dragons are even more rare than encounters with other types of dragon. For water-based races and sea-going peoples, water dragon encounters are still rare yet more common than dragon encounters on land. The sea has proved a hospitable element for dragons, and the water-based variety is more plentiful than their land- and air-dwelling cousins. Water dragons are exclusively salt-water creatures; no fresh-water water dragons are believed to exist.

Combat. The Combat options of water dragons are somewhat more limited than those of other dragons. Their Claw and Clutch attacks are rather weak, owing to the relatively small and fin-like structure of their front claws. They make very powerful Slap attacks with their tail fins (similar to the attack used by

whales), and have a vicious Bite. Finally, once per round water dragons can Breathe scalding steam from their mouths, spraying a cone of hot vapour up to 5 m at a 60° radius. Victims of the spray suffer a number of Injury Points equal to the dragon's Breath roll. The victim may attempt to Withstand Injury, but subject to a -2 Difficulty Penalty due to the heat of the steam.

A water dragon's only defensive Skills are Movement-based. In the water, they swim very quickly, meaning that they can effectively Retreat at will. On land and in the air, they move much more slowly.

It is important to note that water dragons suffer no penalties for using any of their Skills underwater. For the effects of submersion on Combat Skills, see the discussion of Combat Conditions in chapter seven, Combat.

Magic and Priestcraft. Water dragons have no magical or priestly powers and, unlike other dragons, do not have notably high WithMag stats.

DRYAD

Faery—0.8-1.0 m

Offensive Beast Skills

Strike 5

Spell Bounce 6

Defensive Beast Skills

Dodge 5

Movement 6

Non-Combat Beast Skills

Charm 9

Alertness 7

Stealth 6

Timing 5

WithIn 8

WithMag 8



Credit: Gin May

Description. Dryads are faeries that dwell in, and are mystically connected with, deciduous trees. They are small in stature and female in appearance, with elongated ears like elves. Their features and colouring resembling the trees they inhabit. In particular, they have supple twigs and small leaves for hair. These physical features, it should be noted, appear only when a dryad ventures out of its tree and into the world. When in the tree, the dryad sheds its physical body and merges entirely with the tree. (A dryad can only merge with its own tree, not with any other.)

A dryad is associated with one (and only one) tree. She lives to nurture and protect the tree, and is in turn sustained by it. A dryad will only grow angry if her tree is threatened. Otherwise she will avoid contact with the outside world.

Habitat and frequency. Dryads are associated only with deciduous trees (meaning those that shed their leaves in the autumn). On those rare occasions when a dryad is encountered, she is usually found very near to her tree. Guessing which tree is a dryad's tree is often not difficult, for trees protected by dryads tend to prosper, growing to a great size and age. Most en-

counters with dryads occur because the dryad feels threatened and is attempting to protect her tree—either by pleading for help from wandering adventurers, or (if the adventurers themselves are the threat) by attacking or enchanting them to compel their departure.

Combat. Wherever possible, dryads will try to avoid Combat by entrancing would-be opponents with their Charm Skill. Where that fails, dryads attack with a small but very hard wooden staff which, for game purposes, has the stats of a quarterstaff. Dryads can also use Spell Bounce against Witchcraft-using opponents.

Defensively, dryads attempt to Retreat to their trees, which they will then merge into if needed. If a dryad's opponent proceeds to attack the tree, the dryad will leave the tree and fight to the death. Dryads have strong WithIn stats due to the wood-like strength of their skin and bones. Like all faeries, they also enjoy strong WithMag stats.

Magic and Priestcraft. Dryads do not practise Witchcraft or Priestcraft, but have the inherent magical abilities described above.

DWARVENKIND

Humanoid—1.1 to 1.35 m

	Dwarven Miner	Dwarven Warrior
Offensive Beast Skills	Strike 2	Strike 4
	Brawling 3	Brawling 4
Defensive Beast Skills	Dodge 2	Dodge 4
	Movement 2	Block 4
		Movement 3
Non-Combat Beast Skills	Timing 2	Timing 4
	WithIn 3	WithIn 4
	Muscle 4	Muscle 4
	Direction Sense 5	Direction Sense 5
	Mining 4	Grip 4

Description. Dwarves are short and stocky humanoids (1.1 to 1.35 m), with bulbous noses and great beards. They have a passion for the arts of the stonemason, the jeweller, and the blacksmith and are very adept at these practices. The typical dwarf is strong but slow, with good Muscle, WithIn, and Strike stats, but low Dodge and Timing. Dwarves have a knack for sensing direction, and usually possess a few good Intellect Skills. A normal dwarven lifespan is 200-250 years.

Habitat and frequency. Dwarves are subterranean peoples. They are to be found in the mountainous regions of all non-tropical lands. They sometimes carve settlements out of steep rock-faces. More usually, however, dwarves live deep within their mountains, in labyrinthine cities of their own creation. They are superb miners. Indeed, it may be dwarves' fondness for quarrying stone and mining gems and metals that inspires them to make their homes in such forbidding places.

Dwarves' love of gold, gems, and metalcraft occasionally takes them travelling to the cities of humans and other races. Similarly, their wars with other mountain-dwelling creatures, notably giants



Credit: Oksana Romanova

and goblins, take them out of their mountain lairs and into the light. Otherwise, however, dwarves keep to their mountains and their own peoples.

Combat. Dwarves fight like other humanoids, using the Combat Skills described in chapter seven. In armour, they like suits of scale, brigandine and mail (which they craft with great skill), and shields. For weapons they prefer top-heavy instruments like axes, maces and mauls over bladed weapons.

Magic and Priestcraft. Dwarves have no innate magical abilities. Witchcraft is not usually practised amongst them, for such esoteric arts do not interest them. Priestcraft is found amongst dwarves, the most common Priestcraft Skills being Bless, Consecrate and Heal.

ELVENKIND

Humanoid—1.8 to 2.1 m

	Elven Yeoman	Elven Forester
Offensive Beast Skills	Strike 2	Strike 4
	Brawling 2	Missile Strike 4
		Brawling 2
Defensive Beast Skills	Dodge 3	Dodge 4
	Movement 3	Parry 4
		Movement 4
Non-Combat Beast Skills	Alertness 3	Alertness 4
	Stealth 4	Stealth 5
	Timing 3	Timing 5
	WithIn 2	WithIn 4
	WithMag 4	WithMag 4



Credit: Oksana Romanova

Description. Elves are a mystical humanoid race famed for their gracefulness and beauty. They are typically extremely long-lived (500 year old elves are not uncommon) yet almost ageless in appearance. They have sharp but elegant features, most notably their pointed ears. They have clear, bright complexions and beardless faces. They are tall (1.8 to 2.1 m) and slender. They are always fair, and often beautiful. When in their forest habitat, elves move almost without sound. Though they are humanoids, elves are almost certainly related to certain faery races.

The typical elf possesses a few notable Intellect Skills, good Timing and Movement, and a natural inclination for Withstanding Magic (an indication, perhaps, of their faery ancestry).

Habitat and frequency. Elvenkind is almost exclusively a woodland race. They are most at home in deep forests far removed from human or other society. Some elven nations build whole cities in high forest treetops, imperceptible to travellers passing beneath them. Elves are also fond of rivers, and may dwell along riverbanks in remote areas. Though they sometimes build great sylvan cities, elves are by inclination nomadic. Even those who dwell in ancestral forests may often have no permanent shelter, but make their homes from night to night in groves or treetops.

Elves are only rarely encountered amongst human-kind or other races. Yet they enjoy the company of halflings and take an interest in the affairs of humans. (They are much less interested in—or patient with—dwarves.) Usually elves are encountered in their woodland habitats.

Combat. Elves fight as other humanoids do. See chapter seven, Combat. They ordinarily wear very light armour or none at all, with the exception of the fine Crafted chain mail worn by the greatest elven warriors. For weapons, elves typically arm themselves with swords, spears, longbows and quarterstaves.

Magic and Priestcraft. Elves are not innately magical though they do enjoy a certain innate tolerance of magic. Priestcraft, in the form of druidic nature worship, occurs among elves. Witchcraft is also practised amongst them, particularly Enchantment.

FAUN

Faery—1.6 to 1.9 m

Offensive Beast Skills

Strike 5

Missile Strike 5

Brawling 6

Butt 4-8

Defensive Beast Skills

Dodge 6

Movement 7

Non-Combat Beast Skills

Alertness 8

Stealth 8

Timing 7

WithIn 5

WithMag 6



Credit: Jeannie Seay

Description. Fauns (also known as satyrs) are woodland faeries resembling a cross between a man and a goat: they have the hooves, tail, and flanks of a goat, but a human upper body. More mature fauns also develop curved goat-like horns and beards. Fauns are riotous and unruly creatures who live for wine, women and song.

Habitat and frequency. Fauns are encountered in wooded and mountainous regions. They are sometimes found in parties (in both senses of the word!) of up to 12 creatures. They keep to themselves usually, and when they are encountered by outsiders it is usually by the faun's choice. Generally fauns have little interest in the ways of humanoid creatures, and will avoid contact with them. They do have a fondness for elves, however, and especially for elven women.

Combat. When sober, fauns will rarely start a fight. But when drunk—as they frequently are—some fauns develop a mean streak and will start fights for little or no reason. Thankfully, a drunken faun will usually not

fight with a weapon, but use only its strong Brawling Skill and its head Butt. The power of this latter Skill varies depending on the size of its horns (which first develop at adolescence and grow larger as the faun matures). A sober faun will tend to use a composite bow for Missile Strikes and a dagger or spear for Strikes. (In time of war, many fauns arm themselves with scythes.)

Defensively, fauns Dodge or Retreat. They usually do not wear armour.

Magic and Priestcraft. Fauns generally do not practise Witchcraft or Priestcraft. They have some limited innate magical powers, however. Once a day, they can conjure a bottle's worth of wine. This power is similar to the Conjure Object Spell, but with the following differences. First, this magical power is inherent in fauns and therefore never fails. Second, the faun is incapable of conjuring anything but wine.

GHOST

Apparition—Variable

Offensive Beast Skills

Phantom Wound 5-9

Defensive Beast Skills

Ethereal Movement 4-7

Non-Combat Beast Skills

Fright 6-8

Stealth 10

Timing 5

WithIn 5-8

WithMag 6

Hex (innate) 6-10

Description. Ghosts are the restless souls of the dead, returned in undead form to haunt their enemies, discover their killers, or simply terrify the living. Most commonly, ghosts are the spirits of human or humanoid creatures, and take a spectral form resembling their past selves. Sometimes, however, the ghosts of non-humanoid creatures also appear. Ghosts have no physical form; they are purely ethereal creatures. Thus, they are unable to lift things, be touched by others, wear clothing, etc. but are able to pass through walls, bodies and other physical objects without hindrance.

Each ghost has a unique appearance. Some are only the lightest wisps, with hardly any resemblance to their old corporeal form. Others look deceptively like living creatures, complete with clothing, armour and weaponry (which, upon closer inspection, prove to be phantasmal). Most ghosts, however, resemble silvery-white outlines of their living forms. Along with these variations in appearance comes variation in certain Skill stats, within the ranges given above.

Why ghosts appear is a matter of dispute. Some religions believe that ghosts are manifestations of the souls possessed by all living creatures. Others believe that only evil creatures become ghosts in the afterlife, or that ghosts are the creations of wicked priests or wizards.



Credit: Oksana Romanova

Habitat and frequency. A ghost's habitat may vary greatly, depending mostly on the ghost's motives for haunting the living world. Some ghosts lurk around the place of their death. Others haunt their killers or enemies, and will follow them most anywhere. Still other ghosts prefer to haunt such morbid places as cemeteries, ancient ruins and abandoned houses. Ghosts are only rarely encountered and are usually found alone. They may be found in greater numbers on ancient battlefields or other sites of carnage and death.

Combat. Having no physical bodies, ghosts have very limited Combat abilities. They can only attack using the Phantom Wound Beast Skill. The form of this attack will vary: some ghosts carry phantom weapons with which they make Strike-like thrusts at their enemies. Others are unarmed and attack simply by reaching out to their victims as if to touch them with their spectral limbs.

Defensively, ghosts avail themselves of their disembodied forms to Retreat or (more commonly) just disappear by passing through a wall, floor, ceiling or some other barrier. Ghosts usually take no defensive

action at all unless they are in danger of being Defeated.

Ghosts will often use Fright during Combat. Fright is technically a Non-Combat Skill, but it is effective in eliminating a ghost's would-be opponents.

Because they have no physical bodies, ghosts cannot be harmed by ordinary Offensive Combat Skills. They are best attacked using Priestcraft and Witchcraft. Similarly, ghosts cannot be killed for they are already dead. They can, however, be Defeated.

Magic and Priestcraft. Ghosts have an innate ability to create effects similar to some Hex Spells. They seem not to be capable of Baffle Languages, but may use Bewilderment, Misfortune, Priestbane, Unlucky Break, and other Hexes. Because ghosts do not actually cast these Spells, but only replicate their effects through innate magical abilities, they are incapable of using Rites and Charms and are immune to the effects of rolling 12.

GIANT

Humanoid—4 to 6 m

	Cave Giant	Mountain Giant	Woodland Giant
Offensive Beast Skills	Strike 9	Strike 7	Strike 8
	Brawling 9	Missile Strike 7	Missile Strike 10
	Clutch 6	Brawling 9	Brawling 8
	Crush 5	Slap 12	
		Hurl 6	
Defensive Beast Skills	Dodge 4	Dodge 5	Dodge 6
	Movement 11	Movement 12	Movement 10
			Camouflage 5
Non-Combat Beast Skills	Alertness 5	Alertness 6	Alertness 7
	Stealth 2	Stealth 4	Stealth 5
	Timing 4	Timing 5	Timing 6
	WithIn 9	WithIn 10	WithIn 9
	WithMag 4	WithMag 4	WithMag 4
		Climbing 8	

Giants are enormous humanoid creatures of great strength and low intelligence. They are encountered only rarely, and usually alone. Encounters with female giants are especially rare. The three most common sub-species of giant are cave giant, mountain giant, and woodland giant.

Cave Giant

Description. Cave giants are the lowest form of giant: stupid, cruel and appallingly smelly. Cave giants are violent without cause, taking their only joy from smashing and killing things. They are very dangerous, not only to people but also to other creatures. They are of very limited intelligence and are capable only of rudimentary speech punctuated by belches, barks, and other guttural noises.

Habitat and frequency. Cave giants make their homes in caves, burrows and other underground lairs. They are not subterranean creatures, however. They regularly leave their lairs in search of food and mischief.

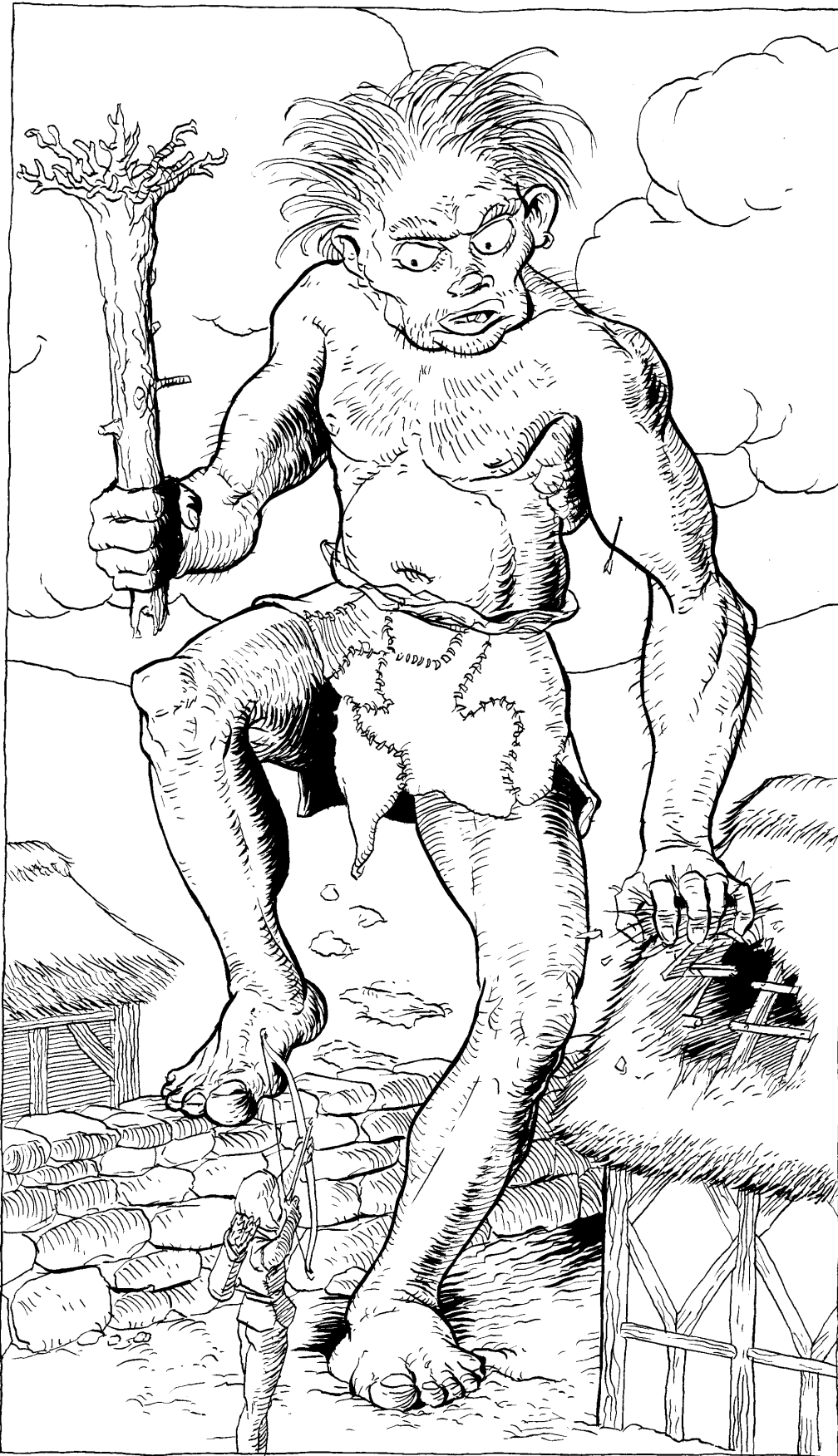
Combat. Cave giants usually arm themselves with home-made weapons or things that can be used as weapons, such as tree branches. They prefer blunt weapons to edged ones. Cave giants also have powerful Brawling abilities and terrifying combined Clutch/Crush attacks. They generally do not use missile weapons (not even impromptu ones like stones).

Defensively, cave giants can Dodge (somewhat) and use Retreat Movement (rarely). They are not very agile, but they move quickly in spite of their clumsy builds due to their huge strides.

Magic and Priestcraft. None.

Mountain Giant

Description. Mountain giants are in many respects a superior form of cave giant. They are more agile, more intelligent, and less prone to mindless violence. Nevertheless, they are unpredictable and dangerous creatures with a fierce sense of territoriality. Most notable



Credit: Doug M. Anderson

about mountain giants is their disproportionately large hands, which they use to great effect in climbing rock faces and battling enemies. Mountain giants tend not to have any speech ability, but this is due to their remoteness from speaking creatures rather than low intelligence. If surrounded by humanoids or other speaking creatures, they will learn some limited speech.

Habitat and frequency. Mountain giants dwell in the heights of large mountains, often making their lairs in the snowy peaks of great ranges. Yet they may also be encountered at lower climes, for they roam over long distances, defending their territory from adventurers, nomadic peoples, and other giants.

Combat. Unlike cave and woodland giants, mountain giants tend not to use weaponry. Instead, they attack with Brawling (including punches, kicks, and stomping) and Slap (putting their massive hands to deadly use). It is not unheard of, however, for mountain giants to wield stone clubs of their own fashioning (Strike Bonus +2; WIP -2) or to lob boulders at their enemies from a distance (particularly if they are greatly outnumbered). Mountain giants can also Hurl smaller humanoids such as humans, orks and elves a number of metres equal to their Hurl stat plus their Hurl roll.

Defensively, mountain giants can Dodge and Retreat (which they do only rarely). They are notably more agile than cave giants.

Magic and Priestcraft. None.

Woodland Giant

Description. Woodland giants are more reclusive and gentle than their cave- and mountain-dwelling cousins. They surpass other giants in agility and intelligence (though they remain rather limited in both). Woodland giants have no spoken language of their own, but can learn simple speech from others. They are also talented at mimicking birdsong and the calls of those forest-dwelling creatures that surround them. Unlike cave giants, who attack for sheer pleasure, and mountain giants, who attack to defend their territory, woodland giants tend to attack only if they feel threatened or wronged.

Habitat and frequency. Woodland giants live in dense forests and scrublands. They make simple lairs in small clearances in the forest floor, but tend not to return to them for days at a time. Rather, they prefer to

keep moving through the forest in search of food. Often they abandon their lairs altogether and make new ones elsewhere in the forest.

Combat. Being the most reclusive of giants, woodland giants tend to avoid Combat (and all other contact with living creatures they do not prey upon) wherever possible. To do so, they make use of their minor Camouflage ability and their keen Alertness. This is not to say, however, that woodland giants are cowardly. If threatened, startled or upset, they will fight with deadly force. Woodland giants use only weapons of their own creation. For Striking, they prefer large clubs (Strike Bonus +1; WIP -2) crafted from the trunks and heavy branches of trees. The preferred attack of a woodland giant is a short-ranged Missile Strike using throwing stones (which they may sometimes carry with them in rough-hewn shoulder bags).

Defensively, woodland giants Dodge reasonably well and will sometimes use Retreat Movement (usually out of frustration or boredom rather than fear of being beaten).

Magic and Priestcraft. None.

GOBLINKIND

Humanoid—1.25 to 1.5 m

	Goblin Minion	Goblin Master	Goblin Shaman #
Offensive Beast Skills	Strike 4	Strike 6	Strike 4
	Missile Strike 5	Missile Strike 7	Missile Strike 5
	Brawling 3	Brawling 4	Brawling 3
Defensive Beast Skills	Dodge 4	Dodge 6	Dodge 4
	Movement 5	Movement 8	Movement 5
	Block 4	Block 4	Block 4
Non-Combat Beast Skills	Alertness 6*	Alertness 8*	Alertness 6*
	Stealth 6	Stealth 9	Stealth 6
	Timing 5	Timing 7	Timing 5
	WithIn 4	WithIn 6	WithIn 4
	WithMag 4	WithMag 5	WithMag 4
	Set Traps 4	Set Traps 7	Set Traps 4

For the Priestcraft Skills of Goblin Shamans, see below.

* All goblins enjoy a +3 Alertness bonus for detecting goblin-made Traps.

Description. Goblins are a humanoid race of medium intelligence, notable agility and devious disposition. Physically they are short, slight and rather unattractive creatures with skin colours ranging from greyish-brown to pale green. Their eyes are beady and yellow, and very effective in the dark.

Goblins are cunning and resourceful creatures. All goblins have a knack for setting a wide variety of simple, yet deadly traps, including spiked pits, trip wires, net snares and triggers for launching arrows or needles. Likewise, all goblins share a talent for building catapults, siege engines, battering rams and similar warlike devices. (In this they resemble some dwarves, and the two races may be more closely related than either would care to admit.) The more talented goblins may distinguish themselves as leaders (goblin masters) or priests (goblin shamans).

Goblin society is not as outwardly violent and crude as that of orks and other less sophisticated humanoid races. Unlike these, goblins do not determine leadership through heredity or demonstrations of strength.

Rather, goblins rise to positions of authority in their tribes by complex political machinations—punctuated by frequent and timely ‘accidents’ for those who oppose them.

Habitat and frequency. Goblin tribes will establish makeshift camps and villages in most any terrain. Having founded such a settlement, they usually abandon it within a year’s time, only to establish a new colony close by. A change of leader or a religious portent is usually the pretext for such developments, though the real reason may be a nomadic instinct they cannot shake.

Combat. Due to their small size, goblins (especially goblin minions, who are most commonly encountered) are not strong melee opponents. Hence their keen interest in tactics, particularly those which keep a safe distance between themselves and their enemies. A goblin war band will only engage an enemy in melee if they significantly outnumber their opponent, or have no other choice. They have no qualms about retreating and living to fight another day. To

avoid melee, goblins rely on an assortment of missile weapons, especially slings, spears and composite bows. They also rely on their talent for Setting Traps. In advance of a large battle, goblins will spend hours littering the field with such tricks.

Magic and Priestcraft. Goblins have no innate magical ability. Yet some goblins, known as shamans, advance slightly in certain Priestcraft Skills. They prefer the Curse, Smite and Prophecy Skills over all others, though some goblin shamans also learn Heal and Wrath. The Resurrect and Work Miracle Skills are unheard of in goblin religion, and the remaining Priestcraft Skills are found only rarely. Goblin shamans almost never advance beyond 7 in any Priestcraft Skill, and tend to have stats between 3 and 5.



Credit: Kari Christensen

HALFLINGKIND

Humanoid—1.2 to 1.4 m

	Halfling Ploughman	Halfling Militiaman
Offensive Beast Skills	Strike 2	Strike 4
	Brawling 2	Missile Strike 4
Defensive Beast Skills		Brawling 3
	Dodge 2	Dodge 3
	Movement 3	Movement 4
Non-Combat Beast Skills	Timing 2	Timing 3
	Stealth 2 (+2 in grasslands)	Stealth 3 (+2 in grasslands)
	Literacy 3	Literacy 3
	Weather Sense 3	Heraldry 3
	WithIn 2	WithIn 4
	WithMag 2	WithMag 2

Description. Halflings are lively, sociable people resembling something between a human and a dwarf. They are slightly taller than dwarves (1.2 to 1.4 m) and quite a bit thinner, though they often have pot bellies and fat cheeks. They are usually not bearded, but have thick hair on the top of their feet. Their feet are also remarkably tough; halflings can go barefoot over any terrain, and move almost without sound through the clearings and grasslands they make their home.

The typical halfling is a warm, chatty person of clear intelligence and keen senses. Halflings are peaceful creatures but make determined soldiers when their homes or people are in peril. They have a voracious appetite for song, books (particularly family histories) and gossip. A normal halfling lifespan is 120 years.

Habitat and frequency. Halflings were originally holidwellers, and many still live in elaborate shallow holes dug into hillsides and pastures. But increasingly halflings live in villages consisting of cottage-like homes with small gardens. They build these villages in grasslands and rolling countryside. Some live near



Credit: Oksana Romanova

rivers and are capable of swimming and boating. More usually, though, halflings shun water.

Halflings get along well with civilized humanoid peoples, and are not shy to associate with them. They are suspicious of humans, but get along with them. They have a certain fellow-feeling for dwarves, though they find them terribly dour. Many halflings are fascinated by elves, though elves themselves take little interest in them. What makes halflings uncommon, in spite of their good relations with other peoples, is that they are quite content to keep to themselves and let the world pass them by.

Combat. Halflings fight in the ways described in chapter seven, Combat. By way of armour they rarely don anything heavier than brigandine. They arm themselves with blades and bows of all sorts.

Magic and Priestcraft. Remarkably, halflings appear to have almost no religious beliefs. Priestcraft is unheard of among halflings. When they encounter Priestcraft, they are quick to ascribe it to Sorcery.

Generally halflings are suspicious of Witchcraft in all its forms, though some do practise it. This is not sur-

prising considering halflings' fondness of books and learning. Halfling Witches are particularly drawn to Alchemy, Arcana and Hex Spells. Sorcery is feared by halflings and hardly ever practised by them. They have no innate magical abilities.

HORSE

Animal—1.4 to 1.75 m (at the withers)

	Packhorse	Rouncy	Palfrey	Courser	Destrier
Offensive Beast Skills	Kick 5	Kick 5	Kick 6+	Kick 7+	Kick 9+
	Bite 4	Bite 5	Bite 5	Bite 6	Bite 6
	Levade (no roll needed)				Capriole 5+
Defensive Beast Skills	Movement 10	Movement 11	Movement 12	Movement 15+	Movement 12+
					Ballade 5+
Non- Combat Beast Skills	Timing 4	Timing 5	Timing 6+	Timing 6+	Timing 4+
	WithIn 5	WithIn 5	WithIn 6	WithIn 6	WithIn 7

+ indicates that the stat can be improved using the rider's Horsemanship Skill. Other stats cannot be improved.

Horses are used by many humanoid races as mounts and pack animals. There are many breeds and cross-breeds. For gaming purposes, it is better to describe horses by their principal functions. The kinds of horse described here are the packhorse, the rouncy, the palfrey, the courser and the destrier.

Packhorse

Description. A packhorse is a domesticated work horse used for drawing loads, tilling fields, carrying baggage and similar tasks. It averages 1.5 m at the withers (between the shoulders). Though domesticated, packhorses are not well trained and cannot be used as mounts.

Habitat and frequency. Packhorses are found in most climates, though other beasts of burden (such as camels) are better suited to certain types of terrain. Though they are the least well-trained of the horse varieties described here, packhorses are nevertheless expensive animals and tend to be owned by townsfolk or wealthy farmers. The less well off will rely on donkeys, mules or oxen to perform similar tasks.

Combat. Packhorses cannot be ridden into Combat, for they Bolt at the slightest threat of danger (on Bolt-ing, see the discussion of Horsemanship in chapter

two, Skills). In self-defence, packhorses run away or kick with their powerful hind legs.

Magic and Priestcraft. None.

Rouncy

Description. A rouncy is a simple, all-purpose riding horse. Rouncies are slow and usually small (1.5 m at the withers), but nevertheless suitable for riding.

Habitat and frequency. Rouncies are found in most climates, wherever humans (or others) have domesticated horses for use as mounts. They are readily available for sale from horse-breeders in most dominions, where they will usually fetch a high price.

Combat. A rouncy is suitable for Combat, though not regarded as a warhorse like coursers or destriers.

Magic and Priestcraft. None.

Palfrey

Description. A palfrey is a finely bred and trained riding horse. Knights or other well-to-do warriors will ride palfreys when not in armour. Palfreys resemble rouncies in size and many other respects, but are generally faster and may be trained by characters with strong Horsemanship stats.

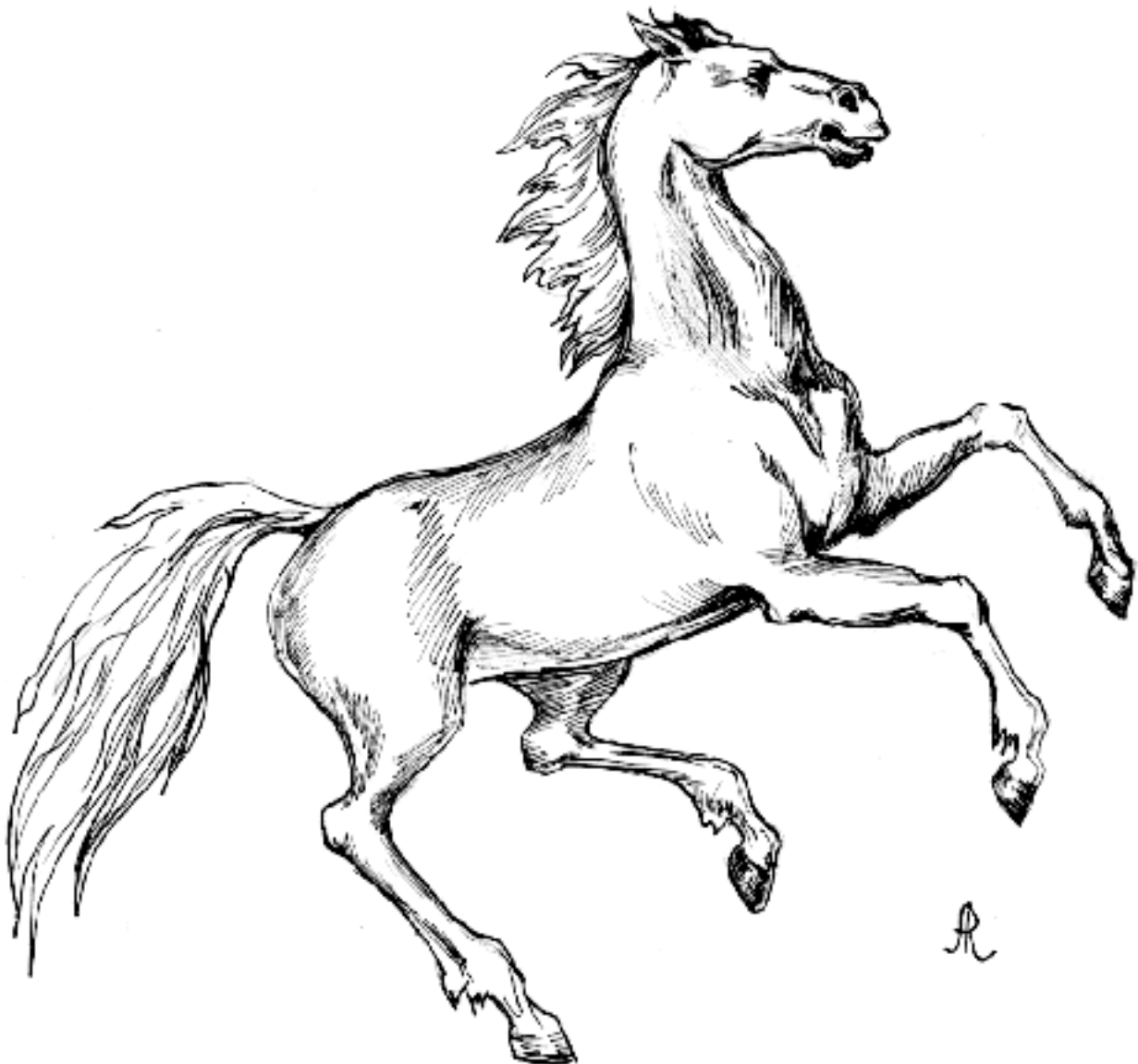
Habitat and frequency. Palfreys are the product of breeding and training. They may be found wherever civilized peoples engage in the domestication and training of horses for use as mounts. Palfreys are more rare, and even more expensive, than rouncies.

Combat. A palfrey may be ridden into Combat, but is usually reserved for pleasure riding or ceremonial purposes. A soldier who can afford a palfrey can almost certainly afford a warhorse (and perhaps a few packhorses), too. Likewise, those who cannot afford a true warhorse for Combat will usually not be able to afford a palfrey, either, and will therefore ride a rouncy into battle

Magic and Priestcraft. None.

Courser

Description. A courser is a light warhorse. While it is generally only slightly larger than a rouncy or palfrey (1.5 to 1.6 m at the withers), it is short-backed with a naturally arching neck and fine legs. Coursers are the fastest of all varieties of horse, and are therefore prized by soldiers, though they are too small to carry a rider in full armour (meaning anything beyond brigandine). They are found in all colours but grey and bay are the most prevalent.



Credit: Oksana Romanova

Coursers are extremely brave, swift, and agile. They exhibit an intelligence superior to that of other horses, and can be trained to perform remarkable feats (see *Combat*, below). Like destriers, coursers are notably loyal to their masters and may chafe at being mounted by other riders.

Habitat and frequency. The courser is a product of careful breeding and training. It can occasionally be found for sale in large cities and in regions close to schools of horsemanship in which they are bred. Even there, however, this type of horse is rare and costly.

Combat. Coursers have weaker *WithIn* and *Kick* stats than destriers. But they make up for this with much *Timing* and *Movement* stats, as well as possessing three *Offensive* and *Defensive* *Beast Skills* not available to other horses: *Levade*, *Capriole* and *Ballade* (see chapter thirteen, *Beasts and Beast Skills*). The rider of a courser also enjoys a +1 bonus to his *Horsemanship* stats when determining whether his mount *Bolts* (see *Horsemanship* in chapter two, *Skills*).

Magic and Priestcraft. None.

Destrier

Description. The destrier, or noble warhorse, is a large and heavily built animal. It averages 1.70 m at the withers and can reach as high as 1.75 m. Unlike the courser, a destrier can carry a knight in full armour. The horse is steady and sure-footed, but slower and less dextrous than coursers and palfreys.

Destriers are prized as mounts for their unswerving loyalty to their masters. A well-trained destrier will let no-one on its back except its master.

Habitat and frequency. The destrier is a product of careful breeding and is therefore found only in captivity. It can be found amongst most civilized peoples, but is particularly prominent in cultures which value horsemanship, tournaments and pageants. A promising young destrier is a very valuable creature.

Combat. Destriers are calm and steady in *Combat*. Their riders enjoy a +2 bonus to their *Horsemanship* stats when determining whether their mount *Bolts* (see the discussion of *Horsemanship* in chapter two, *Skills*). Yet their size and weight make them slower than the other varieties of highly-trained riding horses.

Magic and Priestcraft. None.

HUMANKIND

Humanoid—1.4 to 2 m

	Human Peasant	Human Soldier	Human Clergyman*
Offensive Beast Skills	Strike 2	Strike 4	Strike 2
	Brawling 2	Brawling 4	Brawling 2
Defensive Beast Skills	Dodge 2	Dodge 4	Dodge 2
	Movement 3	Movement 4	Movement 3
		Block 4	
Non-Combat Beast Skills	Timing 2	Timing 4	Timing 2
	WithIn 3	WithIn 4	WithIn 2
	Muscle 4	Muscle 4	Muscle 2
	Farming 5	Grip 4	Literacy 4
	Animal Husbandry 5		

* For the Priestcraft Skills of Human Clergymen, see below.

Description. Humankind is a race found in all historical and most fantasy roleplaying settings. We all know what humans are like, so there is no sense in describing them. A few points are worth recalling, however.

A typical human lifespan is 65 (earth) years or so, though some live past 100. Adult humans are typically between 1.4 and 1.8 m tall, though extremes at either end of the spectrum are not unheard of. Humans vary in skin colour and facial features, and have an ignorant tendency to make much of these superficial differences.

The average human has learned a few useful Intellect Skills with which he or she earns a living, entertains people, or simply satisfies his or her own thirst for knowledge. Many humans specialize to a high degree in certain Skills, ranging from warfare to religion to the arts.

Habitat and frequency. One of humankind's most remarkable features is its adaptability. Humans seem capable of living in almost every habitat and climate. They are to be found in polar lands and deserts, in jungles and plains, in forests and swamps. Many humans are agricultural peoples who cultivate arable

lands. But some are nomadic. And others, though sedentary, provide for themselves by means other than farming, such as hunting and fishing.

Given humankind's great resourcefulness, humans are very frequently encountered in most dominions. They are often the most common race. In some dominions, humans so outnumber other races that they have ceased to believe that other races exist.

Combat. Humans fight in the ways described in chapter seven, Combat. They use a great variety of weapons and armour.

Magic and Priestcraft. Religious beliefs and practices are observed in almost all human societies, and powerful priests are often believed to wield great powers. In fantasy dominions, a common human priest will develop those Priestcraft Skills that will most benefit his followers or parishioners, namely Bless, Consecrate and Heal. In these Skills, a common Priest will have stats of 3-5. (Player-character Priests will tend to be adventurers who advance far beyond these stats, and expand into other Priestcraft Skills.)

Witchcraft is also practised in some human societies, though it is more rare. Frequently, humans shun Witchcraft and persecute its practitioners. Even in

most fantasy dominions, humans have no innate magical abilities but must learn the magical arts.



Credit: Oksana Romanova

MERFOLK

Faery—1.5 to 2 m

	Mermaid	Merman
Offensive Beast Skills	Strike 3	Strike 3
	Brawling 2	Brawling 3
	Slap (with tail) 5	Slap (with tail) 5
Defensive Beast Skills	Dodge 6 (4 on land)	Dodge 6 (4 on land)
	Block 6 (4 on land)	Block 6 (4 on land)
	Swim Movement 7	Swim Movement 7
	Movement 4	Movement 4
Non-Combat Beast Skills	Alertness 4	Alertness 4
	Stealth 6 (5 on land)	Stealth 6 (5 on land)
	Timing 4	Timing 4
	Charm 5	Set Traps 5
	WithIn 4	WithIn 4
	WithMag 4	WithMag 4



Credit: Oksana Romanova

Description. Merfolk, or sea elves as they are sometimes known, are amphibious faeries with humanoid upper bodies and the lower body of a fish. They tend to have pale skin with blue-green hair, yellow-green eyes, and gills at the base of their necks. The males of the species are known as mermen, and the females as mermaids.

Merfolk are capable of a limited form of shape-shifting that enables them to assume a full humanoid form, strongly resembling elves, for short periods. If a humanoid-shaped merfolk does not regain the sea within two days of assuming humanoid form, he will revert to merfolk form and possibly find himself stranded on land.

Merfolk are intelligent and capable of fluent speech in their own language, the languages of certain sea creatures, and, in many cases, the most common land-going tongue.

Habitat and frequency. Merfolk generally live in migratory groupings (called schools) of 50 to 150 adults. Larger and more stationary populations, including cities as large as 3000, may also exist. Though merfolk are numerous when encountered in schools, most land-based humanoids encounter them only in bands of one to four. These encounters are very rare. Usually it is a mermaid, rather than a merman, that will be encountered, for mermaids' Charm Skill emboldens them to make contact with other peoples.

Combat. While in their bipedal form, merfolk fight as humanoids do, Striking and Dodging in the ways described in chapter seven. They wear very light armour or none at all, and arm themselves with spears, daggers and tridents (see below). They have little experience with missile weapons (which cannot be used under water) and do not use them.

In their aquatic form, merfolk Strike with spears and tridents, and also make Slap attacks with their power-

Merfolk trident

<i>Hands</i>	<i>Strike Bonus</i>	<i>Parry Penalty</i>	<i>Disarm Modifier</i>	<i>Timing Penalty</i>	<i>WIP</i>	<i>Armour Penalty</i>	<i>AP Price</i>
1H	+1	-4	-2	0	0	-2	2

ful tails. Though generally peaceful creatures, merfolk excel at large-scale marine warfare against such enemies as pirate armadas and hunting expeditions. They come silently, attack swiftly, and then disappear into the depths. They may also enlist the aid of other sea creatures when confronting enemies. It is in such raids that mermen avail themselves of their Set Traps Skill, building nets and similar devices. Those who would defile the sea or harm its inhabitants may find themselves on the end of a Merfolk trident.

Magic and Priestcraft. Mermaids have an innate Charm ability which they use when encountering humanoids and other land-dwellers. Mermen do not share this Skill. Otherwise, merfolk are not innately magical though some are said to practise Witchcraft (particularly enchantments relating to water). Priestcraft, in the form of elemental nature worship of water and sea gods, occurs among merfolk, but the powers of their Priests are usually limited to Heal and Bless.

ORK

Humanoid—1.75 to 2.25 m

	Ork Warrior	Ork Chieftan	Ork Priestess*
Offensive Beast Skills	Strike 5	Strike 7	Strike 4
	Missile Strike 3	Missile Strike 4	
	Brawling 4	Brawling 6	Brawling 4
	Frenzy 4	Frenzy 6	Frenzy 4
Defensive Beast Skills	Dodge 5	Dodge 6	Dodge 5
	Movement 5	Movement 5	Movement 5
	Block 4	Block 5	Block 4
Non-Combat Beast Skills	Alertness 4	Alertness 4	Alertness 4
	Timing 5	Timing 6	Timing 5
	WithIn 6	WithIn 8	WithIn 6
	WithMag 2	WithMag 3	WithMag 2
	Horsemanship 3	Horsemanship 5	Horsemanship 3

* For the Priestcraft Skills of Ork Priestesses, see below.

Description. Amongst the most reviled of species, orks are powerfully-built humanoids with deep green skin tones, broad noses, furrowed brows, porcine ears and protruding canine teeth. As individuals, they are dim-witted, vulgar and aggressive. As a society they are belligerent, cruel and barbaric.

Civilized societies regard orks as an imminent threat to their well-being. In this they are entirely justified, for the savagery of ork attacks on travellers, villages and even entire towns is matched only by their frequency. Orks are able to sustain such campaigns in part because of their great numbers. Orks have a gestation period of only 5 months and grow to full physical maturity in only 12 years time. Thus, ork populations reproduce at an astonishing pace, and ork tribes are constantly seeking to expand their territory and increase their resources.

Orks live in tribal communities governed by the physically strongest members. This crude system of government inevitably leads to in-fighting and disharmony within ork tribes and nations, with the result that orks spend almost as much time at war with each

other as with their neighbours. In particular, ork chieftains and chieftesses are continually challenged by claimants to the leadership of the tribe. These challenges are usually resolved by one-on-one combat between chief and claimant. These battles are watched for sport by other orks, who will often go into a Frenzy (see below) upon seeing either combatant lose—thus sparking a brawl or even a civil war.

Ork society is notable for its equal treatment of male and female members (in contrast to the misogyny that often characterizes the societies of peoples who regard themselves as more civilized). Female warriors are commonplace, and may rise to the position of chieftess in the same way a male warrior becomes chieftain.

Habitat and frequency. Orks are not seafarers, and tend to avoid coastal regions. They also avoid great mountain heights because they dislike snow and cold. Otherwise, ork tribes can be found in most any hospitable location. They do not build cities, but live instead in semi-nomadic camps whose most complex structures consist of lean-tos, shacks and other basic

dwellings. They are mostly hunters and gatherers, though they are proficient in simple farming techniques.

Combat. Orks fight using standard humanoid Combat Skills such as Strike and Brawling. They arm themselves with large, devastating weapons such as battle axes, greatswords, and mauls. They occasionally use composite bows and slings, but prefer melee weapons. They tend to avoid the subtler Combat Skills (such as Feint and Disarm) in favour of simple Strikes.

Apart from these ordinary attacks, orks go into a Frenzy upon seeing another ork die in Combat. See the explanation of Frenzy in chapter thirteen, Beasts and Beast Skills. Ork Frenzies are only involuntary; they cannot go into a Frenzy without the Frenzy-triggering event of seeing another ork die.

Defensively, orks tend to rely on Dodges more than Blocks. This is because they often wield two-handed weapons and therefore cannot use shields. (They choose two-handed weapons, of course, because of the possibility of going into a Frenzy, during which time they cannot use Defensive Beast Skills and therefore have no use for shields). However, some orks combine such powerful one-handed weapons as mauls and morningstars with a buckler or target.

Magic and Priestcraft. Orks have no innate magical abilities. Female orks are able to become priestesses of ork deities. Ork priestesses attire themselves in



Credit: Oksana Romanova

blood-red cloth and morbid religious symbols. Ork priestesses tend to prefer the Curse, Smite and Wrath Skills, and may have stats in these Skills as high as 6. The Resurrect, Work Miracle and Healing Skills are unheard of in orkish religion, and may not even be permitted by orkish deities. Male orks never become priests. This may simply be a cultural practice, or may be mandated by orkish gods.

SKELETON

Animation—Variable

	Skeleton Humanoid	Skeleton Beast
Offensive Beast Skills	Strike 4	All: same as Beast
	Missile Strike 4	
	Brawling 4	
Defensive Beast Skills	Dodge 2	Movement: Beast's Movement -2 (min. 1)
	Movement 2	All others: Beast's stats -2 (min. 2)
Non-Combat Beast Skills	Alertness 1	Alertness 1
	Stealth 1	Stealth 1
	Timing 2	Timing: Beast's Tim- ing -1
	WithIn 4	WithIn: Beast's WithIn +1
	WithMag 5	WithMag: Beast's WithMag +2
	Reconstitute 4	Reconstitute 4



Credit: Oksana Romanova

Description. Skeletons are undead creatures formed from the remains of long dead humanoids, animals or monsters. These creatures are animated by evil Priests and Witches to do their bidding.

As the name suggests, these creatures appear as walking skeletons of their former selves. They will wear whatever clothing or armour (if any) still covers their remains, and will use any weapon they find.

Given their lack of consciousness and intelligence, skeletons tend to react slowly to situations and are not as agile as they were in life. Moreover, skeletons have only a rudimentary understanding of orders that are given to them. For instance, a skeleton can be commanded to attack or defend an area, but it cannot be given orders that require improvisation or undertaking multiple tasks. They make particularly good guards because once they are animated, they will fulfil their duty until they are destroyed—and destroying them is not easy.

Habitat and Frequency. Skeletons are amongst the most commonly found undead encountered by adventurers. Though they are most frequently found in dungeons, graveyards, and ruins, they can be encountered most anywhere. Legends tell of great undead armies comprised of hundreds of skeleton soldiers rising to lay waste to human and other civilizations. Though there may be some truth in these tales, it would take a vast amount of magical or spiritual power to animate and control such an army.

Combat. Skeletons attack and defend in whatever fashion their former selves did in life. Thus, skeleton humanoids will use Strikes, Dodges, Brawling and the like in Combat, while skeleton beasts will resort to whatever natural (non-magical) abilities they possessed in life. Note, however, that the skeleton's stats are not always the same as in life, but usually somewhat lower.

Where an Offensive or Defensive Skill possessed by the skeleton while alive required some part of anat-

omy no longer possessed by the skeleton (due to decomposition or any other reason), that Skill cannot be used.

Skeletons can be Defeated or destroyed in Combat in the same manner as other creatures. However, they can Reconstitute themselves by re-attaching lost body parts. Unless it is destroyed utterly, a skeleton will eventually re-assemble itself and continue its undead existence. To destroy a skeleton utterly, it is necessary to reduce the skeleton's current Injury Stat to -12 and

Consecrate the remains using the Priest Skill of that name.

Magic and Priestcraft. Skeletons have no magical or priestly powers (other than Reconstitute, mentioned above). Even skeletons who possessed such powers in life (either innately or through the practice of Witchcraft or Priestcraft) cannot use them now. Since skeletons are not truly alive, but only undead, it is impossible for them to Channel divine energy. As for Spellcasting, skeletons are simply not intelligent enough.

TROLL

Humanoid—1.8 to 2.2 m

Offensive Beast Skills

Poisonous Claw 7(2)

Poisonous Bite 4(5)

Defensive Beast Skills

Dodge 6

Movement 6

Non-Combat Beast Skills

Timing 4

WithIn 7

WithMag 4

Muscle 5

Description. Trolls are foul-looking, foul-smelling, disease-ridden humanoids. They resemble decomposing, gangrenous men. Their bodies are lanky and disgustingly thin. Their skin is a pale green-blue, and marked everywhere with scars, warts, and open sores. Their eyes, teeth, and nails are a sickening yellow. They tend to be about 2m tall, though their backs are often stooped. They are sometimes encountered naked, but usually wear clothing taken from the bodies of their victims.

Trolls are perverted, evil creatures. Their habits, apart from hunting people and livestock and consuming them alive, are unknown. Indeed, it is thought that they do nothing but murder and sleep. They generally kidnap their victims rather than killing them, for they prefer live flesh.

The intelligence of trolls is not to be underestimated. They are crafty and devious creatures. Yet they are not known to speak.

Habitat and frequency. Trolls live in humid terrain such as swamps, marshes, caves and remote seashores. It is believed that they seek out such places for the moisture, which may soothe their sores or preserve the meat of their victims. Trolls appear to live alone, for they are never seen in groups. It is not known how (or if) they reproduce. Some speculate that they do not need to, for they are creations of black magic. Trolls are only very rarely encountered.



Credit: Doug M. Anderson

Indeed, most civilized peoples do not believe in trolls, or believe them to be extinct.

Combat. Trolls fight without weapons. Instead, they attack with Poisonous Claws and Bites that can inflict Troll Diseases. A troll's Poisonous Claw attack is very accurate, but it is less likely to inflict a Troll Disease and, if it does, the Disease is relatively mild. By contrast, a troll's Poisonous Bite attack is less accurate (and therefore less often attempted), but can inflict a much more potent Disease.

The victim of a troll's Poisonous Bite or Claw attack who fails her WithIn roll against Poison ingests it, thus contracting a Troll Disease. A Troll Disease inflicted by a Claw attack does 2 Injury Points immediately and 2 more for every day the victim fails her WithIn roll. A Troll Disease inflicted by a Bite does 5 Injury Points immediately and 5 more for every day the victim fails her WithIn roll. In both cases, a successful

WithIn roll means the victim takes no Injury Points from the Disease that day.

Once a victim has contracted a Troll Disease, he cannot contract one from that same troll again until he is healed. However, he can contract Diseases from other trolls. Troll Diseases can be cured by Priests using the

Heal Skill, subject to a -3 Difficulty Penalty. They can also be cured by experts in Medical Lore, subject to a -9 Difficulty Penalty. Certain tonics and balms are also said to cure Troll Diseases, but these are rare and costly.

Magic and Priestcraft. None.

UNICORN

Monster—1.8 m (at the withers)

Offensive Beast Skills

Gore 9

Kick 7

Bite 6

Levade N/A

Defensive Beast Skills

Movement 12

Non-Combat Beast Skills

Know Heart 10

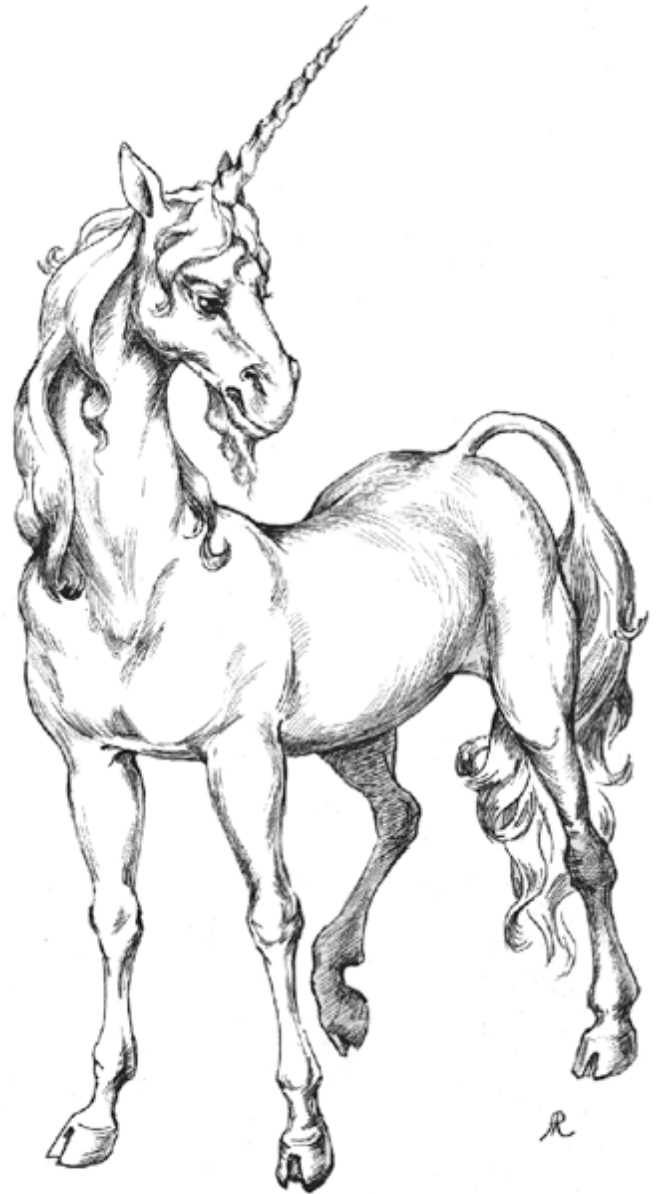
Heal Injury 8

Alertness 5

Timing 8

WithIn 6

WithMag 8



Credit: Oksana Romanova

Description. Unicorns resemble huge, majestic horses with a single spiralling horn protruding from their foreheads. They are 1.8 m high at the withers and invariably have pure white coats. Their bodies are slender yet muscular. Their hooves are cloven, and the male of the species grows a beard. The horn of a unicorn is about 50 cm long and usually ivory in colour, although in some breeds it is white at the base and grows red at the point.

Unicorns are resolutely good creatures with a keen sense of the presence of evil (see below). They will attack on sight creatures they suspect of evil deeds or motives. Though they have no speech abilities, they are clearly intelligent and can learn simple words and phrases in humanoid and other languages. Their understanding is bolstered by their ability to Know the Hearts of other creatures (see below).

Unicorns refuse to serve as mounts to any creature except the most pure-hearted human or elven females.

Habitat and frequency. Unicorns are sylvan creatures who define large woodland areas as their territory and will fight to defend them from unwanted intruders. They are not averse, however, to travellers or even settlers, so long as they are not too numerous and do not threaten them or the ecology of their territory.

Unicorns are encountered only very rarely. When they are encountered, they are usually alone. Mated pairs can also be found, however.

Combat. A unicorn attacks with its horn (a Gore attack) and its legs (a Kick attack). Unicorns are also capable of Bite attacks, but they will not use them except as a last resort. Unicorns can also Levade, though they only do so when used as mounts (very rarely). Defensively, unicorns rely on their very swift Movement stats to Retreat, if needed.

Magic and Priestcraft. Unicorns can Heal Injury by touching an Injured creature with their horn and making a successful Heal Injury roll. Unicorns can also Know Heart, a Skill they use to determine whether the creatures they encounter are good, evil, or indifferent.

WHALE

Animal—Up to 35 m long

Offensive Beast Skills

Bite 12

Slap (with tail) 14

Swallow 8

Defensive Beast Skills

Swim Movement 14

Non-Combat Beast Skills

Timing 8

WithIn 6

WithMag 8

Description. Whales are enormous sea creatures with small front flippers and a flat, horizontal tail. They are

grey, dark blue, and black in colour. They have huge mouths with which they can swallow people, and even small craft, whole. They are believed to reach as long as 35 m. Whales are among the largest creatures in existence and are regarded as fairly intelligent by animal standards.

Most whales are reclusive and generally peaceful. Yet unprovoked attacks on sailing ships are not unknown, and unfortunate mariners have been swallowed alive.

Habitat and frequency. Whales are found along isolated coasts and in the high seas. They appear to migrate in pursuit of fish. Whales can be found travelling in groups called pods, or alone. Whale sightings are



Credit: Oksana Romanova

rare, not because the beasts themselves are hard to find but because mariners do not dare get too close. Yet some brave seamen hunt whales for their bones, teeth, and the great quantities of oil contained in them. This oil is believed by some to have magical and medicinal properties.

Combat. These huge creatures attack with their devastating Bite and their powerful tail. They are also

known to ram the sides of ships with their bodies (a Slap attack), and Swallow the mariners that fall from them. To be Swallowed by a whale is certain death for most mariners, yet some are said to have survived in the whale's belly until disgorged.

Magic and Priestcraft. None.

CREATING NEW BEASTS

The Beast Skills system described in chapter thirteen was designed with the purpose of making it easy to create new Beasts for Dominion Rules. In this chapter, we give some advice about how you can use Beast Skills to create new Beasts, and how you can create new Beast Skills tailored to the Beasts you want to create.

A NEW BEAST IN FOUR STEPS

For game purposes, Beasts are simply a collection of Offensive, Defensive, and Non-Combat Beast Skills. Looking at things this way reveals how easy it is to create a new DR Beast.

Start by deciding in general terms what kind of Beast you are creating. Is it a monster? A humanoid? An animation? Or what? (On the types of Beasts, see chapter thirteen, Beasts and Beast Skills.) What abilities and powers does it have? In particular, how does it attack others and defend itself?

JILL'S NEW BEAST: STEP ONE

Jill is the Games Master of a group of five adventurers. She wants to create a new Beast for them to face: a faun (or satyr).

Fauns are mythical forest creatures with the upper bodies of men but the hooves, legs, flanks and horns of goats.

Jill determines that fauns are best described as faeries.

Once you have the basics down, consider whether you need to create a new Beast Skill for your Beast. Have a read through the Beast Skills in chapter thirteen and see if the Skill or Skills you have in mind for your Beast appear there. If so, fine. If not, you'll need to create a new Beast Skill before going on. See Creating New Beast Skills, below.

JILL'S NEW BEAST: STEP TWO

Fauns have certain humanoid-like Skills available to them, such as Strike, Missile Strike and Dodge. But they also can Butt with their horns.

All these Skills are found in chapter thirteen, so Jill doesn't need to create any new Skills for her faun.

Next, go through and fill in the four elements of the Beast Description. The *Description* section should give a physical description of the Beast, while also

indicating its temperament, intellect, and motives. The *Habitat and frequency* section is where you explain how common the Beast is and where it may be encountered. The *Combat* section describes the Beast's Offensive and Defensive Combat abilities and techniques. Finally, the *Magic and Priestcraft* section describes any innate magical abilities possessed by the Beast, or any Witchcraft or Priestcraft Skills possessed by it.

JILL'S NEW BEAST: STEP THREE

To see the results of Jill's work, see the Beast Description for faun in chapter fourteen.

The final step is to assign Skill stats to all the Beast's Skills. Of course, this isn't really the final step, because you tend to sketch Skill stats out as you go along. But it's good to finish up by reviewing the Skill stats you have assigned to determine if your new Beast is as strong or weak as you want it to be. Don't forget to include the essential Skill stats, namely Timing, WithIn, WithMag, Movement (of whatever variety) and, for most Beasts at least, Alertness and Stealth.

JILL'S NEW BEAST: STEP FOUR

The stats of fauns may be found in chapter fourteen.

CREATING NEW BEAST SKILLS

Although chapter thirteen gives over 50 Beast Skills for use in creating Beasts, you may eventually want or need more. Creating new Beast Skills is easy. Just use the categories used to describe all Beast Skills: Description, Skill Roll Rules, and Failure Rules.

Description. What does the Skill you are creating enable a Beast to do? Some Beast Skills resemble Skills found in chapter two, Skills, or chapter seven, Combat. Others resemble Spells found in chapter eleven, Spell Descriptions. Still others are entirely new and resemble nothing else found in Dominion Rules. When deciding what your new Beast Skill does, it is helpful to see if there is already a DR Skill or Spell that does something similar. If so, you can use those rules to help draft your new Beast Skill. If not, just describe the Skill as clearly as possible.

At this point you need to determine if the new Beast Skill is an Offensive, Defensive or Non-Combat Beast Skill. This helps you decide key rules-related questions concerning the Order of Play, who (if anyone) the Skill affects, and what (if any) effects the Skill has on the actions of player- or Games Master characters.

If the new Skill has anything to do with Combat, it is probably an Offensive or Defensive Beast Skill. If not, it's a Non-Combat Beast Skill. If the new Beast Skill is capable of causing Injury, it's Offensive. Even if it can't cause Injury, however, it may still be Offensive if it seeks to harm an opponent in some other way. For example, Clutch is an Offensive Beast Skill even though it doesn't cause Injury. Remember, Offensive Beast Skills are aimed at a particular target or adversary and are usually rolled in the Resolution Stage. By contrast, Defensive Beast Skills are used by Beasts to protect themselves from attack, and have no particular target or victim, but instead affect anyone who attacks the defending Beast in the current round.

Finally, give some thought to what kind of Beast can and cannot use this Skill. Does the Beast need certain physical attributes, like wings or claws? Does the Beast need a certain level of intelligence? Is the Skill one that only some types of Beasts (e.g., apparitions but not humanoids) can use? Usually when you create a new Beast Skill you will do so with a particular Beast in mind. Still, it helps to make the rules broad enough to encompass other Beasts who might also have this Skill.

Skill Roll Rules. What does the Beast have to do to successfully use its Skill? In most cases, the Beast must roll less than or equal to its Skill stat to perform the Skill. This isn't always the case, however. And even if a Skill roll is needed, it may be subject to Difficulty Penalties or other modifiers.

Failure Rules. Finally, think about the consequences of failing the Beast Skill roll. Can the Beast simply try again? Or does failure mean the Beast is temporarily or permanently incapable of performing the Skill?

APPENDIX I:

DOMINION RULES CHARACTER RECORD

PRIESTCRAFT

SKILL	BASE STAT	MODIFIED	NOTES
Channel			Fervour ()
Bless			
Consecrate			
Curse			
Defile			
Prophecy			

COMPOSITE STAT _____

SKILL	BASE STAT	MODIFIED	NOTES
Heal			
Smite			
Wrath			
Work Miracle			
Resurrect			

WITCHCRAFT

SKILL	BASE STAT	MODIFIED	NOTES
Alchemy			
Arcana			
Conjuring			
Enchantment			
Hex			

COMPOSITE STAT _____

SKILL	BASE STAT	MODIFIED	NOTES
Illusion			
Sorcery			
Summoning			
SPELL POINTS	/		

BACKGROUND AND HISTORY

POSSESSIONS

NOTES

APPENDIX 2:

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10.2 *Independent Development.* Nothing in this Licence will impair the Author’s right to acquire, licence, develop, market and/or Distribute products that perform the same or similar functions as, or otherwise compete with, Modifications, Larger Works, Compatible Works or products

that You may develop, produce, market or Distribute.

10.3 *Waiver; Construction.* Failure by the Author to enforce any provision of this Licence will not be deemed a waiver of future enforcement of that or any other provision. Any law, regulation, or rule of interpretation which provides that the language of a contract shall be construed against the drafter will not apply to this Licence.

10.4 *Entire Agreement.* This Licence constitutes the entire agreement between the parties with respect to the subject matter hereof.

10.5 *Quebec.* Where You are located in the Province of Quebec, Canada, the following clause applies: The parties hereby confirm that they have requested that this Licence and all related documents be drafted in English. Les parties ont exigé que le présent contrat et tous les documents connexes soient rédigés en anglais.

10.6 *Arbitration.* You agree that all disputes arising out of or in connection with this Licence, or in respect of any legal relationship associated therewith or derived therefrom, shall be referred to and finally resolved by arbitration administered by the British Columbia International Commercial Arbitration Centre pursuant to its Rules. The place of arbitration shall be Vancouver, British Columbia, Canada.