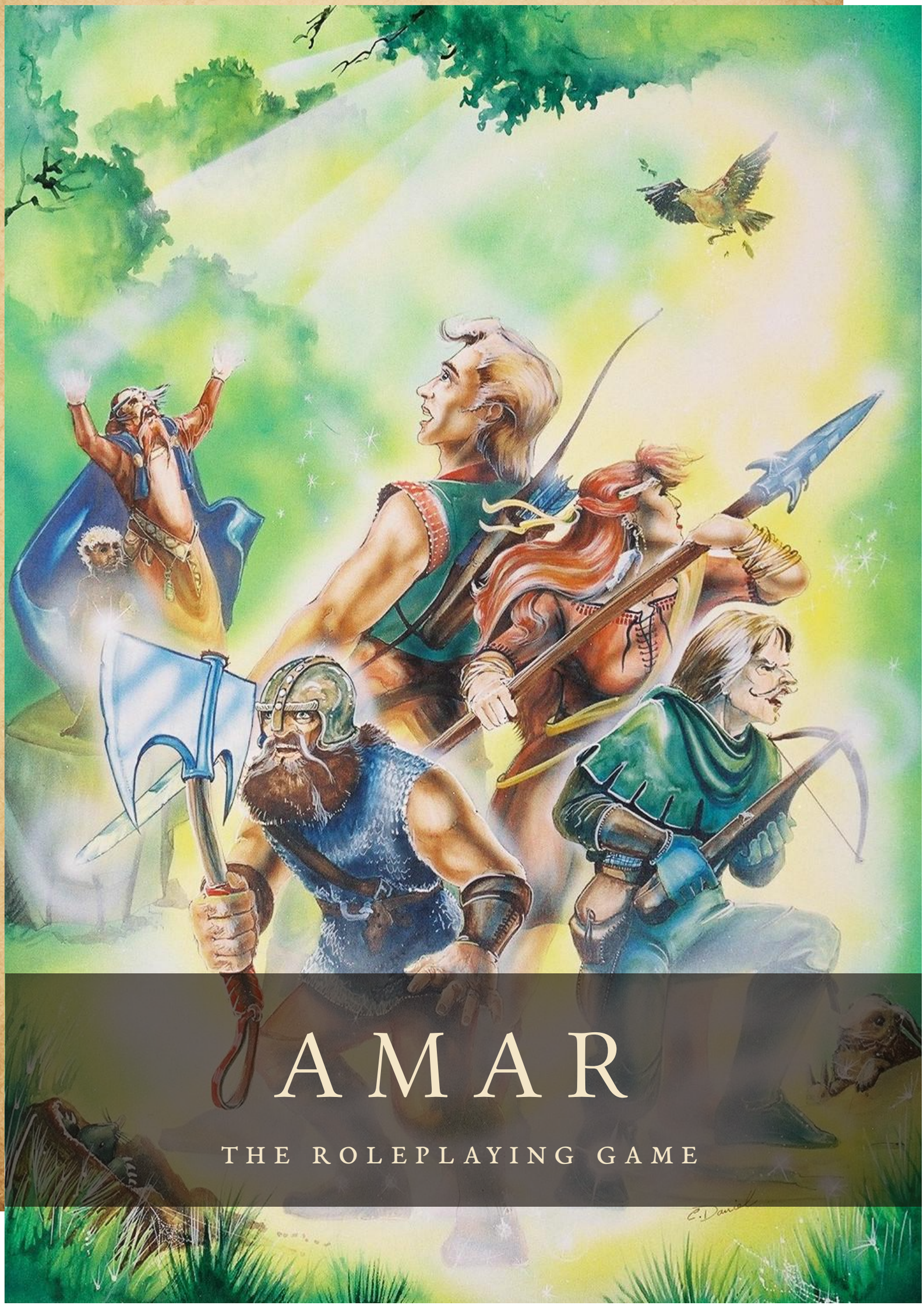

AMAR

THE ROLEPLAYING GAME

Amar

The System and the World

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Compiled from the Amar RPG wiki, d6gaming.org.
Book edition built 2026-08-24.

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PART I

The System

Introduction

Kingdom of Amar

Your are now reading the fantasy game of Amar. Fantasy is a literary term dealing with myth and magic. It is usually based on a medieval world were the gods are real and magic is a way of life. Here you will find the valiant knight battling it out with the mighty dragon to rescue the fair princess.

You have probably already encountered some fantasy books like JRR Tolkien's Lord of the Rings, JE Howard's Conan or films like Willow or Princess Bride. At least you have heard about King Arthur or legends of the Greek, Celtic or Norse mythologies. They all embrace the mystic feeling of adventure.

In reading a book or watching a movie, have you ever wondered why the hero made the mistakes? Would you like to rectify it? Would you like to be the hero yourself? Now you have the chance. With the Amar RPG you can take part.

The Amar RPG allows you and your friends to collectively imagine an epic adventure. It is similar to reading a book or watching a movie, except that you are controlling the actions. There is no set plot or outcome, it all depends on your decisions. You make your way of life in a fantasy world.

When you start playing, it will be on the island of Amar. This is a place were the legends are real and your fantasies come true.

As a player, you are not actually playing out yourself in the fantasy world. You create a character that you play and act out as your alter-ego. This character may be anything from the valiant knight to the fair princess or a barbarian gladiator or even a sorceress. The more you involve yourself in your character, the more rewarding the game will be.

The characters played by the players are called player characters, or PCs. In the Amar RPG there are no real winners as in other games. The players act together to defeat the perils they encounter. Survival is easiest when the PCs cooperate. You may gain some treasure or lose some honor but in all, it is all about living out your fantasies.

The real reason for playing the Amar RPG is to have fun. Never forget that!

What Do You Need?

Since this game is played out in the imagination of the players, you need that for a start. You also need a couple of friends to play with. With the books in the starter set, a dice, paper and pencil you are all set to go!

The Game Master (GM)

To see that everything is done right and in a fair way, you need the rules and a game master.

The game master creates and plays out the dangers and the people the player characters meet. After all, the island of Amar is populated by more than the few player characters. The rest is played by the GM as they are encountered. The GM creates the framework of the game before you get together to play. He creates the adventures that the PCs later play. He creates towns, inns, castles, traps, monsters and all the people in an adventure. All this information is kept secret from the players. They will discover it as they play.

The GM tells the players what their characters see. The players then say what their characters do. The GM then tells what happens. In this way the game is played.

We have included a ready to play adventure in the starter set. This will make the job easier for the GM in the beginning, as he doesn't have to create much in order to start playing. Other ready to play adventures will be published on our web site. The creatures and persons that the GM plays are all called non-player characters or NPCs. The GM must remember to be impartial. He should not favor any player or player character. He should be realistic in making his adventures and playing the NPCs. The GM must keep in mind that the game is only fun as long as it is not too easy or too hard.

Also, the GM must be strict in his decisions. If a character dies, he dies, and if he finds a huge treasure, he finds the treasure. Even if it is not deserved. Remember to keep a good game balance between opposition and reward. That makes all the fun.

Dice

Somewhere in your home you will probably have a dice, confiscate this for playing the Amar RPG. It is practical for each player as well as the game master to have their own dice.

The dice is used to determine the outcome of many situations. A dice roll is usually made whenever there is a doubt about the outcome of an action. If a character (PC or NPC) tries to climb, swim, fight or cast a magic spell, a dice is rolled to check if it is successful. The procedure for this is explained later. The abbreviation for dice is simply d. Sometimes you are supposed to roll a dice and add a number to the result. This is written for instance d+4 if you are to add four. D-2 means that you must subtract two from the dice result.

What Do You Do?

Since you have already read this far, you are familiar with the basics of the Amar RPG. Both players and the game master should read the introduction. Only the GM needs to read the rest of the book. The next three chapters are the heart of the game, the rules.

You should read it carefully and be very careful not to read past any words you do not fully understand. If you encounter such a word, look it up in a dictionary. The GM should make a character and try out the game mechanics as he reads about them. Have fun!

Next: The Character

Rules 101

Welcome to the Amar Role Playing Game, the world's easiest and most realistic role-playing game.

Unlike other games, which require volumes of data to sift through, the Amar RPG has just one simple book that can fit in your pocket, and requires only one six sided die to play.

This role-playing game uses approximated percentages on a six sided die roll to mimic human events to release a storyline. For example, if you want to jump across a chasm and it's just in your range, you may have a chance of making it but it isn't CERTAIN. So you roll a die to figure out IF you made it and if not how much damage it cost you.

The big idea you need to remember

As you play and learn these rules, you will notice a structure that is used over and over. Once you "get it," you can quickly jump to all the nuances of Combat and Magick quickly in your gaming experience.

You are almost always comparing a roll result or modified roll to a Difficulty Value to see if something failed or succeeded. Whether you are fighting, making an amulet, jumping, climbing, or throwing a fireball, ALL THESE THINGS HAVE A DIFFICULTY RATING TO ACCOMPLISH THEM. Beat THAT with luck, Skills and Attributes, and success is yours!

The majority of these rules all hinge on this prioritizing idea: The idea of overcoming a Difficulty Rating to achieve or not achieve a result.

Once you understand this one prioritizing idea, you can create realistic, imaginary worlds with infinite stories based on choices, odds and outcomes that feels seamless and engaging.

How our die rolls work

In Amar, each player needs only ONE six sided die. There are two ways to roll a six sided dice in Amar depending on your setting.

1. A six sided die. The best choice if available. You roll the die and then figure out what happened by comparing the end result to the Difficulty Rating.

2. Using human hands to replace a six-sided die. This is akin to Rock/Scissors/Paper. In this method, rather than roll a die, each player shakes their fist three times and extend either:

A pointed pinky finger (1) An extended pinky and ring finger (2) An extended pinky, ring and middle finger (3) Four extended fingers (4) Five extended fingers (5) Or a fist (6). THE CLOSED FIST COUNTS AS ONE FINGER WHEN COUNTING FINGERS!

If you are using hands, you ADD the rolling player's hand roll to the opposing player's hand roll counting up until you reach a six. If you reach a six and there are no more fingers to count, you have a value of “6” if you reach 6 and you have more fingers to count, the remaining fingers are the final value.

EXAMPLE:

Bob extends four fingers. Candy Extends one. Four plus one is five. Five is the value.

Candy extends three fingers. Bob extends Three. Three plus three is six. Six is the value.

Candy extends four fingers. Bob extends six in a fist. Candy counts four and Bob opens his fist for one and puts his thumb in his palm for two leaving four fingers. Four is the value.

NOTE: The reason why you use a pinky finger for one is that it is easier when shaking your fist to use your thumb to facilitate the extension of other fingers for one, two, three and four.

How rolling a die works in amar - the world of open rolling

When you roll your dice, you are going to get a base result which you often will modify based on Attributes, Skills and other things, but learning how to get that die result requires a little out of the box thinking compared to most games that use dice.

We call our method “open rolling.” Here is how it works:

IF YOU ROLL A "2," "3," "4," or "5," THAT is your die result.

IF YOU ROLL A "1", you keep rolling your die. If you roll a 1, 2, or 3 you subtract 1 from your roll and roll again. As long as you keep rolling a 1, 2, or 3, you KEEP subtracting 1 from your roll and roll again. But as soon as you roll a 4, 5, or 6 you STOP rolling and keep the value you had before you rolled the 4, 5 or 6.

IF YOU ROLL A “6” you keep rolling your die. If you roll a 4, 5, or 6 you add 1 to your roll and roll again. As long as you keep rolling a 4, 5 or 6, you keep adding 1 to your roll and roll again. But as soon as you roll a 1, 2, or 3 you STOP rolling and keep the value you had before you rolled the 1, 2 or 3.

EXAMPLES:

Tony rolls a 5. His die value is 5.

Jenny rolls a 6! She now his in a positive open roll. She rolls and gets a 4. She adds one to her base value to get 7. She rolls again and gets a 1 ending the roll. Here die value is 7.

Fred rolls a 1. Yikes! He's in a negative open roll! He rolls again and gets a 2. Since this is a 1 ,2 or 3 he subtracts 1 from his die value putting him at 0. He rolls a 3 and has to subtract 1 again putting him at -1. He rolls another 1 and has to subtract 1 again putting him at -2. Finally, he rolls a 4 ending his roll and leaving him a die value of -2.

Play with these examples with some dice until you get the hang of things around here. Because one you got this, the rest is even easier!

How to do stuff – attribute rolls

As you play a character, he must be able to function as a person in this world. This means she will do things that require awareness, coordination, size, strength, endurance and magical ability just like you and I do.

And those just happen to be the attributes of a character in Amar that appear on the character sheet. Coincidence? I think not ...

Here is our hero Fil with all his attribute values. He's just starting in the game so he followed the rules on spending his attribute points on page ((PAGE NUMBER)).

Amar's Character Attributes NAME: Fil, the Raw Meat

Strength 2

Awareness 4

Coordination 4

Size 3

Endurance 2

Magical Aptitude 1

Now, it is common sense that strong person has a better chance of lifting something heavy than a weaker person right? And sometimes a weaker person has to try several times to get the strength to lift something really heavy for him. And sometimes, strength just appears out of nowhere as you may see below...

Amar's formula on how to do something requiring the use of an attribute:

Step 1. You roll your dice and get a result. Step 2. You ADD your roll result to the value of the attribute your character used in the roll. Step 3. If your roll value plus attribute value meets or exceeds the difficulty rating YOU SUCCEEDED!

NOTE: A Difficulty Rating (DR) is the number that your roll result and attribute value has to meet or exceed to complete the task successfully.

EXAMPLE: It takes a 10 Difficulty Rating to lift a rock. Your character, Fil has a strength attribute of 2. So you roll your die and ADD your attribute to your roll to see if it met or exceeded the Difficulty Rating (DR).

So you roll a 6 and you get an ascending open roll! You roll again and get a 4. You add +1 to your roll bringing the result to 7. You roll again and get a 5 so you add another +1 to the roll bringing the result to 8. You roll again and you get a 1 so the rolling stops and your value is 8. 8 (Your die roll result) + 2 (Fil's strength attribute) = 10.

The difficulty rating is 10 so Fil lifts the rock! But it wasn't easy.

"Holy crap that was hard! Sheesh! I could have thrown out my back," said Fil.

"Why in the world did you have to lift the rock in the first place?" said the red headed Viqueen.

"To see what was under it."

"Well, what was there?"

"My new pet centipede. I named him Fred."

"Moron."

You character Fil now wants to climb a wall. Little does Fil know, but there is someone on the other side of the wall with evil intent! He wants all your gold and to imprison you.

Will Fil detect him in time?

The Game Master has Fil roll an awareness roll, for Fil to detect the evil dwarf on the other side of the wall, Fil has to hear a slightly out of place snapping of a twig and NOTICE it with his awareness.

So you roll a six sided die for Fil to see if he detects the dwarf on the other side. You roll a one and hit an open DESCENDING roll and you keep rolling. You roll a 2, then a 3 then a 4. Your final result is a -1.

Your roll result: -1 Your awareness attribute: 4 The difficulty rating: 6

The difficulty rating is 6, the final result was 3 so the dwarf goes unnoticed!

There are more details about attributes that we'll cover later. Right now, it's all about HOW they work in you character's life.

how to do stuff – skill rolls

Sometimes, big biceps and big brains JUST aren't enough. An adventurer has to have some skills in this god-eat-god world...

And the good news is that you already know how to do this. Skill rolls work just like attribute roles, but instead of adding your roll result to an attribute, you add it to a skill your character has learned.

EXAMPLE: Our hero Fil has some skill as a climber and has a Climbing Skill of 4. He chooses to climb a five meter wall. He climbs five meters and stands up on top of the wall!

Here is how Fil did it.

Step 1. When you later read the rules on the climbing skill, you will see it is broken up into 5 meter segments. You must make a successful roll for EACH five meters you climb; and the wall is 5 meters tall. So, Fil climbs his first five meters - easy peasy.

Roll Result: Fil rolled a 5. Fil's Climbing Skill: 4 Difficulty Rating: 8. Comparison: 8 is smaller than 9 (5+4) so Fil climbs the first five meters easily.

We're not going into how all the details about skills now, but we wanted you to get the general idea of how they worked. There are more things to climbing a wall, but these are the core ideas on how to do it.

How to do the attacking, maiming, and defending stuff

Now this is the bare bones rules of combat. There are a lot of nuances to learn to make things more realistic. But for now, let's just stick to the basics – like getting attacked by an Evil Dwarf!

Yikes! Fil IS getting attacked by the Evil Dwarf he didn't notice earlier! The Evil Dwarf ATTACKS WITH A STAFF! Fil DEFENDS but gets smacked by the Dwarf. The Dwarf laughs an evil laugh that is extra cliché just to bother Fil and runs away right after bashing him! Why did he run away? Hmmm ...

Here is how that went down on our hapless hero. As you may expect, it all comes down to comparing two integers to see if one is greater than the other!

The Evil Dwarf has an Offensive Value (OV) he uses when he attacks, and a Defense Value (DV) he uses when he defends. The Evil Dwarf Offensive Value is 5 and his Defensive Value is 6. Now, we'll show you HOW we get those numbers later. But for now, just know that his OV is 5 and DV is 6.

Fil ALSO has an Offensive Value when he attacks and a Defense Value when he defends. His offensive value is 6 and his defensive value is 4.

Let's use an instant replay on that dwarf attacking with a staff and break it down!

The Evil Dwarf attacks Fil with a staff. Fil defends. If the Evil Dwarf's Offensive Values exceeds Fil's Defensive value, Fil takes a hit.

The Dwarf rolls a die. He gets a 5 and adds it to his Offensive Value to get 10. Fil rolls a die and he gets a 2 adding it to his Defensive Value of 6 to get an 8. 10 is greater than 8 so Fil takes a hit!

Now, IF the numbers tied, Fil would take no hit because ties go to the defender.

But they didn't. So Fil is hurting right now as the dwarf runs away laughing ...

So, as you can see here are the steps on how attacking and defending works.

Step 1. The attacker rolls a die and adds the result to the OV. Step 2. The defender rolls a die and adds the result to his DV. Step 3. You compare the OV to the DV and see if OV > DV. Step 4. If yes, then a hit occurred.

Damage control

"Am I hurt?" asked Fil.

"Let's see," said the Viqueen. " You were HIT so now we need to find out how BAD you got damaged. Now a staff has a -2 damage right?"

"Check the weapon table for the starting staff damage ..." said Fil.

"Got it. Yup. That's correct. So we just get out player who lives outside this Universe to to roll his six sided die to find out how much damage the dwarf did to you."

"Feels like he lucked out and open-rolled a freaking 9," said Phil.

"Okay so 9 plus -2 is 7. Do you have any armor? Nope. Of course you don't so we wont factor that in. You're just a yahoo in a fantasy world with a shirt, jacket and boots. Any damage bonus?"

"Huh?"

"You don't know what a damage bonus is? Boy you ARE new. You combine your Strength and Size Attributes into one value. Then you get 1 damage bonus for every 5 you have. Your strength is 2 your size is 3 totaling 5; so that is 1 damage bonus." You subtract your Damage Bonus BEFORE you take any damage."

"To add it all up, the attack produced 7 damage points minus your damage bonus of 1 which drops the damage to 6. You subtract 6 from your body points."

"Is that bad?"

"What is your starting Body Point value?"

"Wait! I know this! It's my Size Attribute x 2 plus 1 for every 5 Endurance Attribute points I have. I only have 2 Endurance so that doesn't matter. My Size is 3 times 2 is ... 6."

"6 minus 6 is 0. You're unconscious when your BP is 0."

"So how are we talking right now?"

"We're not. You're dreaming, you idiot."

Meanwhile back in reality, the Red-Headed Viqueen shook Fil violently before the Dwarf returned.

"Fil, you awake? FIL? FIL?"

"..." said Fil unconsciously.

How to calculate damage:

1. Get the damage the weapon has listed on the table. 2. Roll a die and add it to the damage from the table. 3. Subtract any modifiers from the current damage from armor, defense bonuses and other factors. 4. Subtract the adjusted Damage from Body Points and change the character accordingly.

How to do magic stuff

In Amar, it takes awhile to do some Magic that has some real power, so our hero Fil is not equipped to properly do magic ... yet. Lucky for him his red-headed friend has mad magic skills. Regardless, we are going to opt to use the villain in our story to demonstrate how magic works.

The Evil Dwarf is a magical Bad Ass and he does all three kinds of magic: Spell Magick, Ritual Magick and Alchemy.

Casting spell magic from the amar rulebook

To successfully cast a magic spell, roll the dice adding your Path Lore skill (see Skill section) and the specific Spell Lore value (i.e. to cast a fireball, throw a dice adding your fire lore and fireball lore). The total must exceed the difficulty rating of the spell to take effect. The level of effect is determined by how much you exceed the DR (i.e. if you cast a fireball and the total exceeds the DR by 3, you cast a level 3 fireball).

So, our Evil Dwarf has Fil tied to a chair – helpless, alone and still unconscious from being bashed by a staff. Our Villain decides to throw a fireball at him - just for practice. He'd been working on his Fireball and needed to see how well he mastered it. Fil, being unconscious, doesn't even get to hear a villain's obligatory "My Evil Plan" speech.

The Dwarf chants, takes the time to launch the spell and a giant fireball appears! He flings at Fil turning him immediately into a pile of ashes!

Our Hero Fil is dead AND obliterated!

To achieve this evil deed, the Evil Dwarf first spent a point of his Magical Aptitude dropping it from 15 to 14 as a cost. He then rolled his die and got a 4. Now he adds the Path Lore Skill of 6 and his skill relating to the Spell's Lore of 7 to get a total of 17! The difficulty rating of a fireball is 11 so this is horribly easy for the Evil Dwarf because he beats the difficulty rating mostly by default (but with open rolling, you never know for sure!). In fact, it's very difficult for him to miss!

Spells that have been cast have LEVELS. The level a spell is the difference between the final result of the roll minus the difficulty rating. So this Fil scorching spell is a LEVEL 6!

So, once again, you roll a die, add modifiers and compare it to a difficulty rating to see if you successfully did the act and see how well it turned out. And in this case, a smoldering pile of ashes is all the proof our Evil Dwarf needs that his evil choice worked. Fil isn't toast, he's GONE. But in his gloating evil, the Dwarf didn't make his awareness roll as a Red-Headed Viqueen made good her escape ... and he didn't seem to notice WHY is there a pink elephant in the room ...

Fil's head bashed on the steps of the castle as the Red-Headed Viqueen drug him out by his feet. "Wake up! That spell I cast to make him think he wasted you with a fireball is going to wear off soon!"

" ..." said Fil unconsciously again as his body flopped down the stairs behind her."

Ritual magick

In Ritual Magick you use items on a list in a set manner to create a magical effect. You must have the Skill of Ritual Magic Lore (see Skills) to be able to attempt the ritual. If you have a written ritual, the difficulty rating is reduced by 3. Let's check in on our adventurers ...

"Huh? What happened?"

"Oh, you finally woke up. You got knocked out and drug to a castle to be a practice dummy. I drug you out and saved you."

"Thanks." "Do mention it. A lot actually. I want to hear it every hour of our time together forever."

"Never mind, kill me already."

"Nope."

"It sure look like it is about to get dark," said Fil looking at the sky.

"While I was in the castle saving you, I lifted this magic lighting kit with the label Takeki's Torch on it. Everything was included even a five carat diamond that I'm sure I'll find a use for later, a sunflower, and crushed whale bones – there was even instructions. Lucky for me I already had the Ritual Magic Lore skill."

"Whoh! That diamond is huge!"

She started on the ritual and soon the diamond radiated light as the night descended..."

How Cassandra Did It.

A. She had everything required and a Ritual Magic Lore value of 3. B. She had written instructions lowering the DR by 3 according to the rules on Ritual Magic.

The Difficulty Rating (DR) for Tekali's torch is 8. Since she has written instructions, 8 is reduced by 3 to get 5. She rolls a 3 and adding her Lore Skill of 3 to reach 6. 6 is satisfies the requirement of being greater than or equal to 5, so the diamond lights up the scene around our friends.

How to do alchemy magic stuff

In Alchemy Magic, you get to MAKE and use magic stuff: Amulets, Potions and more. Here is how you do it.

EXAMPLE: So let's make a Potion of Healing!

First, you gotta get the ingredients for the potion. These can vary depending on your GM. But here is a basic recipe for a Healing Potion that will add 1 to your healing a day until you are well.

INGREDIENTS: Bryony (10 g). Daffodil (10 g). Fresh blood from the type of body (race) intended to heal (1 dl). A poem.

Like every other calculation, you must roll a die, add a skill value and compare it to a difficulty rating. If there are written instructions the DR is reduced by 3.

Difficulty Rating for Potion of Healing: 10.

TO MAKE THE POTION. You have your character mix the ingredients for the time allotted (typically an hour) and then you roll the die and add your value of your skill "Alchemy Lore" to the die result (if you don't have the skill, you can't do Alchemy). If the final result is greater or equal to the DR, your character makes a successful potion.

Cass rolls a 2. Her Alchemy Lore is 5 reaching a 7. The DR for making a potion of healing is 10 but that is reduced by 3 because she has written instructions making the value to hit be 7. She ties the value and successfully makes a potion.

The Character

To describe a character in Amar RPG, we use Characteristics, Attributes, and Skills - three hierarchical tiers that build upon each other.

AMAR charactersheet

Character:				**Player:**	
Race:		**Sex:**		**Age/Born:**	
Height:		**Weight:**		**Birthplace:**	
Description:					

SIZE ____

Body Points 2*Z+F/3 ____

Mag. Defence (WP+At)/3 ____

Dam Bonus (Z+S)/3 ____

Reaction speed total ____

Other Modifiers

_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

Status

0 -1 -2 -3 -4 -5 -6 -7 -8 -9

-10 -11 -12 -13 -14 -15

Body Points		
16	5	-6
15	4	-7
14	3	-8
13	2	-9
12	1	-10
11	**0**	-11
10	-1	-12
9	-2	-13
8	-3	-14
7	-4	-15
6	-5	-16

Location	Armour	AP	BP
Head			
R. Arm			
L. Arm			
Body			
R. Leg			
L. Leg			

Clothing: _____

	Val	Tot	XP
BODY			
Strength			
Carrying			
Wield weapon			
Endurance			
Fortitude			
Combat Tenacity			
Poison Resistance			
Athletics			
Hide			
Move Quietly			
Climb			
Swim			
Ride			
Tumble			
Sleight			
Pick pockets			
Disarm Traps			
Melee Combat			
Missile Combat			

	Val	Tot	XP
MIND			
Awareness			
Reaction speed			
Alertness			
Tracking			
Detect Traps			
Sciences			
Medical lore			
Magick Rituals			
Alchemy			
Socials			
Social lore			
Spoken Language			
Literacy			
Mythology			
Legend Lore			
Animal Handling			
WillPower			
Pain Tolerance			
Mental Fortitude			
Practicals			
Survival Lore			

	Val	Tot	XP
SPIRIT			
Arts			
Drawing			
Worship			
Casting			
Range			
Duration			
Area of Effect			
Weight			
Number of targets			
Attunement			
Spell Capacity			
Innate Magick			

Items and notes

Melee Weapon	H	Ini.	±O	±D	O	D	Dam	HP	XP

Missile Weapon	H	Ini.	±O	s/r	O	Dam	Rng	HP	XP

Spell name	Domain	Enc	Cool	CT	A/P	Restrictions	DR	Costs	Dist	Dur	Wt/AoE/#	Effects

The Three-Tier System

Amar RPG organizes all character abilities into three tiers:

Characteristics (Tier 1)
: The fundamental nature of a being: BODY, MIND, and SPIRIT

Attributes (Tier 2)
: Grouped abilities under each characteristic (e.g., Strength, Melee Combat, Intelligence, Casting)

Skills (Tier 3)
: Specific trained abilities under each attribute (e.g., Climb, Problem Solving, Litteracy)

The Characteristics

BODY

The physical nature of the character's body - strength, endurance, agility.

Attributes under BODY:

- Strength - Physical power and lifting capability
  - Skills: Carrying, Weight Lifting, Wield Weapon
- Endurance - Physical resilience and stamina
  - Skills: Fortitude, Combat Tenacity, Running, Poison Resistance
- Athletics - Coordination and physical movement
  - Skills: Hide, Move Quietly, Climb, Swim, Ride, Jump, Balance, Tumble
- Melee Combat - Close-quarters fighting
  - Skills: Specific weapons/combinations
- Missile Combat - Ranged weaponry
  - Skills: Specific weapons
- Sleight - Fine motor skills and dexterity
  - Skills: Pick Pockets, Stage Magic, Disarm Traps

MIND

The mental capabilities of the character - intelligence, knowledge, awareness, and willpower.

Attributes under MIND:

- Intelligence - Reasoning and problem-solving
  - Skills: Innovation, Problem Solving
- Nature Knowledge - Understanding of natural world and magic
  - Skills: Medical Lore, Plant Lore, Animal Lore, Animal Handling, Magick Rituals, Alchemy
- Social Knowledge - Cultural and linguistic understanding
  - Skills: Social Lore, Spoken Language, Literacy, Mythology, Legend Lore
- Practical Knowledge - Applied survival and craft skills
  - Skills: Survival Lore, Set Traps, Ambush, Crafting skills

- Awareness - Perception and awareness of one's surroundings
  - Skills: Reaction Speed, Alertness, Tracking, Detect Traps, Sense Emotions, Sense Ambush, Sense of Direction, Sense Magick, Listening
- Willpower - Mental fortitude and determination
  - Skills: Pain Tolerance, Courage, Hold Breath, Mental Fortitude

SPIRIT

The magical and spiritual nature of the character - spellcasting ability and divine connection.

Attributes under SPIRIT:

- Casting - Magical manipulation of spells
  - Skills: Range, Duration, Area of Effect, Weight, Number of Targets
- Attunement - Elemental and magical resonance
  - Skills: Self, Fire, Water, Air, Earth, Life, Death, etc.
- Innate - Inborn magical abilities
  - Skills: Flying, Camouflage, Shape Shifting, race-specific abilities
- Worship - Connection to deities and entities
  - Skills: Specific Gods and major entities

Numbers and Ratings

The general description of the character such as appearance, weight and height is determined freely by the player. The GM may wish to exclude extremes.

The characteristics, attributes, and skills of a character are rated by numbers. Human potential varies by tier:

- Characteristics: 0-3
- Attributes: 0-5
- Skills: 0-8+

The mean human value is 1 for characteristics, 2 for attributes (ages 15-30).

SIZE remains a special attribute determined from weight (not purchased with points):

Size

Size	Kgs	Size	Kgs	Size	Kgs
½	< 10	6	< 300	12	< 1000
1	< 20	7	< 400	13	< 1150
2	< 50	8	< 500	14	< 1300
3	< 100	9	< 600	15	< 1450
4	< 150	10	< 725	16	< 1600
5	< 225	11	< 850	+1	+200

Optional Rule: Half-Size Points

For more granular size representation, GMs may use half-size increments between the standard SIZE values. This provides finer detail for creatures and characters whose weight falls between the standard thresholds.

Half-Size Table (SIZE 0.5 to 8)

Size	Weight (kg)	Size	Weight (kg)	Size	Weight (kg)
0.5	< 10	3.5	75-99	6.5	263-299
1	10-14	4	100-124	7	300-349
1.5	15-19	4.5	125-149	7.5	350-399
2	20-34	5	150-187	8	400-449
2.5	35-49	5.5	188-224	8.5	450-499
3	50-74	6	225-262		

Note: This optional system is used in the Amar RPG online tools for precise NPC generation.

To get an idea of skill ratings:

Skill Ratings

Skill	Description
0	Untrained
1	Novice
2	Trained some
4	Competent
5	Well trained
7	Professional
12	Master
16	Legendary

Making a Character

To create a new character, use the following starting values:

Characteristics: Choose to start with 1 in two characteristics, 0 in the third

- Example: BODY 1, MIND 1, SPIRIT 0

Attributes: Distribute these values: 3, 2, 2, 1, 1, 1

- Assign them to attributes under your chosen characteristics
- Example with BODY 1, MIND 1: Strength 3, Endurance 2, Intelligence 2, Awareness 1, Willpower 1, Athletics 1

Skills: Distribute these values: 3, 2, 2, 2, 1, 1, 1, 1, 1

- All characters start with 2 in Spoken Language (native tongue) - add any skill points on top of this
- Example: Climb 3, Carrying 2, Fortitude 2, Problem Solving 2, Reaction Speed 1, Running 1, Literacy 1, Tracking 1, Swim 1, plus Spoken Language 2 (base)

Total Skills

When we talk about the total value for a skill, we mean: The Skill value pluss its corresponding Attribute value and its corresponding Characteristic value.

- Example: The total in Fortitude would be the PC's value in Fortitude + Endurance + BODY
- Example: The total in Dodge would be Dodge + Athletics + BODY
- Example: The total in Reaction Speed = Reaction Speed + Awareness + MIND

If a character has MIND of 2, Awareness of 1 and Reaction Speed of 0, the total for Reaction Speed would be 3.

We always use the total Skill value for rolls. Never the Attribute or the Characteristic. Success is determined by the total Skill pluss a dice roll.

Character Sheets

To make and record a character, use the Character Sheet. Mark training and experience with a pencil.

Advancement System

Amar RPG uses a marks-based advancement where progress cascades upward through the tiers.

Gaining Marks

Skills gain marks through use and training:

- 1 mark for attempting a skill where a dice roll of 1 or more is required
- 2 marks for five consecutive attempts at using a skill
- Training with a teacher (one week): 2 marks
- Training without a teacher (one week): 1 mark for BODY skills, ½ mark for MIND/SPIRIT skills

Attributes gain marks from skill advancement:

- When a skill increases a level, it gives 1 mark to its parent attribute
- Training: Half the rate of skills (1 mark with teacher, ½ mark solo for BODY, ¼ for MIND/SPIRIT)

Characteristics gain marks from attribute advancement:

- When an attribute increases a level, it gives 1 mark to its parent characteristic
- Training: Half the rate of attributes

Mark Conversion

You can convert 3 marks at one tier to 1 mark at the tier above:

- 3 skill marks = 1 attribute mark
- 3 attribute marks = 1 characteristic mark

Advancing to Next Level

To advance from level N to the next level (N+1):

- Requires 5 × (N+1) marks
- Example: Going from 4 to 5 in Climb requires 5 × 5 = 25 marks
- When marks are reached, roll d6 - you must roll 2 or higher to advance (roll all but a 1)

Key Modifiers

These derived values are calculated:

Body Points (BP): SIZE × 2 + Fortitude/3

- Wounded (½ BP): -2 to all rolls
- Heavily Wounded (¼ BP): -4 to all rolls
- 0 BP: Helpless
- Negative BP: Unconscious
- Minus total BP: Dead
- Bleeding: Roll d6 every minute. On 1, lose 1 BP

Damage Bonus (DB): (SIZE + Wield Weapon)/3

Magick Defense (MD): (Mental Fortitude + Attunement Self)/3

Encumbrance

Based on Carrying skill (under BODY ₛ Strength):

- Up to 2 × Carrying value: No penalty
- Up to 5 × Carrying value: -1 penalty
- Up to 10 × Carrying value: -3 penalty
- Up to 20 × Carrying value: -5 penalty
- Swimming: All weight multiplied by 5

Fear and Courage

Fear checks use the total Courage skill (under MIND ₛ Willpower).

Roll Courage + d6 vs. the fear-inducing creature's DR:

- Success: No effect
- Failure by 1: -1 to actions this round
- Failure by 2: -1 to actions for two rounds
- Failure by 3: -1 to actions for three rounds
- Failure by 4: Frozen for 1 round
- Failure by 5+: Flee in panic
- Critical Failure: Heart attack (Endurance check or unconscious)

Roll each round in presence of fear source until Success. A negative effects are cumulative.

Skill Rolls

The core mechanic uses the O6 (Open d6) system: d6 + Attribute + Skill vs. DR

O6 Rolling Procedure:

1. Roll a d6
2. On a 6: Continue rolling. As long as you roll 4, 5, or 6, add +1 to your total. Stop when you roll 1, 2, or 3
3. On a 1: Continue rolling. As long as you roll 1, 2, or 3, subtract 1 from your total. Stop when you roll 4, 5, or 6
4. Two consecutive 6s: Critical success (can occur during the extended roll)
5. Two consecutive 1s: Fumble (can occur during the extended roll)

Example O6 Rolls:

- Roll: 1, 1, 5 = 0 & Fumble
- Roll: 1, 5 = 1
- Roll: 1, 2, 2, 3, 2, 1, 2, 4 = -5
- Roll: 2 = 2
- Roll: 6, 2 = 6
- Roll: 6, 5, 1 = 7
- Roll: 6, 6, 5, 2 = 8 & Critical
- Roll: 6, 4, 4, 6, 5, 2 = 10

Complete Skill Check:

When making a skill check, roll: O6 + Total Skill vs DR

Example: Climbing a cliff (DR 8) with BODY 1, Athletics 2 and Climb 3

- [C]Roll O6: 6, 5, 2 = 7
- [C]Total: 7 + 2 (Athletics) + 3 (Climb) + 1 (BODY) = 13
- [C]Result: Success (13 [A] 8)

Skill Criticals and Fumbles

Combat has its own Critical and Fumble tables (see Combat), and spell casting has its own (see Incantation Magic). For any other skill roll — Reaction Speed, Swim, Alertness, anything — use the simple one-roll tables below. On a Critical (two consecutive 6s) or a Fumble (two consecutive 1s), roll a single d6.

Skill Criticals

d6	Result
1	Cool — it looks effortless; onlookers are impressed
2	Fast — done in half the time
3	Frugal — costs nothing extra: no fatigue, no wear on gear
4	Better — the result is one grade better than asked
5	Inspired — +3 on your next related roll
6	Perfect — one grade better AND add one experience mark

Skill Fumbles

d6	Result
1	Slow — takes double time before the failure shows
2	Drop — drop or damage what you are holding or using
3	Strain — -1 on all rolls until you rest
4	Worse — the situation gets one grade worse (GM's discretion)
5	Exposed — the failure invites danger at the worst moment (GM)
6	Botched — as 4, and subtract one experience mark

Playable Races

See the race pages for racial modifiers:

- [C]Human - Balanced, 2 bonus skill points
- [C]Elf - +1 SPIRIT characteristic
- [C]Dwarf - +1 BODY characteristic
- [C]Others - See individual race pages

See Also

- [C]Legacy_The_Character - The legacy system
- [C]Magick - The magick system
- [C]Incantation_Magic - Incantation rules
- [C]- Race options and modifiers

Advantages and Disadvantages

Here is a list of possible Advantages and Disadvantages that a character may have. The GM normally gives the players 1 to 3 points to spend for Advantages and the same amount of points for Disadvantages.

The players could also come up with different Advantages and Disadvantages and the GM would decide if they are Minor, Average or Major (or too far off).

ADVANTAGES

Minor (1p)
Quick learner of languages (-3 exp marks on spoken languages)
High jumper (+1 in Jump skill)
Swim talent (+1 in Swim skill)
Horse empathy (+1 in Ride skill)
Average (2p)
Keen eye (+1 on missile weapons)
Reflexes (+1 in Dodge)
High jumper (+2 in Jump skill)
Swim talent (+2 in Swim skill)
Horse empathy (+2 in Ride skill)
Swift combat movement (reduce penalty for defending against sides and back by 1)
Swift mellee openings (remove a location for aiming for free)
Falling skill (-1 in damage from falling)
Major (3p)
Sense evil (+2 on all awareness type rolls involving evil)
Animal empathy (understands emotional state of animals)
Berserker (Offensive combat gives +4 Off and -5 Def)
Defender (Defensive combat gives -5 Off and +4 Def)
Major falling skill (-3 in damage from falling)
Fast draw (shoots at initiative 4)

DISADVANTAGES

Minor (1p)
Minor fear of hights (-1 in climb)
Minor fear of water (-1 in swim)
Minor arachnophobia (-1 in status around spiders)
Average (2p)
Fear of hights (-3 in climb)
Fear of water (-3 in swim)
Arachnophobia (-3 in status around spiders)
Major (3p)
Major fear of hights (-5 in climb)
Major fear of water (-5 in swim)
Major arachnophobia (-5 in status around spiders)

Playable Races

List of the playable races in Amar RPG. While these are the default playable races, the GM can allow other races to be played.

Default Playable Races

Human
Dwarf
Lizard Man
Elf
Half Elf
Trollkin

Half Elf

Half Elves are one of the Playable Races in Amar RPG.

Physical description

Half Elves look like humans except for being a bit smaller and more slender.

Special skills

Half Elves generally has higher Awareness then humans (average of 5 with a potential of 18), night vision and has skills that help with the forest life. They have a potential in Strength of 12 (male) and 10 (females). Their expected lifespan is 150.

Lizard Man

Lizard Men are one of the Playable Races in Amar RPG.

Physical description

Lizard men are large, intelligent, humanoid reptiles. They have a long tail used to coordinate and speed up their swimming. Their skin is made up of small scales making the lizard men well protected. They are partially cold blooded, and if the temperature drops below 15°C they get slower and lose coordination. At 0°C they can barely move.

Special Skills

Lizard men are fantastic swimmers and can hold their breath for 30 minutes. Lizard men has a higher swimming skill then humanoids and have night vision. Lizard men has a lower riding skill then other humanoids and has a -3 in riding potential. Their skin give them armor points from 1 and higher.

Trollkin

Trollkins are small trolls and are one of the Playable Races in the Amar RPG. Trollings often live as a servant to bigger troll.

Physical description

Trollkins are tiny, hairy and ugly.

Special Skills

Trollkins are immune to magick.

Skills

Physical Skills

Balance

One Balance roll is made for every 5 meters of balancing. If the roll is not successful, the character is stuck and must roll again with a DR of 3 lower to stay at the same place. Another attempt at moving forward may be made, but if this second roll fails, the character falls down. If the initial roll fails by more than 5, the character falls down. Difficulty ratings and adjustments are:

Balance

DR	Action
0	Solid beam, 30 cm wide
3	Solid beam, 10 cm wide
6	Solid beam, 5 cm wide
9	Solid beam, 2 cm wide or tight, thick rope
12	Solid edge or tight, thin rope or slack thick rope
15	Slack thin rope

Climb

One climb roll is made for every 5 meters of climbing. If the roll is not successful, the character is stuck. A second attempt may be made, but if this second roll fails, the character falls down. If the roll fails by more than 5, the character falls down. Difficulty ratings and adjustments are:

Climb

DR	Action
0	Easy tree / very easy cliff wall
3	Normal tree / cliff wall with easy grips
6	Difficult tree / a rope / a cliff wall
9	A thin rope / a hard cliff wall / a castle wall
12	A stem only / a difficult castle wall
15	A slippery stem only / a very difficult castle wall
–3	With rope / wall
+6	Slippery (max. adjustment)

Dodge

The skill of dodging incoming blows in a combat (an Athletics skill). It gives +1 in defensive value per full 5 in Dodge skill total. When purely dodging (forgoing all attacks), your defensive value is your Dodge total - 2. This is explained further in the chapter on Combat.

This skill is also used for such things as dodging a falling rock, avoid falling into a pit that opens beneath you, etc.

Hide

A hide roll is based on your skill plus any applicable modifier(s). If you try to hide and move quietly at the same time, you use your lowest modified score minus 5. When a group is trying to hide, the one with the lowest modified score rolls. From this you subtract 1 per doubling of people, i.e. 2 = –1, 4 = –2, 8 = –3, etc.

To detect someone who is hiding, you make an awareness roll above his hide roll. If several people can detect the one(s) who are hiding, the one with the highest awareness makes the roll. To this is added 1 per doubling of potential observers, i.e. 2 = +1, 4 = +2, 8 = +3, etc.

Hide

Mod.	Cover
–8	Small cover
–3	High grass / a bush
–1	Light brush
+2	Brush
+5	Heavy brush
+7	Heavy cover
	Clothing
–5	Screaming colors
–2	Some bright colors
0	Normal
+2	Some camouflage
+5	Exellent camouflage
	Light conditions
–3	Very bright light
0	Normal daylight
+3	Dim light / torch / campfire
+5	Twilight / bright moonlight
+10	Moonlight
+12	Starlight
+15	Black
	Other
–3	Within 2 meters
+1	Per 10 meters of distance

Move Quietly

A move quietly roll is based on your skill plus any applicable modifier(s). If you try to hide and move quietly at the same time, you use your lowest modified score minus 5. When a group is trying to move quietly, the one with the lowest modified score rolls. From this you subtract 1 per doubling of people that are moving, i.e. 2 = −1, 4 = −2, 8 = −3, etc.

To detect someone who is moving quietly, you make an awareness roll above his move quietly roll. If several people can detect the one(s) who are moving quietly, the one with the highest awareness makes the roll. To this is added 1 per doubling of potential observers, i.e. 2 = +1, 4 = +2, 8 = +3, etc.

Move Quietly

Mod.	Surface
−8	Dry branches / gravel
−3	High, dry grass / marsh / squeaky wooden floor
−1	High, green grass
+1	Flower meadow
+2	Grass with flowers
+3	Cut grass, soft
+5	Soft surface (moss)
+6	Stamped earth
+7	Stone surface
	Sounds
−1	No sounds around
0	Some sound around
+1	Soft wind blowing / sound
+3	Wind blowing
+5	Windy / people talking
+10	City life
+12	Marketplace
+15	Much sound / waterfall
	Footwear
−1	Hard boots
0	Normal shoes
+1	Soft skin boots / barefooted
	Other
+1	Per 10 meters of distance

Ride

The difficulty ratings in the table are for horseback riding. The GM should make adjustments for other animals.

Riding

DR	Action
0	Trot or gallop on road
3	Trot or gallop in terrain
6	Gallop through forest / jump easy obstacle
9	Gallop through dense forest / jump obstacle 1.5 m high*
12	Jump obstacle 2 meters high*
15	Jump obstacle 2 meters high* with little room
+3	Without saddle

* How high you can jump depends on the horse. Given heights assume the horse can jump this high.

When fighting from horseback, the character gets a penalty in all weapon skills and dodge. The amount depends upon the horse, see the mounted combat table.

Each round of combat from horseback, a ride roll is made to see if the character controls the horse. If the roll is not successful, the character may not attack that round, and gets an additional -5 in parry or dodge. If the roll fails by more than 5, the character falls off (counts as a 2 meter fall). DR is given in the mounted combat table.

Mounted Combat

Horse	Penalty	DR
War horse	1	5
Battle-trained horse	3	10
Riding horse	5	15

Sleight

This skill is used in situations requiring manual dexterity and swift hands. It is often used to pick pockets. The modifiers in the table below are added to your skill and a dice roll. The victim then has to make an awareness roll exceeding this to notice it.

Pick Pockets

Mod.	Circumstances
−9	Inside jacket in shirt pocket
−6	Inside jacket
−3	Pants
−1	Pants, back pocket / cut purse
+1	Baggy pants, back pocket
+3	Jacket pocket
+4	Baggy jacket pocket
+6	Closed backpack
+7	Open backpack

Swim

A swim roll is made for every 5 minutes of swimming. If a swim roll is not successful, roll again. If you miss two rolls in a row, you drown within 1 minute.

Swim

DR	Condition
1	Still water
3	Some undercurrents / slow-running river / cold water
6	Undercurrents / normal river
10	Strong undercurrents / fast-running river
14	Strong rapids / huge waves
18	Very strong rapids

Tumble

This skill is used for jumping, balancing, reducing damage from falls, etc.

Mental Skills

Alchemy Lore

This skill covers general chemistry as well as the magical forces in nature. It is used in the making of potions and amulets. This is further described in the chapter on magick.

Literacy

This is the skill of reading and writing a specific language. The proficiency levels parallel those of the skill Languages.

Medical Lore

This skill covers the treatment of wounds as well as diseases and poisons.

When treating a wounded person you should make a medical lore roll every week. The DR is given in the table below.

If you make the roll, he improves 1 BP. A critical improves his condition an additional BP, while a fumble worsens his condition by 1 BP.

An additional medical lore roll of 5 will awaken an unconscious person. This does not remove any damage.

Medical Lore

DR	Circumstances
5	Stop bleeding
3	Lightly wounded
5	Wounded (½ of total BP left)
7	Heavily wounded (¼ of total BP left)
8	Helpless (0 BP)
10	Unconcious (negative BP)

Ritual Magick Lore

Also known as Natural Magick Lore.

This skill covers the magical forces in nature. It is used in all ritual magick. This is further described in the chapter on magick.

Spell Lore

There is a separate lore skill for each path of magick.

Fire Lore and Water Lore are incompatible. So are Air Lore and Earth Lore as well as Black Magic Lore and Life Lore. If you study a lore which is incompatible with a lore you already know, you only get half the normal experience marks, i.e. 1 mark per week with a teacher and 1 mark per four weeks without.

Spoken

The spoken table will give you an idea of what the different skill values represent in terms of ability to speak a language.

Spoken

Skill	Proficiency
1	Simple words and phrases
2	Understand most common speech, difficulty in finding words
3–7	Normal speech
8	Good vocabulary
9	Many special words and phrases of many social groups
10+	Extreme command of language

Survival Lore

This skill covers the gathering of food such as herbs and small animals without special equipment. It also covers such things as making a fire, provide cover for the night, etc. It does not cover hunting with weapons. It does include fishing. If you want to survive in the wilderness, you hunt and you use your survival lore. One roll is made every day. If successful, a day's ration is found. An unsuccessful roll means no food that day. You get an extra day's ration per 5 above the DR. The difficulty rating for the various terrains are:

Survival Lore

DR	Terrain
0	Much food and water, jungle, flourishing forest with many small animals and fish to catch
1	Prospering forest, small animals and fish
3	Normal forest in summer
6	Open grassland / forest in winter
7	Mountainland / grassland in winter
8	Dry grassland / mountain with little vegetation
10	Dry grassland / forest in winter
12	Desert with some vegetation
15	Desert with "no" vegetation

Teaching

Normally you must have at least 5 more than your student in the skill or attribute you are teaching him in order to count as a teacher. This minimum gap is reduced by 1 per full 2 in your teaching skill. A gap of 0 is the minimum regardless of teaching skill.

Perception Skills

Detect Traps

This skill is used for detecting traps, secret doors and other mechanical devices.

With this skill the character can detect any suspicious cracks in the wall/floor, protruding knobs, tripwires, etc. If the character's roll is successful, the GM should only tell the player what the character actually can see. From this information the player has to figure out for himself how it works. For disarming traps or opening secret doors, have the player describe what the character does so the GM can decide whether or not it is successful. If there are more than one thing to detect, roll once for each. The DRs below are for actively searching. If not actively searching, add 5 to the DR. Well-made devices may have higher DRs than those given in the table.

Detect Traps

DR	"Trap"
1–5	Tripwire
5–9	Pit trap
5–12	Secret door
10–15	Small mechanism in ornament
7–10	Loose brick in wall
7–10	Needle trap in chest
	Modifiers
–3	Torch light etc.
–5...–10	Dark

Track

Whenever a character wishes to follow some tracks, a tracking roll is made. One roll is made per 100 meters of tracking. Difficulty ratings in different terrains are shown in the table.

Track

DR	Terrain
1	Snow
2	Marsh-like surface
3	Soft soil / sand
6	Soil
8	Much underbrush
10	Normal underbrush
14	Some underbrush
18	Grass (cut)
	Other
+1	Per try if no success
+1	Per day of ordinary weather
−1	Per 5 in size of the creature(s) you are tracking

Combat

Combat is an essential part of most fantasy. It is a way of solving certain problems in many fantasy books and films. It gives the possibility to play out the valiant knight or the barbarian gladiator.

Melee Combat

Weapons are divided into 6 categories; unarmed (boxing, karate and the like), knives, one-handed weapons, two-handed weapons, polearms and shields. Dodging is an additional defensive skill.

The offensive and defensive modifiers along with the other weapon specifications are shown in the melee weapons table.

In combat a character will have an offensive value and a defensive value. The offensive value is for hitting the opponent and the defensive value is for avoiding getting hit by opponents.

The offensive value with a weapon is: the skill value + the offensive modifier. This total is noted on the character sheet under off.

The defensive value with a weapon is: the skill value + the defensive modifier. This total is noted on the character sheet under def.

Melee Weapons

Melee Weapons

Weapon	Type	Strength	Initiative	Off.Mod.	Def.Mod.	Damage	HitPoints	Weight	Length	Radius	Cost
Bastard sword 1H	1 Handed	6	6	0	0	-1	14	2.1	1.0	1.0	45
Bastard sword 2H	2 Handed	4	6	0	+1	0	14	2.1	1.0	1.2	45
Battle axe 1H	1 Handed	9	5	-1	-1	1	8	2.1	0.8	0.8	30
Battle axe 2H	2 Handed	5	5	-1	0	2	8	2.1	0.8	1.0	30
Broad axe	1 Handed	5	4	-1	-2	0	8	1.6	0.6	0.6	20
Buckler	Shield	2	-	N/A	+1	N/A	8	2.0	0.3	0.2	5
Club	1 Handed	4	4	-1	-2	-2	8	1.2	0.7	0.8	3
Dodge	Dodge	0	-	N/A	-2	N/A	N/A	N/A	N/A	0.0	N/A
Great axe	2 Handed	7	6	0	+1	3	10	2.6	1.2	1.4	15
Great sword	2 Handed	6	7	+1	+1	1	16	2.4	1.2	1.4	50
Halberd	Polearm	7	7	0	+2	1	7	2.9	2.3	1.6	35
Hatchet	1 Handed	3	3	-2	-3	-1	8	1.4	0.4	0.4	10
Heavy mace 1H	1 Handed	6	4	0	-1	-1	8	1.7	0.4	0.8	25
Heavy mace 2H	2 Handed	4	4	0	0	0	8	1.7	0.4	1.0	25
Hercules club	2 Handed	6	7	0	+1	2	10	2.6	1.2	1.4	20
Kite shield	Shield	6	-	N/A	+3	N/A	12	6.0	1.3	0.6	15
Knife	Knife	1	2	-2	-3	-2	8	0.3	0.3	0.2	5
Light mace	1 Handed	3	3	-1	-2	-2	8	1.2	0.6	0.6	15
Longsword	1 Handed	4	5	0	0	-1	12	1.6	0.8	0.8	25
Rapier	1 Handed	2	4	0	-1	-2	7	0.8	1.0	0.6	35
Round shield	Shield	4	-	N/A	+2	N/A	10	4.0	0.8	0.4	10

Short sword	1 Handed	2	3	-1	-1	-2	12	0.9	0.6	0.4	20
Spear 1H	1 Handed	4	6	-1	-4	-2	7	1.0	1.5	0.6	10
Spear 2H	Polearm	4	7	0	+2	-1	7	1.6	2.0	1.2	12
Staff	Polearm	3	6	0	+2	-2	7	1.4	1.8	1.2	6
Unarmed	Unarmed	0	1	-2	-4	-4	N/A	N/A	N/A	0.0	N/A

Radius

This is the radius needed to fight with the weapon without any penalties. If you are restricted to fight with a lesser radius, you get a -1 penalty (both offensive and defensive values). Fighting within half the radius gives a -3 penalty. Fighting within a quarter of the radius is not possible.

Insufficient Strength

If you have less strength than required for the weapon you are using, the modifiers are as follows: 1 less = -1, 2 less = -3, 3 less = -5. If your strength is more than 3 below the strength requirement you cannot use the weapon.

Using a Weapon in Your Off Hand

If you are using a weapon other than a shield in your off hand you get -3, and the strength requirement is increased by 2.

New Weapons

If a character picks up a weapon he has not had any experience with, he will use his weapon skill of choice with the following modifiers: “same weapon” = -1, same category = -3, other category = -5.

Weapon combinations

A weapon combination (Longsword & Shield, Two Knives, Whip/Buckler) is one skill of its own. It is trained, ranked and marked for experience separately from the solo weapon. The character sheet carries the combination as a single weapon row, with the pair's modifiers folded together (e.g. the sword's values plus the shield's defensive modifier).

Dodging

Dodge is an Athletics skill. It gives +1 in defensive value per full 5 in Dodge skill total.

Sometimes it is better to dodge than to parry, this depends upon your skills, your opponent’s weapons and other circumstances. When purely dodging (forgoing all attacks), your defensive value is your Dodge total - 2.

Hitting opponent's weapon (optional)

If you parry an attack and your defense roll is no more than 5 above your opponent's attack roll, your weapon is hit. The attacker rolls for damage and you subtract your damage bonus + your weapon's defense bonus and apply the remaining damage to you. If the damage is above the weapon's HitPoints, it also breaks.

Armor

The armor table gives the armor points and the move quietly penalty. The values listed are for full suits of armor. When wearing partial or mixed armor, the values are adjusted according to how much is covered, i.e. half a suit of ringed mail gives 1 armor point. The AP is subtracted from the damage before it is applied to the BP.

Armor

Armor	AP	MvQt	Weight	Cost
Heavy cloth	1	-2	4.5	10
Leather armor	1	-1	5.0	15
Leather scale	2	-3	11.0	40
Ringed mail	2	-1	8.0	45
Cuir-boullie	2	-2	12.0	50
Cuir-boullie	3*	-2	19.0	68
Chain mail	4*	-4	26.0	168
Metal scale	5*	-6	30.0	318

Helmets

Helmets	AP	AWARE	Weight	Cost
Leather hood	1	-1	1.0	2
Chain hood	2*	-1	2.0	18
Open helmet	3*	-2	2.0	15
Cask	4*	-5	4.0	35

*`Includes padding`

Combat Rounds

A combat round lasts for 6 seconds.

Each opponent makes an initiative roll each round: Start with an action's "Initiative", add the Reaction Speed skill, any modifier and an open ended dice roll. A weapon has an initiative as seen above in the weapons table.

Missiles and magick initiative have these initiative scores:

Initiative

Action	Initiative
Missile weapons with one or less shots per round	0
Missile weapons with two shots per round	5 & 0 [1]
Ready aimed missile weapon	10
Magick spell	0
Innate magick	10

[1] Subtract 5 to determine when the second shot gets fired/thrown.

Here are the most common initiative modifiers:

Initiative modifiers

Action	Initiative modifier
Per extra attack that round	-5
Move & Fight	-5
Move	-10
Fast attacking	+1 per -1 in Offensive or Defensive value
Fast shooting	+2 per -1 in Offensive value

A character defends as many times as there are attacks against him. A character who is fighting may not do anything else (like casting spells) that round except move.

Surprise attack

In an ambush, someone sneaking up on another, an archer awaiting an attack in a guard tower etc. will get a Surprise attack before the normal combat rounds start.

Endurance drain in combat (optional)

Each opponent in a combat will get -1 in Status (i,e, -1 to every skill roll) for number of combat rounds equal to its Endurance. Example: A PC has 4 in Endurance, and will get -1 in Status every 4 combat rounds.

Movement in Combat

If you move while fighting, your offensive and defensive values are penalized as described in the table below. The move for humans is 12 m per round (2 m per round in water).

If you move into a combat during a round, you add the number of seconds you move to the second you would normally attack to get the actual second you attack. If this exceeds 6, you do not get an attack that round. The movement in combat is calculated from the Base Move (See Movement and Weather): Movement in combat = 0.4 x Base Move.

Movement in Combat

Movement	Move	Off.	Def.
Run	x 2	-10	-5
Move	x 1	-5	-2
Move & Fight	x 1/2	-3	-1
Move in Melee	x 1/4	-1	-1
Disengage	x 1	X	-5

If you try to disengage from a fight, your opponent can decide to follow your movement or get one last attack and let you disengage. You can not attack if your opponent lets you disengage. If your opponent insted chooses to follow your movement, then you both end up with a "Move" (-5/-2 with a full movement, 12 m for humans), but you still will not get to attack that round.

You can always move 1m per round without penalties.

The Attack

To see if an attack is successful, roll the dice and add the offensive value. The opponent rolls a dice and adds his defensive value. If the attack is greater than this, a hit is scored.

Damage

The damage equals the damage of the weapon plus the character's damage bonus. Whenever a hit is scored, roll a dice and add the damage. Subtract any armor points. The result is how much damage you do to your opponent's BP.

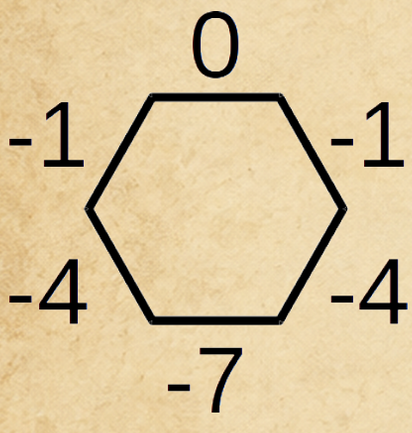
Optional: Whenever you are damaged, you are stunned and have to subtract -1 from your rolls for the rest of the round.

Grapple

To grapple your opponent instead of doing damage, first make an Unarmed attack. If you hit, roll Hit Location (if those rules are in use), roll D + double damage bonus as the Grapple Roll. If your Grapple Roll is higher than you opponents Grapple Roll (D + double damage bonus), then you hold your opponent. Each round thereafter, both character rolls Strength + 06. If the attacker's roll is above the defender's, the grapple continues.

Fighting Several Opponents

If you fight more than one opponent, the illustration below shows how much you subtract from your offensive and defensive against each opponent depending on where each is standing relative to the direction you are facing (0).



Target not Defending

If the target is not defending itself, the attack is rolled against a defensive value of -5.

Special actions (optional)

Fighting Offensively

If you attack like a berserker without much thought for your own safety, you get +3 in offensive value and -5 in defensive.

Power hit

You may attempt to power hit your opponent by adding your damage bonus again while getting -5 in offensive value.

Attacking Earlier

You can attack earlier in the round by subtracting 1 from your offensive value for that attack per 1 added to initiative.

More Than One Attack

You can get more than one attack roll during a combat round by subtracting 5 from your offensive value that round per extra attack. Attack number two takes place in second 6, attack number three in second 5, etc. You may not attack more than once during the same second.

Fighting Defensively

If you mainly try to defend yourself, you get +3 in defensive value and -5 in offensive.

Only defending

By giving up all opprtunities to attack, you gain +5 in defensive value.

Summary of Melee Adjustments

On the melee adjustments table you will find adjustments for several situations.

Melee Adjustments

Voluntary fighting modifications			
Off	*Def*	*Move*	*Condition*
+3	-5	x 1	Fighting offensively
-5	+3	x 1	Fighting defensively
X	+5	x 1	Only defending
-5	+0	x 1	Attack one more time in a round
-1	+0	x 1	Subtract one from initiative
-1	+0	x 1	Remove one Hit Location that you can hit
+0	-1	x 1	Remove one Hit Location where you can be hit
-1	-1	x 1	Fighting restricted to less than the weapon's required radius
-3	-3	x 1	Fighting restricted to less than half the weapon's required radius
Motion penalties			
Off	*Def*	*Move*	*Condition*
-10	-5	x 2	Run
-5	-2	x 1	Move
-3	-1	x 1/2	Move & Fight
-1	-1	x 1/4	Move in Melee
X	-5	x 1	Disengage
Position penalties			
Off	*Def*	*Move*	*Condition*
+0	-1	x 1	Defending against opponent to the left or right
+0	-4	x 1	Defending against opponent from behind left or right
+0	-7	x 1	Defending against opponent directly from behind
+0	-2	x 1	Unable to move backwards
-3	-3	x 1/10	Down on knee
-5	-5	x 1/10	Down on ground
+1	+0	x 1	Fighting from higher ground (like in a stair)
-2	-2	x 3/4	Slippery ground
Defender's condition penalties			
Off	*Def*	*Move*	*Condition*
-2	-2	x 3/4	Half Action (down to 1/2 Body Points)
-4	-4	x 1/2	Quarter Action (down to 1/4 Body Points)
+0	-5	x 1	Partially unaware
-3	-3	x 1/2	Stunned
X	-10	x 1	Unaware
X	(-5)	x 1	Immobilized (defense is -5 regardless of skills)
Lighting			
Off	*Def*	*Move*	*Condition*
-1	-2	x 3/4	Twillight / torchlight
-2	-4	x 1/2	Moonlight (full moon)

-3	-6	x 1/4	Starlight
-5	-10	x 1/8	Darkness
Weapon adjustments			
Off	*Def*	*Move*	*Condition*
0	+1	x 1	Per full 5 in Dodge skill
+1	+1	x 1	Per full 5 in Unarmed skill
+1	+1	x 1	Using a secondary weapon
-1	-1	x 1	Strength 1 less than required to use weapon
-3	-3	x 1	Strength 2 less than required to use weapon
-5	-5	x 1	Strength 3 less than required to use weapon
-3	-3	x 1	Using weapon in the "off hand" (Strength requirement is +2)
-1	-1	x 1	Using a new weapon practically same type as a skilled weapon
-3	-3	x 1	Using a new weapon in same category as a skilled weapon
-5	-5	x 1	Using a new weapon in other category as a skilled weapon

All effects are cumulative, but offensive or defensive can never go below -5 total.

An "X" indicates that no attack is possible.

Artificial light sources all have a "radius." Within this radius the penalties due to light conditions are as for torchlight. Up to 2 times this radius the light is equivalent to moonlight. Up to 4 times the radius the light is equivalent to starlight. A candle has a radius of 1 m, a torch has a radius of 5 m and a lantern has a radius of 7 m. The GM has to use his discretion if there are more than 1 light source.

Missile Combat

For specifications on missile weapons, see the missile weapons table.

The difficulty rating for hitting something up to half the normal range of the weapon is 5.

The DR up to the normal range of the weapon is 10.

Up to twice the normal range of the weapon, the DR is 15.

At maximum range the DR is 20.

When checking for a successful attack, roll the dice and add the skill, the size of the target and any adjustments for a total above the difficulty rating.

These DRs are for an unaware target: one that is surprised, asleep, bound, or holding still on purpose (aiming, casting, climbing). An aware target is harder to hit. Add to the DR, at the target's choice:

- the target's own 06 + (Dodge total − 5), or
- a flat +5 (the target moves unpredictably).

Everyone in a melee counts as aware. Below a Dodge total of 7 the flat +5 is the better choice.

Damage bonus (DB) is never added to missile damage. Bow, crossbow and sling damage in the table below already carries a − 1 adjustment: a missile penetrates, but it does not do the damage a sword does.

Missile Weapons

Missile Weapons

Weapon	Strength	Off.Mod.	Damage	Range	MaxRange	Shots/round	Weight	Length	Cost
Bow (light)	2	0	-1	30	130	1	0.6	1.2	15
Bow (medium)	4	0	0	35	160	1	0.7	1.5	18
Bow (heavy)	6	0	1	40	190	1	0.8	1.8	20
Bow (very heavy)	10	0	3	50	240	1	1.0	2.1	35
Bow (giant's)	15	0	5	60	300	1	1.2	2.4	50
Crossbow (light)	2	+2	0	20	100	1/3	3.0	0.7	30
Crossbow (medium)	3	+2	1	30	175	1/4	4.0	0.7	40
Crossbow (heavy)	4	+2	2	40	250	1/5	5.0	0.7	55
Javelin	3	-2	0	20	40*	1	1.2	1.7	10
Rock	1	-2	-2	15	40*	2	0.3	0.05	X
Sling	2	-3	-3	40	120	1	0.1	1.0	2
Throwing knife	1	-1	-3	15	25*	2	0.3	0.2	6
Pointing**	0	+4	X	30	200	X	X	X	0

* When strength + coordination equals 10.

**The skill of Pointing is used to determine if certain spells such as Lightningbolt and Ice Strike hits its intended target.

Note: It is possible to get bows inbetween these steps.

Flight arrows have +50% range and -1 damage adjustment.

Broad point arrows have -25% range and +1 damage adjustment.

Missile Adjustment

For special adjustments on throwing or shooting with missile weapons, see the missile adjustments table.

Missile Adjustments

Basic DRs	
Off	*Condition*
5	Close range (up to half normal range)
10	Normal range (from half to normal range)
15	Long range (from normal range to double normal range)
20	Very long range (from long range to double long range)
25	Max range (from very long range to max range)
+1	Per size of target
-3	Aiming at Hit Location other than body
Motion adjustments	
Off	*Condition*
-3	Target is moving predictably (in a straight line)
-5	Target is moving unpredictably (randomly)
-06 & -(Dodge (5)	Target is aware and dodging (or the target takes the flat -5 above; target's choice)
-5	Attacker is riding a galloping horse

-2	Target is in a melee, occasionally obstructed (a miss by 2-5 means another target was hit)
-4	Target is in a melee, often obstructed (a miss by 2-5 means another target was hit)
Crossbow support	
Off	*Condition*
+1	Kneeling with crossbow
+3	Bracing crossbow
Lighting	
Off	*Condition*
-1	Twillight / Torchlight
-3	Moonlight (full moon)
-5	Starlight
-10	Darkness
Small target size	
Off	*Condition*
-7	Target 5 cm diameter
-4	Target 10 cm diameter
-2	Target 15 cm diameter

Adjustments are cummulative.

Firing into a Melee

If you fire at a target in a melee and the target is occasionally or much obstructed, the modifiers are -2 and -4 respectively. If you miss by 2–5, roll a new dice to see who else is hit. This is determined by assigning each of the nearby targets a number from 1 and up to a maximum of 6. If there are only for instance 4 nearby targets, a roll of 5 or 6 indicates a miss.

Damage and Extra Damage

Use the same procedure as for melee combat.

Shields against Missiles

A round shield counts as 1 armor point and a kite shield as 2 against missiles if it is obstructing the target.

Dodging Missiles

An aware target adds its own O6 + (Dodge total ⁽ 5) to the missile DR, or a flat +5 for moving unpredictably, whichever the target prefers. See Missile Combat above.

Breath Weapon

Acts as a missile attack against all within the area covered by the breath weapon.

Damage Bonus

Damage bonus for throwing weapons equals 1 per full 5 in strength.

Damage from Poison

Damage from poison varies a lot (from d-5 to d+5 for a small dose) and it has a delayed effect after injection or consumption. We have not included a complete poison system here, so it is left to the GM's discretion for the moment. One guideline though: a small dose of an average poison will do d in damage and take effect 10 minutes after injection. No naturally occurring poison on Amar will take effect less than 3 minutes after injection.

Antidotes injected before the poison takes effect will neutralize it. Nausea and vomiting is a standard side effect of most poisons.

Disarm

If you want to disarm your opponent in melee combat, you state so and resolve the attack. If your opponent is using a 1handed weapon, he is disarmed if you do more than his strength in damage. If your opponent is using a 2-handed weapon, he is disarmed if you do more than twice his strength in damage.

Break Weapon

If you want to break your opponent's weapon in melee combat, you state so and resolve the attack. If you do more in damage than your opponent's weapon has hit points, it breaks.

Critical and Fumbles in combat

If a character gets a double 6 on the dice (any time during the open ended roll) on an attack roll, it is a critical hit. Roll on the critical table below. If the result on the table is inapplicable to the situation, pick the one above. Roll first for the category, then for the specific critical.

If a character gets a double 1 on the dice (any time during the open ended roll) on an attack roll, it is a fumble. Roll on the fumble table. If the result is inapplicable to the situation, pick the one below on the Fumble table. Roll first for the category, then for the specific fumble.

A Critical is always a success (within reasonable limits (it's not a success if you try something impossible), while a Fumble is always a failure. If a Critical attack is countered by a Critical defense, then the hit is only a success if the attack was higher than the defense.

Criticals

1 = Impression	
1	Looks really cool
2	Impressive, adjacent friends get +1 next round
3	Very impressive, adjacent friends gets +1 next D rounds
4	Fearsome, foe rolls on fear table with +9 adjustment
5	Awesome, foe rolls on fear table with +6 adjustment
6	Wild, foe rolls on fear table with +3 adjustment
2 = Side effect	
1	Opponent off balance, subtract 1 in Status next round
2	Opponent confused, subtract 3 in status next round
3	Opponent stunned, subtract 3 in status for 3 rounds
4	Opponent staggered, subtract D in status for D rounds
5	Opponent reeling, subtract O in status for O rounds
6	Opponent shocked, subtract O+3 in status for the rest of the fight
3 = Increased effect	
1	Good hit, add 1 to damage done
2	Tough hit, add 3 to damage done
3	Great hit, add D+1 to damage done
4	Greater hit, add O+2 to damage done
5	Power hit, double damage done (after subtracting Armor Points)
6	Opportunity found, you immediately get an extra free attack

4 = Added effect	
1	Foe knocked down if a Tumble roll of DR 8 fails
2	Foe knocked down if a Tumble roll of DR 12 fails
3	Roll for disarming the opponent
4	Damage also done to opponents weapon
5	Damage also done to opponents weapon (double damage to weapon)
6	Opponent loses equipment (GM's discretion)
5 = Special	
1	Bleeding -1 BP per minute
2	Bleeding -1 BP per round
3	Muscle strained, opponent subtracts 3 from Status until a Medical Lore roll of 8 is made
4	Disable special location (muscle, eye, nose, finger... GM's discretion), Medical Lore roll of 8 to fix
5	Disable special location (muscle, eye, nose, finger... GM's discretion), Medical Lore roll of 12 to fix
6	Opponent faints, Medical Lore roll of 8 to awaken
6 = Roll twice on this table, ignoring any subsequent 6s, add one experience mark	

Fumbles

1 = Roll twice on this table, ignoring any subsequent 1s, subtract one experience mark	
2 = Special	
1	Lose next attack, opponent gets +10 to next attack
2	Hit self
3	Hit nearest friend
4	Hit nearest friend, half damage
5	Obstruct nearest friend, friend gets -3 in status next round
6	Muscle strained, subtracts 3 from Status until a Medical Lore roll of 8 is made
3 = Unwanted effect	
1	Lose equipment (GM's discretion)
2	Damage done to own weapon
3	Weapon stuck, Strength roll of 10 to unstuck
4	Lose weapon (no attack until retrieved, -5 in defense)
5	Fall if a Tumble roll of DR 12 fails
6	Fall if a Tumble roll of DR 8 fails
4 = Stun effect	
1	Shocked, subtract O+3 in status for the rest of the fight
2	Reeling, subtract O in status for O rounds
3	Staggered, subtract D in status for D rounds
4	Stunned, subtract 3 in status for 3 rounds
5	Confused, subtract 3 in status next round
6	Off balance, subtract 1 in Status next round
5 = Added effect	
1	Very fatigued, subtract 3 from Endurance for the rest of the fight (no less than 1)
2	Very tired, subtract 3 from Strength for the rest of the fight (no less than 1)
3	Very dazed, subtract 3 from Reaction Speed and Awareness for the rest of the fight
4	Fatigued, subtract 1 from Endurance for the rest of the fight (no less than 1)

5	Tired, subtract 1 from Strength for the rest of the fight (no less than 1)
6	Dazed, subtract 1 from Reaction Speed and Awareness for the rest of the fight
6 = Impression	
1	Terrible for morale, friends get -1 in all rolls for the next D rounds
2	Very bad for morale, friends get -1 in all rolls for the rest of the round
3	Bad for morale, friends get -1 in attack for the rest of the round
4	You make a fool out of yourself, laughter is heard
5	Botched it, giggles are heard
6	Awkward looking

Missile Criticals and Fumbles

When a critical or fumble is rolled with a missile weapon, use these tables instead of the generic ones above.

Missile Criticals

1 = Impression	
1	A shot they'll talk about
2	Impressive, friends who saw it get +1 next round
3	Very impressive, friends get +1 next D rounds
4	Fearsome, foe rolls on fear table with +9 adjustment
5	Awesome, foe rolls on fear table with +6 adjustment
6	Wild, foe rolls on fear table with +3 adjustment
2 = Side effect	
1	Foe flinches, subtract 1 in Status next round
2	Foe cowers, subtract 3 in Status next round
3	Foe dives for cover, loses next action
4	Foe suppressed, subtract D in Status for D rounds
5	Foe panicked, subtract O in Status for O rounds
6	Foe shocked, subtract O+3 in Status for the rest of the fight
3 = Increased effect	
1	Good hit, add 1 to damage done
2	Tough hit, add 3 to damage done
3	Great hit, add D+1 to damage done
4	Greater hit, add O+2 to damage done
5	Power hit, double damage done (after subtracting Armor Points)
6	Perfect rhythm, you immediately get an extra free shot
4 = Added effect	
1	Missile ignores shield cover
2	Missile ignores armor (AP 0)
3	You hit the exact location aimed at
4	Foe's weapon struck, damage done to the weapon
5	Foe knocked down if a Tumble roll of DR 12 fails
6	Foe pinned to ground or wall, Strength roll of 10 to break free
5 = Special	
1	Bleeding -1 BP per minute

2	Bleeding -1 BP per round
3	Through-and-through, also hits foe directly behind (half damage)
4	Disable special location (muscle, eye, nose, finger... GM's discretion), Medical Lore roll of 8 to fix
5	Disable special location (muscle, eye, nose, finger... GM's discretion), Medical Lore roll of 12 to fix
6	Foe faints, Medical Lore roll of 8 to awaken
6 = Roll twice on this table, ignoring any subsequent 6s, add one experience mark	

Missile Fumbles

1 = Roll twice on this table, ignoring any subsequent 1s, subtract one experience mark	
2 = Special	
1	Hit the friend nearest the target
2	Hit the friend nearest the target, half damage
3	Hit a random bystander (GM's discretion)
4	Graze own hand, 1 in damage, -1 Offensive for the rest of the fight
5	Missile lands among friends, they subtract 1 in Status next round
6	Wrenched shoulder, subtracts 3 from Status until a Medical Lore roll of 8 is made
3 = Equipment	
1	Bowstring or mechanism snaps, D rounds to fix
2	Damage done to own weapon
3	Drop the weapon
4	Drop your ammunition, D rounds to gather
5	Ammunition breaks
6	Lose the missile (never found)
4 = Stun effect	
1	Shocked, subtract O+3 in status for the rest of the fight
2	Reeling, subtract O in status for O rounds
3	Staggered, subtract D in status for D rounds
4	Fumble the reload, lose next shot
5	Confused, subtract 3 in status next round
6	Off balance, subtract 1 in Status next round
5 = Added effect	
1	String burn, -3 Offensive for the rest of the fight
2	Strained draw arm, subtract 3 from Strength for the rest of the fight (no less than 1)
3	Very dazed, subtract 3 from Reaction Speed and Awareness for the rest of the fight
4	Sore fingers, -1 Offensive for the rest of the fight
5	Tired, subtract 1 from Strength for the rest of the fight (no less than 1)
6	Dazed, subtract 1 from Reaction Speed and Awareness for the rest of the fight
6 = Impression	
1	Terrible for morale, friends get -1 in all rolls for the next D rounds
2	Very bad for morale, friends get -1 in all rolls for the rest of the round
3	Bad for morale, friends get -1 in attack for the rest of the round
4	You make a fool out of yourself, laughter is heard
5	Botched it, giggles are heard
6	Awkward looking

Hit Locations (optional)

To add more realism the body may be divided into different hit locations in order to determine which part of the body is hit. See the illustrations below to see how different types of bodies are divided into hit locations.

A human has 50 % of his body points in the head and arms and 80 % in the body and legs. See the Creatures booklet for other creatures.

If you get your BP in a vital location (head, body) in damage in one blow, you are helpless. If you get double the BP in a vital location in damage in one blow, you are dead.

If you get the BP in a non-vital location (legs, arms, etc.) in damage in one blow, you cannot use that location. If you get double the BP in a non-vital location in damage in one blow, the location is severed, crushed, etc. and needs magic healing to mend.

Armor and Hit Loctions

Armor protects only the location(s) it covers. It gives full protection to those locations it covers and partial protection to those it partially covers.

Weight and cost is 20 % of a full suit per location covered.

Hit Locations in Melee

When a hit is made, roll a dice to determine which hit location is hit. If the number rolled is shared by two locations (certain animals and monsters have this), roll a dice: 1–3 is the left, 4–6 is the right.

Aiming in Melee

When aiming at a certain location or locations, subtract 1 from your offensive for every location you do not want to hit.

If you aim at more than one location and hit, roll to see which one of the locations aimed at is hit.

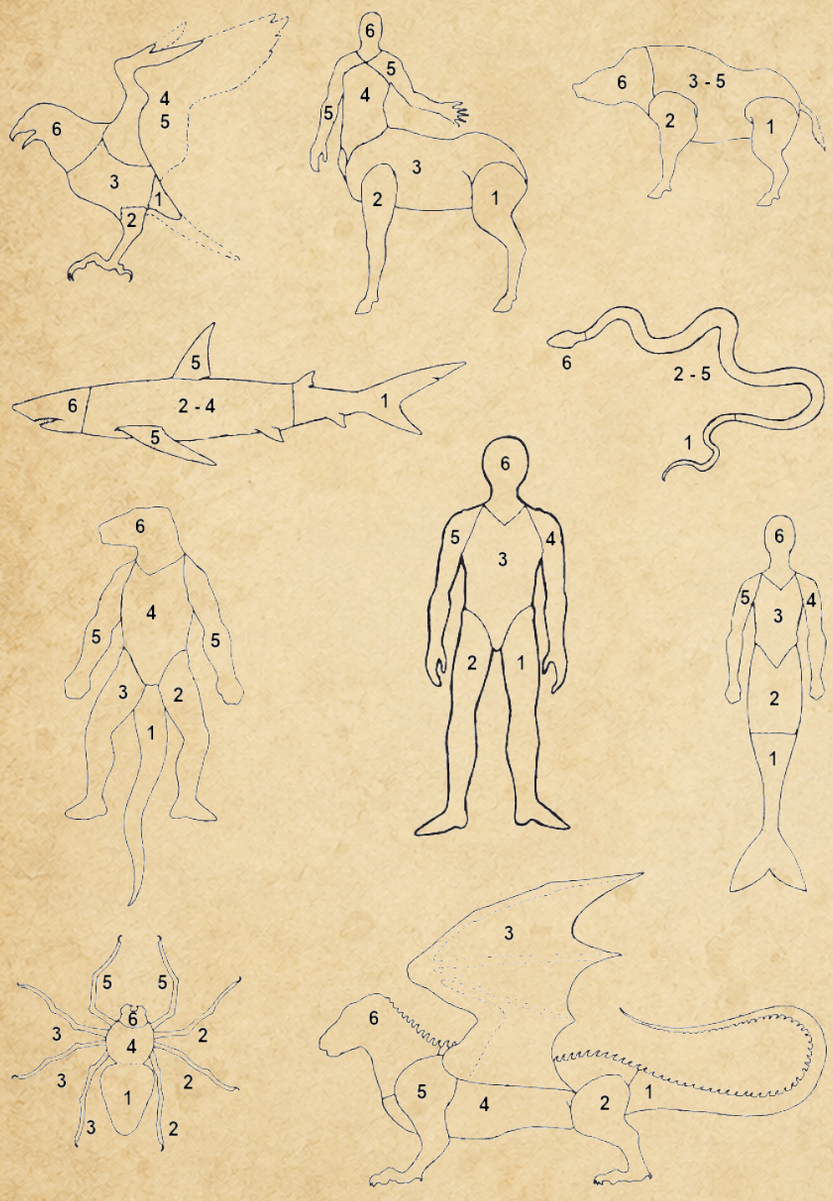
Aiming with Missiles

If you get 3 more than you need to hit, you hit the location aimed at. If you get up to 2 more than you need, you hit a random location. If you aim at a location other than the body, the DR is increased by 3.

Shields against Missiles

If the shield covers the location hit, it acts as armor. Half cover of location hit gives half AP as for armor. A buckler has a diameter of 0.3 m and 4 AP, a round shield has a diameter of 0.8 m and 5 AP, and a kite shield is 0.7 x 1.3 m and has 5 AP.

Hit Locations for a set of creatures



Psychic Combat (optional)

Psychic combat is an ability that very few living creatures have, as this ability is generally hard to achieve while a spirit inhabits a body. Disembodied spirits such as ghosts and wraiths quite often possess this ability to attack using their psychic strength.

Psychic Combat is similar to normal mellee combat. The attacker rolls an open-ended dice and adds the Magic Defense. The defender does the same - roll the dice and add the MD. If the attacker's total is higher than the defender's total, the defender suffers 1 in damage. The damage is inflicted on the defender's Endurance or Magical Aptitude - at the defender's choice. The attacker may decide to try to inflict up to an additional 3 in damage (but no more than the attackers remaining Endurance plus Magical Aptitude). If the attack is successful, the defender suffers the additional damage. If the attack fails, the attacker suffers the additional damage.

As the opponents takes damage to their Endurance/Magical Aptitude, their MD will suffer as a consequence. When an opponent reaches 0 in Endurance, that person passes out. Endurance and Magical aptitude lost in psychic combat will be regained after a good night's sleep.

An opponent that carries an MA storing crystal may use it to take any damage inflicted.

If the attacker rolls a critical, the defender must make a roll on the Fear Table. If the attacker rolls a fumble, the attacker must roll on the Fear table.

Next: Equipment

Movement and Weather

Movement

Base movement in flat terrain (plains) for every creature is covered under each encounter ("Move"). The base movement for humans is 30 kilometers per day. This includes carrying equipment/weapons/armor, resting and meal breaks and travelling 10 hours per day. The movement in combat is the base movement in meters x0.4 per round (i.e. 12 for humans).

The table below gives the movement in kilometers per day for humans. Movement for other creatures should be adjusted proportionally.

Movement in various terrains

	Plains	Rough	Hills	Mountains	Woodlands	Forest	Swamp
Walking	30	25	25	15	25	20	10
... w/trail	30	30	25	20	30	30	15
... w/road	35	35	30	25	35	35	-
Riding	55	45	50	15	40	20	5
... w/trail	60	60	55	25	50	40	10
... w/road	60	60	55	50	60	60	-
Chariot	40	25	35	5	15	2	50[1]
... w/road	55	55	50	45	55	55	-
Wagon	25	15	20	2	5	1	10[1]
... w/road	40	40	35	30	40	40	-

[1]Distance in meters per day.

For the normal movement in the table above, a person will have -1 i status after half a day of travel and -2 after the full day (10 hours of travel including breaks).

It is possible to travel longer by moving faster and spending more hours during a day. Travelling 50% longer requires 13 hours of travel time (including breaks) and will result in -2 in status after half a day and -4 after the full day. Travelling 100% longer requires 16 hours of travel and yields -3 after half a day and -6 after the full day.

One recovers 1 in status per hour of sleep.

Weather

To get randomly generated weather for a whole month, use the random weather generator for Amar.

Or, for a simpler, manual dice generator; roll on the table below for the initial weather condition.

Weather condition

1	Heavy weather
2	Rain
3	Variable but heavily clouded
4	Cloudy
5	Variable but nice
6	Nice

Each day, roll on the table below for changes in the weather (applied to the Weather table above). If you get a "+2" and you are already on weather condition "6", the roll bounces "off the wall" back to "4". Same if you are on weather condition "1" and get a "2" on the D6, the weather becomes a "2".

Weather change

Dice	Winter	Spring	Summer	Autumn
1	+2	+2	+2	+2
2	+1	+1	+1	+1
3	0	0	+1	0
4	-1	0	0	-1
5	-2	-1	-1	-1
6	-3	-2	-2	-2

Next: Encounters

Equipment

Monetary System

The monetary system on Amar uses three types of coins: copper, silver and gold.

Copper coins are made of pure copper, silver coins are made of 90% silver and 10% copper while gold coins are 70% gold and 30% copper. The coin types, weights and sizes are shown below. The coins are called copper, silver and gold pieces, abbreviated cp, sp and gp. One silver piece is worth 20 copper pieces, one gold piece is worth 50 silver pieces. For the purpose of finding the cost of objects not listed in the equipment tables, one can say that one silver piece equals approximately €20 or $20.

Coins

Coin	Weight	Diameter	Thickness
Copper	10g	26mm	2mm
Silver	10g	25mm	2mm
Gold	30g	28mm	3mm

Promissory Notes

When a large amount of money is to be transported or paid, one could instead of dragging around 5 kg of gold use promissory notes. These documents are written by local usurers against the exact value in cash. The note is cashed for full payment when returned to the usurer that originally wrote it. In the meantime the note may be cashed by other usurers usually with some interest as it involves a risk in doing so. The usurer that cashes the note would of course have to know the original usurer that signed it. Otherwise anyone could sign a promissory note and get it cashed for nothing. A promissory note may be used as a security for loans when a note is not accepted as payment.

Loans and Interest

An average interest rate for secured loans would be about one to two percent per month. Unsecured loans would have interest rates of up to 10 times that. The interest rates are of course proportional to the risk involved in lending somebody the money. Loans to cover long journeys, especially risky ones, would have a high interest rate, from 10 to 20 percent per month.

Equipment Tables

All the items listed in the equipment tables are of average quality. Prices could in some instances be as low as 10% of this for really crappy items, or as high as 20 or even 50 times as much for truly outstanding quality.

Definitions

Weight (W.)
: The weight of the item in kilos.

Length (L.)
: The length of the item in meters, the longest distance from one end to another.

Volume (Vol.)
: The volume of the item in liters or dm^3.

Production time (P.T.)
: The time it takes from starting to create the object until it is finished. The craftsman doesn't neccesarily work at the object the whole production time, as some objects will need to dry, glue set, etc. As with pottery, a vase

will need to dry during the production time and then the craftsman may work on other items. The production time is in weeks (w), days (d) or hours (h).

Cost

This is the average cost in silver pieces of an item in Amar. The cost will of course vary a lot depending upon where the item is made and where it is bought. Factors such as the availability of raw materials, the transportation cost (includes the transportation risk), the rarity of the item, etc., will all help determining the cost of an item. The GM should adjust the prices according to location and circumstances. When goods are bought in large quantities, a discount of 10–15% may be given for buying 100 items or more.

Gems and Minerals

Gems

Gem	Cost[1]
Amber[2]	400
Amethyst	10
Aquamarine	15
Black opal	25
Black pearl	25
Cornelian	5
Diamond	45
Emerald	35
jade	15
Onyx	5
Opal	15
Pearl	15
Ruby	40
Sapphire	30
Topaz	10

[1]Per carat (0.2 g). Especially large gems will have a higher value as they are rare and often famous. Raw gems come at about 1/4 of this value. [2]Per kg of raw material.

Minerals

Mineral	Cost[1]
Bronze	5
Copper	5
Electrum	1,050
Gold	2,000
Iron	3
Lead	1
Mercury	15[2]
Platinum	5,000
Silver	100
Sulphur	5
Tin	3

[1]Per kg. [2]Per dl.

Melee and Missile Weapons and Equipment

Melee Weapons

Weapon	W.	L.	P.T.	Cost
Bastard sword	2.1	1.0	7d	45
Battle axe	2.1	0.8	3d	30
Broad axe	1.6	0.6	2d	20
Buckler	2.0	0.3	1d	5
Club	1.2	0.7	1d	3
Great axe	2.6	1.2	2d	15
Great sword	2.4	1.2	8d	50
Halberd	2.9	2.3	4d	35
Hatchet	1.4	0.4	1d	10
Heavy mace	1.7	0.7	4d	25
Hercules club	2.6	1.2	2d	20
Kite shield	6.0	1.3	3d	15
Knife	0.3	0.3	1d	5
Light mace	1.2	0.6	2d	15
Longsword	1.6	0.8	4d	25
Rapier	0.8	1.0	5d	35
Round shield	4.0	0.8	2d	10
Short sword	0.9	0.6	3d	20
Spear 1H	1.0	1.5	2d	10
Spear 2H	1.6	2.0	3d	12
Staff	1.4	1.8	2d	6

Missile Weapons

Weapon	W.	L.	P.T.	Cost
Bow, short	0.6	1.2	1w	15
Bow, long	0.8	1.8	1w	20
Composite bow, short	0.6	1.2	2w	35
Composite bow, long	0.8	1.8	2w	45
Crossbow, light	3.0	0.7	2w	30
Crossbow, medium	4.0	0.7	2w	40
Crossbow, heavy	5.0	0.7	2w	55
Javelin	1.2	1.7	1d	10
Sling	0.1	1.0	2h	2
Throwing knife	0.3	0.2	1d	6

Weapon Equipment

Equipment	W.	L.	P.T.	Cost
Armguard	0.3	0.2	1d	2
Arrows (20)	0.5	0.8	1d	4
Bowstring			2h	10[1]
Crossbow bolts (20)	0.8	0.4	1d	4
Glove	0.1	0.2	1d	1
Goat's foot	1.0	0.6	1d	5
Quiver, arrows	0.5	0.6	1d	3
Quiver, bolts	0.3	0.3	1d	2
Scabbard, knife	0.2	0.2	1d	2
Scabbard, longsword	0.5	0.6	1d	3
Slingstones (10)	2.0	0.1		11
Windlass	1.5	0.7	1d	13

[1]Copper pieces.

Armor, Helmets and Barding

Armor

Armor	W.[1]	P.T.[2]	Cost[2]
Chainmail	19.0	30d	150
Cuir-boullie	12.0	6d	50
Heavy cloth	4.5	3d	10
Leather	5.0	2d	15
Leather scale	11.0	15d	40
Metal scale	23.0	50d	300
Quilt (padding)	7.0	3d	18
Ringed mail	8.0	4d	45

[1]For a size 3 person. This is proportionalwith the size. [2]This will vary some with the size of the armor.

Helmets

Helmet	W.	P.T.	Cost
Cask	4.0	8d	35
Chain hood	2.0	5d	18
Leather hood	1.0	1d	2
Open helmet	2.0	3d	15

Barding

Barding	W.	P.T.	Cost
Chain	60	50d	300
Leather	30	6d	30
Quilt (padding)	30	6d	45

Transportation and Riding Equipment

Transportation

Item	W.	L.	P.T.	Cost
Boat	100.0	2.0	1w	30
Boat	300.0	4.0	1w	100
Cart	200.0	1.5	3d	30
Cart	400.0	2.0	4d	60
Chariot	250.0	4.0	1w	150
Draft harness	4.0		4d	15
Driving whip	0.5	2.0	2d	6
Oar	2.5	2.0	2d	3
Paddle	1.5	1.0	1d	2
Wagon, open	1,000.0	3.0	1w	125
Wagon, closed	1,500.0	3.0	10d	225

[1]1.5 m broad. [2]2 m broad.

Riding Equipment

Equipment	W.	Vol.	P.T.	Cost
Harness	2.0		2d	6
Horseshoe	0.6		2h	2
Nosebag	0.8	50	2h	10[2]
Packsaddle, horse	15.0	1000	1w	40
Packsaddle, pony	10.0	500	1w	30
Saddle	5.0		6d	25
Saddle, knight's	10.0		2w	50
Saddle, military	7.0		8d	30
Saddlebag	2.0	40	2d	6
Saddlebag	3.0	80	2d	8
Saddle blanket	1.0[1]		1d	2
Spurs	0.2		1d	2

[1]1x1m [2]Copper pieces

Tools and Camping Gear

Tools

Tool	W.	L.	P.T.	Cost
Adze	0.5	0.2	5h	5
Axe	1.5	0.6	1d	9
Chain, heavy	8.0	1.0	5d	35
Chain, light	3.0	1.0	3d	15
Chisel, stone	0.8	0.2	1d	5
Chisel, wood	0.5	0.2	1d	4
Crowbar	2.5	0.5	1d	9
Drill	1.0	0.4	1d	6

Drill bit	0.1	0.1	2h	1
Grappling hook	0.5	0.3	2d	5
Hammer, carpenter's	1.0	0.3	1d	4
Hammer, smith's	1.5	0.3	1d	5
Hatchet	0.8	0.4	1d	5
Meter measurer	0.3	1.0	5h	1
Nails (100)	0.5		1d	4
Needles (10)	0.1		1d	1
Pickaxe	3.0	1.1	2d	15
Plane	1.0	0.3	1d	5
Rope	1.5	10.0	2d	3
Saw	1.5	0.7	2d	8
Scythe	2.5	1.1	1d	8
Sickle	0.8	0.4	1d	4
Spadee	2.0	1.1	1d	5
Spikes (10)	0.5	0.1	1d	4
Thread (10)		50.0	1h	10[1]

[1]Copper pieces.

Camping Gear

Equipment	W.	Vol.	P.T.	Cost
Backpack, canvas	1.0	50.0	5h	30[1]
Backpack, leather	1.5	50.0	1d	4
Blanket, wool	2.0	100.0	1w	6
Fishing net (7m2)	1.5		3d	5
Fishing hook			2h	2[1]
Hammock (2.5x1.2m)	1.0	6.0	5h	5
Line (10m)			2h	5[1]
Mess kit[3]	0.5	1.5	2d	13
Sleeping furs (2x2m)	4.0	20.0	1w	25
Tent, canvas[2]	8.0	4.0	1d	10
Tent, leather[2]	15.0	8.0	2d	30

[1]Copper pieces. [2]All values per 2 persons. [3]Fork, spoon, knife, bowl, plate.

Clothing

Clothing

Clothing	W.	P.T.	Cost
Belt	0.3	1h	1
Boots, hard	1.5	2d	5
Boots, riding	1.0	2d	7
Boots, soft	0.8	1d	3
Cloak	1.5	1d	6
Coat, leather	1.0	2d	5
Dress	1.0	2d	8
Girdle	0.4	1d	30[1]
Gloves	0.2	5h	1
Gown	1.0	1d	3
Hat	0.5	1d	30[1]
Hood	0.3	5h	1
Jumper	0.5	4d	4
Sandals	0.4	5h	10[1]
Shirt	0.2	5h	30[1]
Shoes	0.6	1d	2
Skirt	0.3	5h	30[1]
Trousers	0.8	1d	2
Underwear, summer	0.3	5h	5[1]
Underwear, winter	0.4	1d	10[1]

[1]Copper pieces. Cloth comes in 1.5 x 10 m bolts at the cost of 3 silver pieces per meter.

Clothing Material

Material	W. Multiplier	Cost Multiplier
Canvas	1.25	1.5
Fur	4.00	4.0
Leather	2.00	3.0
Linen	1.00	1.0
Silk	2.00	8.0
Wool	1.75	3.0

Clothing Color

Color	Cost Multiplier	Color	Cost Multiplier
Black	1.10	Pink	1.25
Blue	1.25	Purple	2.00
Brown	1.00	Red	1.20
Green	1.00	White	1.10
Motley	1.30	Yellow	1.15
Orange	1.25		

Furniture and Lighting

Furniture

Furniture	W.	L.	P.T.	Cost
Brazier, bronze	1.0	0.2	1d	7
Brazier, iron	1.0	0.2	1d	5
Brazier, bronze	10.0	0.5	3d	60
Brazier, iron	10.0	0.5	3d	40
Bed	35	2	2d	15
Bench (3 seat)	10	1.5	1d	2
Chair	5	0.4	1d	1
Cushion	0.5	0.5	1d	3
Table	20	1.5	1d	3

Fire'n Lighting

Equipment	W.	Vol.	P.T.	Cost
Candle, tallow (1h)	$	0.1^2	1h	1^1
candle, wax (2h)	$	0.1^2	1h	2^1
Flint & Steel[3]	0.3	0.1	1h	5^1
Lamp, oil	0.5	0.5	2d	1
Lantern, candle	1.0	2.0	2d	10
Lantern, oil	1.5	2.0	4d	18
Oil (12h)	0.5	0.5		5^1
Tinderbox-	0.2	0.1	5h	2
Torch	0.5	0.5^2	1h	3^1

$ 50g. [1]Copper pieces. [2]Meters. [3]Starts fire in about 3 minutes. -Starts fire in about 2 minutes.

Live Animals

Live Animals

Animal	Cost
Bull	90
Cow	25
Dog	4
Donkey	25
Draft horse	45
Mule	45
Pig	5
Pony	30
Riding horse	70
Sheep	2
Warhorse, light	150
Warhorse, heavy	250

Containers and Kitchen Utensils

Containers

Container	W.	Vol.	P.T.	Cost
Amphora	18.00	60.00	2w	10
Bottle, glass	0.50	0.50	2h	4
Bottle, glass	1.00	1.00	2h	6
Bucket, canvas	1.50	20.00	5h	3
Bucket, leather	2.00	20.00	5h	5
Bucket, metal	2.50	10.00	1d	9
Bucket, wood	2.00	10.00	1d	15[1]
Canteen	0.20	1.00	1d	1
Cask	10.00	100.00	1d	5
Cask	20.00	200.00	1d	12
Jar, glass	0.50	0.50	2h	3
Jar, glass	1.50	1.00	2h	8
Jar, glass	6.00	5.00	2h	30
Jar, pottery	0.50	0.50	1w	5[1]
Jar, pottery	1.00	1.00	1w	10[1]
Jar, pottery	4.00	5.00	1w	2
Sack, canvas	2.00	50.00	2h	8[1]
Sack, canvas	4.00	100.00	2h	15[1]
Sack, cloth	1.00	50.00	1h	5[1]
Sack, cloth	2.00	100.00	1h	10[1]
Vial, glass	0.05	0.05	2h	2
Vial, glass	0.25	0.25	2h	3
Vial, pottery	0.05	0.05	4d	5[1]
Vial, pottery	0.25	0.25	4d	1
Vial, silver	0.05	0.05	1d	7
Vial, silver	0.25	0.25	1d	27
Vial, pewter	0.05	0.05	1d	1
Vial, pewter	0.25	0.25	1d	30[1]
Waterskin	0.50	5.00	2d	2

[1]Copper pieces.

Kitchen Utensils

Item	W.	L.[2]	P.T.	Cost
Bowl, gold[3]	0.80	25	1d	900
Bowl, pewter	0.30	25	1d	2
Bowl, pottery	0.40	25	3d	10[1]
Bowl, silver[3]	0.80	25	1d	80
Bowl, wood	0.20	25	1d	8[1]
Drinking horn (5dl)	0.20	20	1d	3
Fork, gold-	0.05	20	5h	65

Fork, pewter	0.05	20	5h	6[1]
Fork, silver–	0.05	20	5h	5
Goblet, crystal (2dl)	0.10	15	1d	160
Goblet, glass (2dl)	0.10	15	1d	2
Goblet, gold[3] (2dl)	0.15	15	1d	200
Goblet, silver[3] (2dl)	0.15	15	1d	18
Iron pan (15cm diameter)	1.00	30	1d	2
Iron pan (30cm diameter)	2.50	50	1d	5
Iron pot (1l)	1.00		1d	2
Iron pot (3l)	3.00		1d	3
Iron pot (6l)	6.00		1d	6
Knife, gold–	0.05	20	5h	60
Knife, pewter	0.05	20	5h	6[1]
Knife, silver–	0.05	20	5h	5
Mug, pewter (3dl)	0.20	10	1d	2
Mug, pottery (3dl)	0.30	10	3d	10[1]
Mug, wood (3dl)	0.20	10	1d	7[1]
Platter, gold[3]	0.50	25	1d	600
Platter, pewter	0.20	25	1d	1
Platter, pottery	0.30	25	3d	10[1]
Platter, silver[3]	0.50	25	1d	50
Platter, wood	0.10	25	5h	5[1]
Spoon, gold–	0.05	20	5h	60
Spoon, pewter	0.05	20	5h	6[1]
Spoon, silver–	0.05	20	5h	5

[1]Copper pieces. [2]In cm. [3]Plated. –Alloy.

Writing Materials

Writing Materials

Item	W.	L.[2]	P.T.	Cost
Book 50 pages	0.50	20x15	2d	45
Brush	0.10	15	4h	5[1]
Chalk	0.05	10	2h	2[1]
Ink & Pot (1dl)	0.20			5[1]
Quill pen	0.10	15	2h	3[1]
Seal	0.10	10	1d	8
Sealing ribbon (10 uses)	0.05		5h	2
Sealing wax (5 uses)	0.05		2h	2
Sheet, paper	0.02	40x30	1d	3[1]
Sheet, parchment	0.03	40x30	1d	5[1]
Sheet, vellum	0.02	40x30	1w	8[1]
Stylus	0.05	15	2h	5[1]
Writing tablet, slate	1.00	20x20		10[1]
Writing tablet, wax	1.00	20x20	5h	1

[1]Copper pieces.

Food and Services

Food (shop and market prices)

Food	Cost[1]	Food	Cost[1]
Ale	2	Ham	6
Bacon	3	Honey	6
Beef	3	Lamb	9
Beef, salted	7	Lard	1
Beer	2	Mead	3
Berries3	1	Milk	2
Black bread	2	Mutton	3
Boar	16	Oil, cooking	0.2–2
Brandy	12	Oil, olive	4
Butter	2	Pepper	90[2]
Butter, salted	4	Pork	3
Cheese	2	Pork, salted	5
Chicken (2.5kg)	4	Salt, rock	9
Cider	1	Salt, sea	4
Duck (3kg)	6	Smoked sausages	6
Eggs (12)	2	Steak	5
Fish	1	Sugar	14
Fish, dried	2	Veal	6
Fish, salted	2	Vegetables4	0.2–1
Flour	1	Venison	18
Fruit3	1–2	Waybread	6

Gamebirds	4	White loaf (0.5kg)	2
Goose (8kg)	20	Whole wheat loaf (0.5kg)	1
Grain	0.5	Wine	5

[1]Copper pieces per kg or liter for liquids. [2]Silver pieces. [3]150% if dried. -50% if dried.

Services

Service	Cost
Coach service	10 cp + 1 cp/km
Ship passage	50 cp + 1 cp/10km
Getting horse shoed	9
Haircut	10[1]
Prostitute	3
Bordello	5
Night at bordello	20

[1]Copper pieces.

Staying at the Inn

Service	Cost[1]
Ale (5dl)	2
Beer (5dl)	2
Brandy (1dl)	3
Mead (5dl)	3
Wine (5dl)	5
Poor room (several)	4
Average room (2–3)	15
Good room (single)	32
Cheap stew & bread	3
Good stew & bread	6
Joint of meat	7
Good meal	15
Fine meal	1[2]
Banquet meal	3[2]
Stable pony/donkey	5
Stable horse	7

[1]Copper pieces. [2]Silver pieces.

Monthly Income and Living Expenses

Income

Occupation	Appr.	Worker	Master	Freehld.
Armorer	15	60	180	
Baker	8	30		100
Barber[1]	9	35		80
Blacksmith	9	35		100
Butcher	9	35		80

Cabinetmaker	10	42	170	
Carpenter	10	42	150	
Cook	8	30	100	
Farmer				100
Forester	6	28	150	
Foundryman	8	30	250	
Fisherman	6	25	100	50
Gem cutter	13	45	230	
Glassblower	10	43	250	
Goldsmith	13	50	250	
Greengrocer				40
Innkeeper/Worker[1]	6	25		150
Mason	12	45	150	
Merchant	9	35	300	
Miner	9	35	100	
Moneylender	9	35	250	
Ostler	6	27		
Ropemaker	8	30	150	80
Sailor	9	35	50	
Scholar	13	55	200	
Scribe	15	75	250	
Servant	6	25		
Silversmith	10	43	220	
Shipwright	10	42	300	100
Shoemaker	8	30		60
Solicitor	5	90	400	
Tailor	8	30	180	
Tanner	8	30	100	60
Teamster[1]	9	35		
Weaver	8	30	100	40

[1]In addition to tips.

Income for Mercenaries[1]

Occupation	Men-at-Arms	Sergant	Lieutenant
Archer	4	8	15
Artillerist	4	8	15
Crossbowman	3	6	15
Cavalerist	5	10	20
Horse archer	6	10	20
Infanterist	3	6	15
Slinger	2	6	15

[1]In addition to room and board.

Living Expences

Commodity	Cost
Room	3
Room & board	11
Apartment	10
House	20
Food	8
Stable	2
Stable and feed	7
Stable, feed and care	10

Apprentices will usually be provided with room and board by their master at the cost of about 8 silver pieces per month. Some, like servants and inn-workers, will get this cheaper. Those working with food in their profession, such as bakers, butchers and cooks, will eat at work where food will be almost free. Workers and masters must usually provide their own homes. They will usually have families which they have to support. In most places these groups will have to donate a certain amount of their income to their temples and/or guilds, typically 10%. People owning their own houses will have to pay for repairs and perhaps "security."

Acknowledgement

The orginal equipment research was conducted by the historian Stein Halvorsen.

Next: Magick

Magick

Magick in Amar RPG is a powerful and complex force. Spells are unique possessions - each spell exists as a specific instance of Magick that a character owns, and can be given to others through rituals.

The Spell System

Each spell is described with specific properties that define how it works:

Name
: The spell's name

Encumbrance
: The magical "weight" of the spell - how much it burdens the caster's mind

Cooldown
: How long before the spell can be cast again after use

Casting Requirements
: Casting Time (CT): How long it takes to cast
Active/Passive (A/P): Whether the caster must actively focus on the spell while it lasts
Restrictions: Special conditions (e.g., "Can only be cast at midnight")
DR(s): Difficulty Rating(s) - can require multiple skill rolls

Cost
: What casting consumes - typically Mental Fortitude, but can include Fortitude, special plants, gems, corpses, etc.

Attributes
: Distance: Range (fixed or flexible - modified by Range skill under SPIRIT $_s$ Casting)
Duration: How long effects last (fixed or flexible - modified by Duration skill)
Weight/Targets/AoE: Number of targets or area affected (fixed or flexible - modified by Weight, Number of Targets, or Area of Effect skills)

Effects
: The actual effects of the spell

Transfer Requirements
: Receiving: What the recipient needs in order to receive this spell
Giving: What the giver must do to transfer the spell (ritual duration, etc.)

Spell Ownership and Transfer

Spells are owned by individual magicians. Key principles:

- Each spell is given to a magician who then owns it
- A spell owned can be given to another through a ritual (usually taking two weeks)
- A spell can be put into a book - the first person who reads it gets that spell
  - The spell is then lost by the person when writing the book (usually takes a month to write)
- Spells are the base currency of Fenimaal - highly valuable

- Upon death, Kraagh collects the spells and returns them to the God of the spell's domain (default to Fenimaal)

Active Spell Capacity

A character can only have a certain number of spells active at any given moment. The number of active spells is limited by:

- Total Encumbrance Capacity: Determined by Mental Fortitude (MIND + Willpower + Mental Fortitude)
- Each spell has an Encumbrance value - the total of all active spells cannot exceed the character's capacity
- Inactive spells are "memorized" but not ready for immediate casting
- Activating/deactivating spells requires concentration and time (typically 10 minutes per spell)

Casting Spells

To cast a spell, the character must:

1. Meet Requirements: SPIRIT characteristic ≥ 2 AND total Casting (SPIRIT + Casting attribute) ≥ 5
2. Have Spell Active: The spell must be in the character's active spell pool
3. Meet Casting Requirements: Fulfill any restrictions, have casting time available
4. Make Skill Roll(s): Roll 1O6 + total skill vs DR
   - Typically uses Attunement skills (SPIRIT + Attunement + specific element/domain)
   - Some spells require multiple rolls
1. Pay Cost: Expend Mental Fortitude or other resources
2. Apply Cooldown: Spell cannot be cast again until cooldown expires

Casting Roll Formula

1O6 + (SPIRIT + Attunement + Domain Skill) vs DR

Example: Casting a Fire spell with SPIRIT 2, Attunement 3, Fire 4:

- Roll 1O6: 6, 5, 2 = 7
- Total: 7 + 2 (SPIRIT) + 3 (Attunement) + 4 (Fire) = 16
- If DR is 10, spell succeeds with margin of 6

Flexible Spell Attributes

Some spell attributes are flexible and can be modified by Casting skills:

- Range skill (SPIRIT + Casting + Range): Increases or decreases spell distance
- Duration skill (SPIRIT + Casting + Duration): Extends or shortens spell duration
- Area of Effect skill: Expands spell area
- Weight skill: Allows spell to affect heavier objects
- Number of Targets skill: Allows spell to affect more targets

Spell Domains

Spells are organized by domain, corresponding to Attunement skills:

- Fire - Flame, heat, destruction
- Water - Ice, liquid, purification
- Air - Wind, lightning, flight
- Earth - Stone, metal, growth
- Life - Healing, enhancement, protection

- Death - Necromancy, decay, shadow
- Self - Personal enhancement, meditation
- Others - God-specific domains, unique magicks

Each domain has associated spells that require the corresponding Attunement skill.

Learning New Spells

Characters acquire spells through:

1. Direct Gift: Another magician performs a ritual (usually 2 weeks) to transfer ownership
2. Reading Spell Books: First reader gains the spell, book becomes blank
3. Divine Grant: Gods may grant spells to worshippers (see Worship under SPIRIT)
4. Discovery: Rare - finding ancient spell scrolls or artifacts

The recipient must meet the spell's Receiving Requirements (typically minimum Attunement in the spell's domain).

Mental Fortitude and Spell Cost

Mental Fortitude (MIND $_{s}$ Willpower $_{s}$ Mental Fortitude) serves as the primary resource for spellcasting:

- Each spell cast consumes Mental Fortitude points (specified in spell cost)
- When Mental Fortitude reaches 0, the character cannot cast spells until recovery
- Mental Fortitude recovers with rest (typically 1 point per hour of rest, full recovery after 8 hours sleep)
- Some powerful spells may also cost physical Fortitude, special components, or other sacrifices

Spell Examples

Fire Domain

Spark

- Encumbrance: 1, Cooldown: 1 hour
- CT: 1 round, Active, DR: 5
- Cost: 1 Mental Fortitude
- Distance: 10m, Duration: Instant, AoE: Single target
- Effects: O6-2 fire damage
- Receiving: Fire Attunement 1, Giving: Ritual 1 week

Fireball

- Encumbrance: 5, Cooldown: 6 hours
- CT: 2 rounds, Active, DR: 10
- Cost: 3 Mental Fortitude
- Distance: 50m, Duration: Instant, AoE: 3m radius
- Effects: O6+2 fire damage to all in area
- Receiving: Fire Attunement 3, Giving: Ritual 2 weeks

Water Domain

Water Breathing

- Encumbrance: 3, Cooldown: 2 hours
- CT: 1 round, Active, Restriction: Must be near water, DR: 8
- Cost: 2 Mental Fortitude

- Distance: Touch, Duration: 1 hour, AoE: Single target
- Effects: Target can breathe underwater
- Receiving: Water Attunement 2, Giving: Ritual 2 weeks

See Also

- Legacy_Magick - The legacy magick system
- Legacy_Incantation_Magic - Legacy freeform spellcasting system
- The_Character - Character creation with SPIRIT characteristic
- - Complete spell list
- - Divine spell domains

The Womp

A Womp (Wondrous Outburst of Magical Potential) is a sudden release of focused magical energy, and can be evolved into further Incantations in the Incantation Magic System.

Incantation Example: Minor Heating

Makes an object slightly warmer.

This spell is just an example of a Womp that can be used in the Incantation Magick System.

Incantation Magic

Incantation Magic

Incantation Magic is an alternative to the standard magick system and allows magic casters to have an arsenal of incantations unique to the caster only.

Introduction

Every living creature has Magical Aptitude (MA), but only a few have a significant amount - which is 1 or more in gaming terms. Those who have a significant MA can use that to affect a situation (add or subtract as much MA as you want or can to any skills roll) - but doing so requires a whole month to recover that MA.

Someone with significant amount of MA can learn to focus it into what is commonly known as a Womp - a sudden release of focused magical energy. A minimum of 1 MA is spent in releasing a basic Womp - but more can be spent in one Womp to enhance its effect. The Womp will have a tiny personalized effect - like making you more awake, making others around you slightly nauseated, creating a soft wind, ripples in water or some such. The effect of the Womp reflects the individual's personality. Such a focused release of MA requires only a good night's sleep to regain the magical energy. The Womp has a DR of 0 and will not be so strong as to significantly affect self or others in gaming terms (cannot add or subtract any numbers to the target's attributes, skills or otherwise). A Womp would normally take 1 round to cast, have a range of 3 meters or less, the effect lasting for 1 round while requiring active focus for that duration.

For a magically talented person to go from naturally spending MA during a month to focus the MA to a basic Womp requires training by a mage with a magic lore of at least 12. It is also possible to acquire that ability through magical rituals, reading special scrolls or from a severe shock, trauma or enlightened magic experience.

From the Womp, the person can start training personalized magic incantations - a release of magical energy that has focused effects. The person can start adding a certain amount of MA to a basic Womp and by that create a specific incantation. One must add at least 3 MA to evolve the Womp (or any incantation) into a new incantation. Example; A wannabe mage has a basic Womp that makes people around her slightly nauseous for 1 round by releasing one MA and making the DR roll of 0. By adding 3 MA to the Womp, she can make the nausea last for 2 rounds and actually give those around her -1 in status for that long (effects on target's attributes or skills normally are 1 per two added of MA). If she keeps up training that specific enhancement to her Womp (2 rounds duration/-1 in status), she will eventually convert the beefed-up Womp into a new incantation with DR 3 (she calls it "Nausea"). That incantation will only require 1 MA to cast, but now she will have the opportunity to add MA while casting that incantation in order to enhance the effects of the incantation.

There are a few rules when changing an incantation by adding MA when it is cast or when forging a new incantation with higher DR:

1. It requires 2 additional steps to add one to the effect, double the range, add duration or reduce the casting time for an incantation one level lower on the "time scale for incantations".

   Additionally, when forging a new incantation:
2. It must be sufficiently different from any other incantation the caster has - at least 3 "steps" in any direction from any other incantation.
3. For every 5 in DR, an incantation gets a casting time one level higher on the "time scale for incantations".

A magically talented person will go from naturally spending MA to boost skill rolls during a month to focus the magic energy into a basic Womp that cost one MA (recovered by one night sleep). By adding MA when Womping, one can enhance the effect or duration or reduce the casting time. One can turn such an enhancement Womp into a new incantation by practicing it over time. The new incantation will have a DR equal to the amount of MA used to enhance the Womp, and the new incantation will then require only one MA to cast. The caster names the incantation appropriately and adds it to the growing arsenal of incantations. Any incantation cost one MA to cast, but can be enhanced by adding more MA to it. Adding two in MA will reduce casting time, double the range, add one to the effect or make it go from Active to Passive. The MA added to enhance an incantation becomes the additional DR of a new forged incantation if the caster whish to add it to the arsenal.

Any incantation directly affecting the mind of a target can be resisted by that target, and the caster must add the target's Magic Defense to the DR for it to take effect. If an incantation is cast on a group of people, the caster makes a roll and any target that has a Magic defense less then the roll minus the DR of the incantation is affected.

Think of the Womp as the stem of a tree, and branches and leafs as incantations evolving from that stem. One can always go back to the stem or earlier branches and evolve new incantations from there.

It is even possible to learn new Womps and evolve entirely new "trees" of magic.

Magic Paths

To cast an incantation (or Womp), one will use the Magic Path lore associated with that type of Magic. To evolve a fire type of Womp, one must acquire Fire Magic Lore. Any incantation enhancing perceptions requires Perception Magic Lore, etc.

The table below shows the most common Magic lores, and examples of Incantations.

Magic Paths

Path	Incantation examples
Air	Levitation, Fly,
Black	Agony, Raise Dead, Curse, Finger of Death
Cloud	Fog, Shape Clouds
Cold	Chill, Freeze Water, Freeze Target

Creation	Create items or magic or life or elements
Destruction	Destroy items or magic or life or elements
Distortion	Distort images or items or senses
Earth	Shape Earth, Wall of Stone, Dig
Fire	Create Fire, Fire Strike, Wall of Fire
Heat	Warmth, Burn
Ice	Ice Strike, Wall of Ice, Freeze Blood
Illusion	Create illusions across various senses
Lava	Lava Strike, Wall of Lave, Melt Ground
Life	Healing, Ease Pain, Change Emotions, Polymorph, Resurrection
Light	Cone of Light, Dancing Lights
Lightning	Lightning Strike, Electrocute Water
Magic	Identify Magic, Wardings, Create Magic Items
Manipulation	Manipulate magic or items or senses
Nature	Animal Healing, Plant Growth, Find Familiar
Nullification	Counterspells, nullify effects
Perception	Enhance perceptions, Farsee, Clairvoyance
Protection	Armor, Protection from elements or magic
Space	Displacement, Teleport, Speed
Spirit	Communicate with spirits, exteriorize, possession
Summoning	Summon spirits or demons or elementals
Swamp	Marsh the Ground, Sink
Time	Slow Time, Revisit Past
Water	Water Walking, Breathe in Water, Create Water

Enhancing Incantations

When adding MA when casting Incantations or when forging new Incantations, Weight, Area of Effect and Effect is increased linearly.

Beyond "instantaneous" (inst.), Casting Time and Duration follows this table:

Casting Time and Duration of incantations

1 round	3 days
2 rounds	1 week
5 rounds	2 weeks
1 minute	1 month
2 minutes	2 months
5 minutes	6 months
10 minutes	1 year
30 minutes	2 years
1 hour	5 years
2 hours	10 years
6 hours	20 years
12 hours	50 years
1 day	100 years

Range follows this table (using the 1-2-5 series):

Range of Incantations

1 meter
2 meters
5 meters
10 meters
20 meters
50 meters
100 meters
200 meters
500 meters
...etc.

Incantation evolution

When a new incantation is forged, make a roll on the following table to see how the incantation turns out (if a result is unapplicable, pick the one above on the table):

Incantation evolution

1 = Bad effect	
1	Add 1 extra to DR
2	Subtract 1 from incantation effect
3	Add 1 to casting time
4	Make Active
5	Subtract 1 from duration
6	Subtract 1 from range
2 = Negative effect	
1	Disoriented, subtract 1 in status next round
2	Very tired, subtract 1 from Strength until well rested (no less than 1)
3	Incantation requires one additional Endurance drain
4	You start yelling backwards for 1 minute (cumulative)
5	You must speak the formula for the incantation louder
6	Awkward looking incantation casting
3 = No Change (incantation as intended)	
4 = Change (random effect)	
1	If you throw a 1 when casting this incantation it is an automatic fumble
2	Path of the incantation curves (add 3 to DR for pointing)
3	Sound change
4	Color change
5	A flash of light accompanies the incantation
6	If you throw a 6 when casting this incantation it is an automatic critical
5 = Positive effect	
1	Add 1 to range
2	Add 1 to duration
3	Make Passive

4	Subtract 1 from casting time (no less than 1 round)
5	Add 1 to incantation effect
6	Subtract 1 from DR
6 = Transformation	
1	Adds an effect from a similar incantation
2	Adds an effect from a very different incantation
3	Make incantation more agressive or defensive (player decides)
4	Transforms to a similar incantation
5	Transforms to a more powerful version of the incantation
6	Incantation becomes somewhat intelligent, self-aware or adds a spirit to it

Criticals and Fumbles

A magick critical occurs when you roll a double 6 when casting an incantation. A Critical roll indicates a successful casting of the incantation. You also roll on the Magick Criticals table below. If the critical is not applicable, pick the one below. Roll first for the category, then for the specific critical.

Magick Criticals

1 = Impression	
1	Looks really cool
2	Impressive, adjacent friends get +1 next round
3	Very impressive, adjacent friends gets +1 next D/2 rounds
4	Fearsome, foe rolls on fear table with +9 adjustment
5	Awesome, foe rolls on fear table with +6 adjustment
6	Wild, foe rolls on fear table with +3 adjustment
2 = Side effect	
1	Gain 1 experience mark in MA
2	Gain 1 experience mark in the Magic Path Lore
3	Gain 1 experience mark in Learning
4	MA spent for casting the incantation is 1 less
5	You may cast an additional incantation this round (if Casting Time is one round)
6	Active incantation becomes passive for the duration of the incantation
3 = Increased effect	
1	Incantation weight is 1 better
2	Area of effect 1 better
3	Range is 1 better
4	Duration is 1 better
5	Incantation Effect is 1 better
6	Add 1 to all incantation characteristics (weight, AoE, Range, Duration, Effect)
4 = Effect boost	
1	Incantation weight is D levels better
2	Area of effect D levels better
3	Range is D levels better
4	Duration is D levels better
5	Incantation Effect is D levels better

6	Add D to both Range and Duration
5 = Special	
1	Incantation warps into another similar incantation (GM's discretion)
2	Incantation warps into another similar, but better incantation (GM's discretion)
3	Disregard the targets Magic Defense
4	Double ALL incantation characteristics (weight, AoE, Range, Duration, Effect)
5	Effect is D/2 better and disregard the targets MD
6	Effect is D better and disregard the targets MD
6 = Roll twice on this table, ignoring any subsequent 6s, add one experience mark	

A magick fumble occurs when you roll a double 1 when casting an incantation. A fumble roll indicates a failure to cast an incantation. You also roll on the Magick Fumbles table below, adding the current MA to the open ended dice roll. If the fumble is not applicable, pick the one above. Roll first for the category, then for the specific fumble.

Magick Fumbles

1 = Roll twice on this table, ignoring any subsequent 6s, subtract one experience mark	
2 = Special	
1	Unconscious for D hours and loose 1 in MA permanently
2	Unconscious for D minutes
3	Sleep depravation for D days due to pain, -4 in Status
4	Affects wrong target in the worst possible way
5	Affects self (unless supposed to)
6	You start yelling backwards for D days (the player must yell everything backwards, including incantations cast)
3 = Unwanted effect	
1	Amnesia – can not cast incantations for D hours
2	Everybody within 10 meters become hostile towards you
3	Incantation has the complete opposite effect (GM's discretion)
4	Dizzy – fall and let go what you have in your hands
5	Thirsty (dehydrated), -D in Status until you drink D liters
6	Pain, subtract 3 in Status until Medical Lore roll of 7 succeeds
4 = Stun effect	
1	Shocked, subtract O+3 in status for one minute
2	Reeling, subtract O in status for O rounds
3	Staggered, subtract D in status for D rounds
4	Stunned, subtract 3 in status for 3 rounds
5	Confused, subtract 3 in status next round
6	Off balance, subtract 1 in Status next round
5 = Added effect	
1	Very drained, subtract 3 Magical Aptitude until well rested (no less than 1)
2	Very fatigued, subtract 3 from Endurance until well rested (no less than 1)
3	Very tired, subtract 3 from Strength until well rested (no less than 1)
4	Drained, subtract 1 Magical Aptitude until well rested (no less than 1)
5	Fatigued, subtract 1 from Endurance until well rested (no less than 1)
6	Tired, subtract 1 from Strength until well rested (no less than 1)

6 = Impression	
1	Terrible for morale, friends get -1 in all rolls for the next D rounds
2	Very bad for morale, friends get -1 in all rolls for the rest of the round
3	Bad for morale, friends get -1 in attack for the rest of the round
4	You make a fool out of yourself, laughter is heard
5	Botched it, giggles are heard
6	Awkward looking

Spells

Each spell appears once, under its first domain; spells with several domains list them in brackets. ◆ marks an advanced spell, ★ a forbidden one. Cost is in Mental Fortitude. Casting roll: O6 + SPIRIT + Attunement + domain vs DR.

Air Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Air Breathing [Water] Air, Water 3	11	3	1 rd	Touch	10 min.	1 creature*	A	3 h	6	Enables the target to breathe in air as it was water. It only works on water breathing creatures
Animal Sense [Earth, Fire, Life, Perception, Water] Air, Earth, Fire, Life, Perception, Water 2	9	2	5 rds	1000m	5 min.	1 animal*	A	3 h	4	Enables you to use the senses of the animal you cast it on instead of your own (see through its eyes, etc.). You are able to switch it on and off at will. A distraction doesn't cancel the spell, it only jolts you back to your own senses. If you learn the spell based on an elemental lore, it only works on creatures of that element, i.e. water creatures, flying creatures or land creatures.
Banish [Black, Earth, Fire, Life, Summoning, Water] Air, Black, Earth, Fire, Life, Summoning, Water 3	13	3	1 rd	35m	Instant	1 demon*	A	3 h	5	Sends a summoned demon back to the place it was summoned from.
Breathe in Water [Life, Water] Air, Life, Water 3	11	3	1 rd	Touch	10 min.	1 creature*	A	3 h	5	Enables the target to breathe in water as if it was air. It only works on air breathing creatures.
Bug Shield [Fire, Life, Magic, Protection] Air, Fire, Life, Magic, Protection 2	8	2	1 rd	0m	2 h	Self	A	3 h	4	Keeps normal sized bugs away from you and anything you are wearing or carrying.
Cage O' Magic [Black, Earth, Fire, Water] Air, Black, Earth, Fire, Water 2	9	2	1 rd	16m	5 rds	½ m rad.	A	3 h	4	Creates a magic cage made out of the magick element of the spell. Nothing gets out of or into the cage while the spell is active. A dispel magic spell of the same element is required to break the cage. The air cage is almost invisible. The fire cage gives warmth but doesn't do damage.
Cleaning [Earth, Fire, Water] Air, Earth, Fire, Water 1	5	1	1 rd	29m	10 min.	5 m rad.	A	3 h	1	Cleans the area, comparable to sweeping, dusting, mopping. Does not get rid of really ingrained dirt. Any potensial dirt that is created during the duration will be cleaned.
Clear Air Air 1	5	1	1 rd	27m	10 min.	5 m rad.	A	3 h	2	Clears the air within the area of effect of any smoke, dust, fog, smell, etc. and keeps it clear for the duration of the spell.
Control Elemental [Earth, Fire, Summoning, Water, Ice] Air, Earth, Fire, Summoning, Water, Ice 2	9	2	1 rd	32m	2 min.	1 elemental*	A	3 h	4	The controlled elemental must obey any order you give it for the duration of the spell. If you learned this spell on the summoning path you may control any type of elemental. With the elemental paths you may only control elementals of that type.
Control Wind Air 3	11	3	1 min.	36m	5 min.	2 m rad.	A	3 h	6	Can move air. You can move the area of effect 1/2 m/s per level. Within the area of effect you can move the air 5 m/s per level. Every 5 m/s of wind gives -1 in melee combat and -2 on missiles.
Cooling [Earth, Fire, Life, Protection, Water] Air, Earth, Fire, Life, Protection, Water 1	6	1	1 rd	0m	1 h	Self	A	4 h	2	Keeps the caster cool (feels like it is up to 10°C cooler per level).

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Air Magic Air 5	3	6	1 rd	25m	1 rd	1 spell* or 1 C* or area	A	4 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Dry [Earth, Fire, Water] Air, Earth, Fire, Water 1	7	1	1 min.	Touch	Instant	1 m rad.	A	4 h	1	Dries out the object(s) and/or creature(s) targeted. Note that when used on living creatures (including plants) it only dries the surface, not the body itself. The fire version leaves the target(s) slightly warm.
Electric Shock [Water] Air, Water 3	13	3	2 rds	28m	Instant	1 creature*	A	4 h	6	Gives a electric shock to the targeted creature. The creature takes D6/2 (the damage is rounded down, but the spell does minimum one damage) damage. Metal armor does not protect against this. The creature will lose anything that is held in their hands. In water the electric shock spreads out in all directions. The skill of Pointing is used to determine if this spell hits its intended target.
Enhance Coordination [Life] Air, Life 2	9	2	10 min.	Touch	10 min.	1 creature*	A	3 h	4	Increases the coordination of the recipient by 20% per level.
Extinguish [Earth, Fire, Water] Air, Earth, Fire, Water 2	9	2	1 rd	10m	Instant	1 m rad.	A	4 h	3	
Fly Air 4	15	5	1 rd	Touch	5 rds	1 creature*	A	4 h	7	Enables the target to fly at a speed of 2 m/s per level and dive at a speed of 4 m/s per level.
Fog [Water] Air, Water 2	9	2	1 min.	47m	5 min.	10 m rad.	A	3 h	4	Creates fog. Sight within the fog is limited to 2 meters, and combat modifiers for moonlight applies.
Freeze Air Air 2	9	2	1 rd	21m	2 rds	1 m rad.	A	4 h	4	Lowers the temperature of the air by 5°C per level. The air heats up normally after the spell ends. It may not be cast on a living creature.
Invisibility Air 3	13	3	1 rd	Touch	5 rds	1 O* or 1 C*	A	3 h	6	Makes the object or creature invisible. This includes any objects carried or worn by the creature as long as it is worn or carried. It does not include objects picked up after the spell is cast, unless the objects are completely hidden by something that is invisible.
Jump Boost Air 1	7	1	1 rd	15m	5 rds	1 C*	A	4 h	1	Boosts a creatures jump height. Each level the creature's speed will be increased by 25%.
Levitation Air 3	11	3	1 rd	16m	2 rds	1 creature*	A	3 h	5	Enables the caster to move the target vertically at a speed of 1 m/s per level.
Lightningbolt [Water] Air, Water 3	11	3	1 rd	40m	Instant	1 target*	A	8 h	5	The lightningbolt delivers an electric shock which does d-1 + 1 per level in damage. Metal armor does not protect against this. In water the electric shock spreads out in all directions. The skill of Pointing is used to determine if this spell hits its intended target.
Make Familiar [Black, Earth, Life, Water] Air, Black, Earth, Life, Water 3	11	3	12 h	Touch	Perm.	1 animal*	A	3 h	6	A person may only have one familiar at a time. You can not make a familiar for someone else. See the table below for the effect(s) of the spell. You also get all the effects listed below the level you cast. Even though you may communicate with your familiar, it will still have the understanding and intelligence of the animal it is.
Minor Telekinesis Air 2	9	2	1 rd	22m	1 rd	1 O* or 1 C*	A	4 h	3	Enables the caster to move the object or creature through air with a speed of 2 m/s per level or through water with a speed of 1 m/s per level.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Polish [Earth, Fire, Water] Air, Earth, Fire, Water 1	6	1	5 rds	Touch	Instant	1 object	A	3 h	1	Cleans the object(s) thoroughly leaving them gleaming as if polished. The weight is the total weight of all the objects affected. Whether such things as paint, etc. is removed depends on the intention of the caster. The air version blows the dirt away, the earth version leaves the dirt on the ground, the fire version leaves the objects varm (a result of 6 ignites flammable objects), the water version leaves the objects damp.
Prepared Teleport Air 5	17	6	1 rds	1000m	Instant	1 C* or 1 O*	A	3 h	10	With this spell it is only possible to teleport to a pentagram prepared by the caster. This does not have to be in line of sight, but it must be on top of a solid surface displacing only air.
Puff of Wind Air 1	6	1	1 rd	27m	Instant	½ m rad.	A	3 h	1	Creates a soft puff of wind in the direction the caster decides. Higher levels creates a stronger puff, but even a level 10 spell is not going to bowl someone over.
Push Air 1	7	1	1 rd	26m	Instant	1 O* or 1 C*	A	6 h	1	Gives a strong push from the direction of the caster. If the level equals the size of the target, he must make a coordination roll of 5 (+2 per level over the size) or fall. Damage from falling is as from falling 1 m. It can push 5 kg 1 m backwards on stone surface per level.
Rain Shield [Magic, Protection, Water] Air, Magic, Protection, Water 1	6	1	1 rd	0m	10 min.	½ m rad.	A	3 h	2	Forms an invisible umbrella over the caster which repels rain.
Seek Air 3	11	3	1 rd	Touch	1 rd	1 missile*	A	4 h	6	Gives the missile +2 per level to hit for the next shot. The missile is considered magick. Each consecutive seek spell on a missile gives it an extra shot.
Silence Air 3	11	3	1 rd	Touch	10 rds	1 O* or 1 C*	A	3 h	6	Renders the object or creature unable to make any noise. This includes any objects carried or worn by the creature as long as they are worn or carried.
Speed of Winds Air 2	9	2	1 rd	24m	5 rds	1 C*	A	3 h	3	Makes a creature's movement speed faster. Each level the creature's speed will be increased by 50%. When the spell is active, it is possible to see wind behind the creature.
Summon Elemental [Earth, Fire, Summoning, Water, Ice] Air, Earth, Fire, Summoning, Water, Ice 3	11	3	5 min.	14m	2 min.	1 elemental*	A	6 h	5	The elemental uses 1 round to manifest. You must have a sufficient amount of the element for the elemental to form a body or the spell will fail. Elementals are hostile to life and will try to kill all living creatures, starting with the summoner.
Telekinesis Air 3	13	3	1 rd	24m	1 rd	1 O* or 1 C*	A	3 h	6	Enables the caster to move the object or creature through air with a speed of 1 m/s per level or through water with a speed of ½ m/s per level.
Teleport Air 5	17	6	1 rd	500m	Instant	1 C* or 1 O*	A	3 h	10	It is only possible to teleport on top of a solid surface displacing air.
Tornado [Water] Air, Water 3	11	3	1 rd	49m	1 rd	1 target*	A	4 h	5	Shoots a small tornado towards the target. The tornado will suck up the target, whirling itin a circle for the duration of the spell. For the duration of the spell, the tornado does 1BP + 1 every other level in damage. The target will get -3 in combat while whirling around. While the air version of the tornado looks normal, the water version of the tornado spell is filled with water instead of air.
Wall of Force [Magic] Air, Magic 3	13	3	1 rd	19m	1 rd	½ m r "wall"	A	3 h	6	Creates an impenetrable and immovable wall 1 cm thick. The wall may not be less than 10 cm in any direction. It is almost invisible. If you concentrate you can see a slight shimmering.
Warmth [Earth, Fire, Heat, Life, Protection, Water] ◆ Air, Earth, Fire, Heat, Life, Protection, Water 1	6	1	1 rd	0m	1 h	Self	A	4 h	2	Keeps the caster warm (feels like it is up to 10°C warmer per level).
Water Walking [Water] Air, Water 3	13	3	5 rds	42m	2 min.	1 creature*	A	3 h	5	Enables the target to walk on water. The weight limit is also the maximum weight he can carry including his body.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Whispering Wind Air 1	7	1	1 rd	250m	Instant	1 creature	A	3 h	1	Creates a weak wind with a message from the caster that will travel to the selected target or targets. The wind moves 5m/s and will die out after telling its message to the targeted creature or creatures.

Black Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Agony Black 2	9	2	1 rd	24m	1 rd	1 creature*	A	4 h	4	Creates pain giving -1 in status per level.
Animate Dead Black 3	13	3	1 day	Touch	1 day	1 creature*	A	6 h	5	Animates one corpse to a zombie or skeleton (depending on the state of the dead body. The zombie gets 6 BP + 1 BP per 2 levels and melee skill of 1 per level. A skeleton gets 1 BP per 2 levels and 1 per 2 levels in melee skill.
Blindness [Life] Black, Life 3	11	3	1 rd	30m	1 rd	1 creature*	A	4 h	5	The target is blinded for the duration of the spell.
Call [Summoning] Black, Summoning 3	11	3	5 min.	23m	2 min.	1 demon*	A	3 h	6	Summons a specific demon. It requires the true name of the demon summoned.
Command [Life] Black, Life 3	11	3	1 rd	29m	1 rd	1 creature*	A	4 h	6	The target must follow all understandable commands from the caster for the duration of the spell. The magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.
Command Demon [Summoning] Black, Summoning 3	11	3	1 rd	21m	Special	1 demon*	A	4 h	6	Allows you to give the demon a command consisting of up to 5 words per level. The demon must understand the command or the spell does not work. The magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.
Command Undead Black 3	13	3	1 rd	33m	2 min.	1 undead*	A	3 h	6	Allows you to give the undead a command consisting of up to 5 words per level. If the undead is intelligent it must understand the command or the spell does not work. If the undead is intelligent the magic defense is doubled if a command goes against the moral code of the target, and tripled if it is self destructive.
Darkness [Earth] Black, Earth 3	11	3	1 rd	14m	1 rd	5 m rad.	A	4 h	5	Creates an area of darkness which completely blocks sight. The spell is not cast on any object, and the caster can move it at the rate of 1 m/s per level.
Death Touch Black 3	11	3	1 rd	Touch	Instant	1 creature*	A	4 h	6	Does d-1 +2 per level in damage to the creature touched (you need to touch the skin of the creature).
Dispel Black Magic Black 5	3	6	1 rd	13m	1 rd	1 spell* or 1 C* or area	A	3 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Exteriorize [Life] Black, Life 4	14	5	10 min.	0m	1 min.	Self	A	3 h	8	Allows the spirit of the caster to "step out" of the body. He may cast spells as usual while in spirit form. Perception, speed of movement, and range of movement from the body is described in the tables below. At level 4 the spirit can move through liquids, at level 7 it can move through solids.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Immobilize [Earth, Life] Black, Earth, Life 3	13	3	1 rd	49m	1 rd	1 creature*	A	4 h	5	Immobilizes the target in the position it was in when the spell took effect. The target will fall unless it has a well balanced stance.
Itchiness Black 1	7	1	1 rd	41m	1 rd	1 creature*	A	7 h	2	Give the target an itch in a body part. The affected body part will get a -1 status + -1 per two levels, so every skill done by this body part will be harder to execute. The spell cannot be used on the targets head and will not give a -1 status to every skill.
Life Steal [Kraagh, Mestronorpha] Black, Kraagh, Mestronorpha 2	8	2	1 rd	28m	Instant	1 creature*	A	3 h	3	Steales 1BP per level from a creature and gives it back to the caster. At level 5 the caster can choose what creature that will receive the bodypoints.
Magical Drain Black 1	7	1	3 rds	18m	Instant	1 creature*	A	3 h	1	Draines 1 Magical Aptitude from the target. The range gets increased each spell level. The spell uses 1 BP of the caster. The target will regain the magical aptitude after a good night sleep. Can not reduce the target's MA below 0.
Possession [Life] Black, Life 2	10	2	1 min.	0m	10 min.	1 creature*	A	4 h	3	The caster takes over the body of the creature possessed. It only works if the caster is already disembodied. If the possessed body is knocked unconscious, the caster is thrown back to his disembodied state. If the possessed body is killed, the shock throws the caster back into his own body if he has one.
Protection from Demons [Life, Protection, Summoning] Black, Life, Protection, Summoning 3	11	3	1 rd	Touch	1 min.	1 creature*	A	4 h	6	A demon must exceed the target's MD +2 per level (+4 per level if the spell is active) with its MD+d in order to attack him.
Protection from Undeads [Life, Protection] Black, Life, Protection 3	11	3	1 rd	Touch	1 min.	1 undead*	A	4 h	6	An undead must exceed the target's MD +2 per level (+4 per level if the spell is active) with its MD+d in order to attack him.
Sleep [Life] Black, Life 3	11	3	1 min.	47m	2 rds	1 creature	A	3 h	6	The target(s) sleep deeply for the duration of the spell (hard to wake up). This becomes normal sleep when the spell ends. The target(s) fall asleep gradually during the casting of the spell.
Summoning [Summoning] Black, Summoning 3	11	3	5 min.	11m	2 min.	1 demon*	A	4 h	5	Summons a demon with a total of up to 10 per level in its attributes including size. The caster has no control over what kind of demon is summoned.
Wings Of Darkness Black 5	16	5	1 rd.	89m	Instant	1 creature	A	3 h	8	

Earth Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Armor [Protection] Earth, Protection 3	11	3	1 rd	Touch	5 rds	1 O* or 1 C*	A	3 h	6	Gives 1 AP per level to the creature or object it is cast on. If cast on a creature, it does not protect any equipment it may carry.
Camouflage [Perception] Earth, Perception 3	11	3	1 rd	32m	3 rds	1 C*	A	4 h	6	Gives the creature that the spell has been casted on, the same texture as the background that is behind the creature. Any objects that is carried by the creature will also gain the same texture. If there is no object behind the creature, the spell will not work. Each level the DR of seeing the creature that the spell has been used on, will increase by 2 or 3. The original DR to see the creature depends on the background of the caster. (GM's decide)

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Earth Magic Earth 5	3	6	1 rd	29m	1 rd	1 spell* or 1 C* or area	A	3 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Divine Rune Of Magic Earth 3	13	3	1 min.	29m	2 rds	1 m r	A	3 h	5	
Divine Rune of Power Earth 3	11	3	1 min.	17m	2 rds	1 m r	A	4 h	5	
Enhance Strength [Life] Earth, Life 2	9	2	10 min.	Touch	10 min.	1 creature*	A	3 h	4	Increases the strength of the recipient by 20% per level.
Freeze Solid Earth 2	9	2	1 rd	13m	2 rds	½ m rad.	A	4 h	4	Lowers the temperature of the object by 5°C per level. The object heats up normally after the spell ends. It may not be cast on a living creature.
Glue Earth 2	9	2	1 rd	18m	1 rd	5 cm rad.	A	4 h	3	Glues the touching surface of two objects together. The spell holds 50 kg per level, and requires a strength of 2 per level to break apart. Caution: If the glue is strong, you may tear the surface off the object instead of breaking the glue.
Magnetization Earth 3	13	3	1 min.	30m	Instant	1 meter rad.*	A	3 h	6	Everything made out of metal within the area of effect will be pulled towards the caster.
Protection from Fire [Fire, Protection, Water] Earth, Fire, Protection, Water 3	11	3	1 rd	17m	2 rds	1 O* or 1 C*	A	3 h	6	Gives 3 armor points per level against fire damage. It also protects any objects carried by the target.
Quicksand Trap Earth 2	9	2	1 min	29m	10 min	½ m rad.	A	7 h	4	Turns dirt and sand into quicksand. The spell can only be used in open areas, and does not effect mountains or buildings. Detecting the trap requires a Detect Traps roll with DR 3 + 1 per spell level. To recover from the trap requires a Climb roll with DR 3 +1 per spell level. It takes 1 round per spell level to climb out.
Repair Earth 2	9	2	10 min.	Touch	Instant	1 object*	A	4 h	4	Repairs any broken object, but it does not replace missing parts.
Sandstorm Earth 3	11	3	1 min.	36m	1 rd	3 m rad.	A	3 h	6	

Fire Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Breath Of Fire Fire 3	11	3	1 rd	11m	3 rds	1 C*	A	3 h	6	The target the spell has been used on will breathe fire. Anyone within the fire takes d-3 + 1 per level in damage each round.
Cone of Light [Perception] Fire, Perception 2	9	2	1 rd	250m	2 rds	3 m rad. at end of cone	A	3 h	4	The palm of the caster emits a cone of light.
Control Fire Fire 3	13	3	1 min.	39m	5 min.	½ m rad.	A	3 h	5	Can move fire along the ground, up walls, etc., but not across water. You can move the area of effect 1/2 m/s per level. Within the area of effect you can move the fire 1 m/s per level.
Create Fire Fire 3	11	3	5 rds	29m	5 rds	½ m rad.	A	3 h	6	Must be cast on an object or on the ground. Anyone within the fire takes d-3 + 1 per level in damage each round. It also ignites flammable materials as an ignite spell of the same level + 1 level per round of burning.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Fire Magic Fire 5	3	6	1 rd	19m	1 rd	1 spell* or 1 C* or area	A	4 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Fireball Fire 3	11	3	1 rd	21m	Instant	½ m rad.	A	3 h	5	A tiny ball of flame thrown from the hand of the caster. The ball explodes in a fireball of the described size when it reaches the desired range, or the maximum range if this is shorter. If the tiny ball hits something solid on its way, it explodes immediately. The fireball does d-3 +1 per level in damage as well as igniting flammable materials as an ignite spell of the same level. If the fireball explodes in a small room or other enclosed space, it will overflow through any openings until it fills the volume it is supposed to fill. The skill of Pointing (+5) is used to determine if this spell hits its intended target.
Flash Fire 2	9	2	1 rd	22m	Instant	Special	A	4 h	3	Gives a bright flash of light temporarily impairing the sight of those looking at it. It gives -1 in status per level to those looking in the direction of the flash when it goes off. This penalty is reduced by 1 per meter of distance from the flash, and is further reduced by 1 per round.
Heat Smoke Fire 3	11	3	3 rds	16m	3 rds	½ m rad.	A	4 h	6	When the spell is used, a black-red smoke will appear. The spell level has special actions that unlock as the spell level increase. The caster can choose what actions the smoke will do, as long as the level is high enough.
Hidden Flames Fire 3	11	3	3 rds	12m	3 h	1 O	A	4 h	5	Heats up an object making it extremly hot for the duration of the spell. If anyone touches it or walks on it they will need to cooldown as fast as possible. Each round the creature takes 1 BP in damage untill they are cooled down or the creature reaches half action. The object that has been used the spell on can also create flames by touching burnable objects. The spell can also be used on moving objects like an arrow being shot.
Ignite Fire 1	7	1	1 rd	10m	Instant	5 cm rad.	A	3 h	2	Ignites flammable materials, see the table below.
Increase Light [Perception] Fire, Perception 1	6	1	1 rd	19m	10 min.	1 light source*	A	4 h	1	Multiplies the intensity (effect) of the light source by 1 + 1 per level.
Light [Perception] Fire, Perception 1	7	1	1 rd	17m	5 rds	1 m rad.	A	3 h	1	Lights a sphere with a radius of 1 m per level.

Forbidden Spells Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Fuse ★ Forbidden Spells 3	13	3	3 rds	31m	Instant	2c or 20	A	6 h	5	Fuses multiple objects or creatures together. Fusing two creatures together will give severe damage to their bodies and will lose D6+1 + 1 per level of the characters body points. When fusing objects they will interact different depending on the objects. This spell was used a long time ago in Giellor by magicians to build houses. But the spell got banished after Antonio The Magician destroyed a big part of Giellor.
Galaxy Rift ★ Forbidden Spells 5	18	6	1 h	13m	1 rd	1c* or 10*	A	3 h	9	Summons a rift that pulls in a creature or a object into the rift and destroys it. This spell was created by a Spell Searcher a long time ago.
Memory Erase ★ Forbidden Spells 2	9	2	1 rd	Touch	Instant	1 creature*	A	4 h	3	Erases a creature or a person's memory. This spell was used as a punishment on prisoners but a magician used the spell on an innocent person in a trial and the spell was banished by the judge.
Transfer Soul ★ Forbidden Spells 4	16	5	5 min	Touch	Instant	2 creatures*	A	3 h	7	Tranfers one soul to another body. If the soul is transfered to another body with a living soul, the two souls will swap bodies. The spell can be used on a dead body that has been dead for less then 10 minutes and will transfer the soul to another living body. The spell was used on patients that was near death, rumours of this spell that could make anyone immortal spread fast and the doctors who had learned the soul transfer spell began tutoring the spell for money. The spell was then banished and is now forbidden.

Heat Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Burn ◆ Heat 3	11	3	2 rds	10m	2 rds	2 m r	A	3 h	6	Inside the area of effect every creature will burn and take D-2 + 1 per level in damage. Metal armor does not protect against this.
Sweat ◆ Heat 2	9	2	1 rd	35m	1 rd	1 C*	A	3 h	4	The targeted creature will become sweaty and get -1, -1 every other level in stauts.

Ice Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Armor of Ice [Protection] Ice, Protection 3	11	3	1 rd	Touch	5 rds	1 O* or 1 C*	A	4 h	6	Gives 1 AP per level to the creature or object it is cast on. If cast on a creature, it does not protect any equipment it may carry.
Blizzard Ice 3	11	3	1 rd	44m	5 min.	1 O*	A	4 h	5	Blizzard is an area of effect spell which does d-2 + 1 per level in damage per round to all characters inside the Blizzard.
Control Ice Ice 3	13	3	1 min.	30m	5 min.	½ m rad.	A	3 h	6	Can move ice along the ground or in water. You can move the area of effect ½ m/s per level. Within the area of effect you can move the ice 1 m/s per level.
Death by Frost Ice 5	17	6	5 round	20m	3 rds	1 target*	A	6 h	9	Death by Frost is the most powerful Ice spell. It is a single target spell which does d+5 + 1 per level in damage for 3 rounds. It also reduces status by 1 per level. Armor can not block this effect due to the fact that the target gets frozen from the inside.
Freeze Ice 2	9	2	1 rd	49m	5 rds	1 target*	A	4 h	4	Freeze is a single target, status effect spell which can be blocked. The spell give the target a -1 per level status effect which effects all actions.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Frost Breath Ice 2	9	2	1 min.	26m	Instant	1 creature*	A	3 h	4	Heals 1 Body Point per level. The spell is instant and stops bleeding because of it's freezing effect. However Frost Breath can not heal broken bones or reattach a severed body part. If you use this spell on a dead body, it will extend the amount of days 1 per level for the purpose of resurrecting the body. This also applies on a severed body part, which can be reattached by healing.
Frostbite Ice 2	9	2	1 rd	12m	3 rds	1 target*	A	4 h	4	Frostbite is a single target spell, which can be blocked. The spell does d-3 + 1 per level damage per round, for a total of 3 rounds.
Frozen Trap ◆ Ice 3	11	3	2 rds	15m	3 rds	1 O*	A	4 h	6	Freezes an object for the duration of the spell. If something or someone comes in contact with the frozen object, the ice will spread over and freeze that object or bodypart too. After the duration of the spell the ice will disappear and the temperature will go up.
Ice Shards ◆ Ice 1	7	1	1 rd	38m	Instant	1 target*	A	3 h	1	The Ice Shards does d-3 damage per shard. The spell fires 1 shard per level. The skill of Pointing is used to determine if this spell hits its intended target.
Ice Strike ◆ Ice 2	9	2	1 rd	36m	Instant	1 target*	A	3 h	3	The Ice Strike does d-2 + 1 per level in damage. The skill of Pointing is used to determine if this spell hits its intended target.
Ice Teleport Ice 4	15	5	1 rd	500m	Instant	1 C* or 1 O*	A	4 h	7	Put the object or creature in a bubble and teleports it. It is only possible to teleport in ice.
Wall of Ice Ice 3	11	3	2 round	40m	2 min.	1 m^2 per level, and ½m thick	A	4 h	5	Wall of Ice is an area of effect spell which creates a wall of ice. The spell has 1 m^2 area per level.

Lava Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Fiery Phoenix ◆ Lava 3	11	3	3 rds	Touch	2 rds	1 C*	A	4 h	6	
Melting Stones ◆ Lava 2	9	2	2 rds	21m	1 rd	½ m rad.	A	3 h	3	
Volcanic Eruption ◆ Lava 3	11	3	2 rds	50m	1 rd	½ m rad.	A	3 h	6	

Life Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Change Emotion [Perception, Black] Life, Perception, Black 1	7	1	1 rd	86m	5 min.	1 creature	A	4 h	1	Changes the emotion of a specific creature / creatures.
Change Size [Water] Life, Water 3	11	3	1 min.	Touch	5 min.	1 creature*	A	3 h	6	Changes the size of the target by up to +20% or -10% of the weight per level. Above level 9 the size decreases by 1% per level.
Charm I Life 3	11	3	1 rd	16m	5 rds	1 creature*	A	4 h	6	The target will regard you as a good friend.
Charm II Life 3	11	3	10 min.	22m	1 h	1 creature*	A	3 h	5	The target will regard you as a good friend.
Detect Disembodied Spirit [Perception] Life, Perception 2	8	2	1 rd	0m	1 rd	10 m rad.	A	3 h	4	Detects all disembodied spirits within the area of effect.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Life Magic Life 5	3	6	1 rd	25m	1 rd	1 spell* or 1 C* or area	A	4 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Ease Pain Life 1	7	1	1 rd	Touch	1 h	1 creature*	A	8 h	2	Reduses the effect of wounds by 1 BP +1 per full 5 levels for the purpose of half or quarter action, uncounsiousness and disabling. It will never make the target more resistant to damage than a zombie.
Ease Thirst and Hunger Life 1	6	1	1 rd	0m	6 h	Self	A	4 h	1	You will not feel thirst or hunger while the spell lasts. It does not feed your body, so you will eventually grow weaker and finally die if you go too long without eating or drinking.
Enhance Awareness [Perception] Life, Perception 2	9	2	10 min.	Touch	10 min.	1 creature*	A	3 h	3	Increases the awareness of the recipient by 20 % per level.
Enhance Endurance Life 2	9	2	10 min.	Touch	10 min.	1 creature*	A	4 h	4	Increases the endurance of the recipient by 20 % per level.
Enhance Learning Life 2	9	2	10 min.	Touch	10 min.	1 creature*	A	4 h	3	Increases the learning of the recipient by 20 % per level.
Farsee [Perception] Life, Perception 2	9	2	1 rd	Touch	1 min.	1 creature*	A	4 h	3	Everything looks like it is only one tenth of the actual distance away per level, i.e. one tenth at level 1, one twenthieth at level 2, one thirtieth at level 3, etc. May be turned on and off at will by the target.
Healing Life 2	9	2	1 min.	Touch	Special	1 creature*	A	3 h	4	Heals 1 Body Point per level at the rate of 1 BP per 30 minutes. The spell lasts until it has healed its maximum number of BP or until the target is completely healed, whichever comes first. Healing a broken bone requires a level 4 healing. To reattach a severed body part you must apply a level 7 healing within 2 hours.
Magical Gift Life 2	9	2	5 min.	Touch	12 h	1 creature*	A	3 h	4	Gives the target an extra Magical Aptitude that lasts for 12 hours. If the target has already been given an extra Magical Aptitude the spell can not be used untill the previous Magical Aptitude disappears. The spell can raise a target that has reduced its magical aptitude to -1 if the spell is cast with in 5 minutes.
Magick Dreams [Perception, Black] Life, Perception, Black 1	7	1	1 rd	89m	Instant	1 creature	A	3 h	1	Allows the caster to choose what happens in the dream the target or targets have the next time they sleep. If the spell is used while some one is sleeping, the target's old dream will stop and the magick dream will start.
Memorize [Magic, Perception] Life, Magic, Perception 1	6	1	1 rd	0m	1 week	Self	A	3 h	2	Creates a complete record of all your perceptions for 1 minute per level when cast. This record can later be retrieved with a recall spell.
Minor Healing Life 1	6	1	1 rd	Touch	1 week*	1 creature*	A	3 h	2	Heals 1 BP + 1 per full 2 levels during the week it lasts. It only heals damage received before the spell is cast. Healing a broken bone requires a level 6 healing.
Night Vision [Perception] Life, Perception 2	9	2	1 min.	Touch	10 min.	1 creature*	A	4 h	3	Makes the target able to see in the dark like a cat. Twilight is treated as normal light, moonlight as twilight and starlight as moonlight.
Personal Farsee [Perception] Life, Perception 1	7	1	1 rd	0m	1 rd	Self	A	3 h	1	Everything looks like it is only one tenth of the actual distance away per level, i.e. one tenth at level 1, one twenthieth at level 2, one thirtieth at level 3, etc.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Pleasant Sleep Life 1	6	1	1 rd	0m	1 period of sleep	Self	A	4 h	2	Allows you to fall asleep and have a pleasant sleep. This is normal sleep and you can be awakened just like normally.
Polymorph [Water] Life, Water 5	15	5	1 min.	Touch	5 min.	1 creature*	A	8 h	8	Turns the target into any creature of any sex. The caster must have possessed a creature of the same race and sex. The size of the target may not change more than +20% or -10% per level (-1% per level above level 9). The strength, endurance, coordination and awareness of the target will usually be modified at the GM's discretion based on the transformation.
Project Thought Life 3	13	3	1 rd	11m	1 rd	Self and 1 C*	A	4 h	6	Enables you to project thoughts to the target. At level 1 you can project words, at level 3 pictures and at level 5 concepts.
Read Thought [Perception] Life, Perception 3	13	3	1 rd	17m	1 rd	Self and 1 C*	A	4 h	6	Enables the caster to read the thoughts of the target. At level 1 you can read words, at level 3 pictures and at level 5 concepts. You can only read what the target is thinking about, you can not search through his mind for information.
Recall [Magic, Perception] Life, Magic, Perception 1	6	1	1 rd	0m	10 min.	Self	A	4 h	2	Allows you to recall something you have stored with a memorize spell. When consentrating it is as clear as when you originally observed it.
Regeneration Life 5	15	5	1 h	Touch	Special	1 creature*	A	4 h	8	Regenerates any one limb, finger, nose, etc. which has been cut off. An arm regenerates in one week, a leg in two weeks. The spell lasts until the missing body part has regenerated.
Remove Cold Life 1	7	1	10 min.	Touch	Instant	1 creature*	A	4 h	2	Finally, a cure for the common cold.
Resurrection Life 5	19	6	2 h	Touch	Instant	1 creature*	A	4 h	10	Brings a dead creature back to life. The creature must not have been dead more than 1 day per level. The spell will not regenerate lost body parts. After having been brought back to life, the target lies helpless for 1 week, after which he has 1 BP and heals normally. The target also looses 1/5 of his strength and 1 in coordination, but he gains 1 in magical aptitude. The caster loses 1 in MA permanently.
Sleep Lightly [Perception] Life, Perception 1	6	1	1 rd	0m	1 period of sleep	Self	A	4 h	1	Ensures that you sleep lightly and are easily awakened.
Stop Bleeding Life 1	7	1	1 rd	Touch	Instant	1 creature*	A	3 h	1	Stops external or internal bleeding.
Turn Undead Life 3	11	3	1 rd	27m	Instant	1 m rad. and 1 undead	A	3 h	5	Forces the undead(s) to run away from the caster until they can no longer see him. They may return after the spell expires. If there are more undeads within the area of effect than you can turn, the one with the lowest MD is turned first, then the one with the second lowest MD, etc. until you have reached the number you can turn.

Lunar Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Lunar Howl ◆ Lunar 1	5	1	3 rds	0m	5 rds	5 m rad.	A	3 h	1	The Lunar spells require the moon to be visible. When the spell is used all animals inside the area of effect that are awake, will protect the caster from other creatures being agressive towards the caster.
Moonlight Healing ◆ Lunar 2	9	2	2 rds	19m	Instant	1 m rad.*	A	3 h	4	The Lunar spells require the moon to be visible. When the spell is used, moonlight will shine down on the area of the effect. Everybody inside the moonlight will be healed 1 BP + 1 every level. Healing a broken bone requires a level 3 moonlight healing. To reattach a severed body part you must apply a level 5 moonlight healing within 2 hours.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Wolflight ◆ Lunar 3	11	3	1 min.	Touch	2 rds	1 creature*	A	3 h	5	The Lunar spells require the moon to be visible. Transforms the target to a Werewolf for the duration of the spell. While being transformed the werewolf can't spread the disease of Lycanthropy.

Magic Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Assemble Weapon Magic 1	7	1	1 rd	Touch	1 min	1 object*	A	3 h	2	Assembles a weapon(s) from the elements nearby, creating it out of "thin air". The weapon(s) can be maximum 0.5 kg per level and will have 2 HP per level.
Delay Magic 5	0	6	1 rd	0m	1 rd	1 spell*	A	4 h	9	The spell it is cast together with will not take effect until the delay expires. You decide how long a delay you want, and the DR of the spell is increased by 1 per level of delay. The total cost in MA is 2, one for each spell.
Detect Magic [Perception] Magic, Perception 1	6	1	1 rd	Touch	1 rd	1 creature*	A	4 h	2	Increases the MA by 3 per level for the purpose of detecting magic only.
Dispel Magic Magic 5	3	6	1 rd	15m	1 rd	1 spell* or 1 C* or area	A	3 h	10	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Enchant Item Magic 2	8	2	12 h	Touch	Perm.	1 O* and 1 spell	A	4 h	4	Stores the spell(s) it is cast together with in an object. It can store 1 usage of a spell per level. The MA cost is 1 per usage stored +1 for enchant item. When the release word(s) are uttered, the spell takes effect in the way described when enchanting the item. The enchanted item may be used as many times as there are usages in it. After the last usage is used, the object is no longer magick.
Enchant Weapon Magic 3	11	3	1 rd	Touch	2 rds	1 weapon*	A	4 h	6	Gives the user of the weapon +1 in skill per full 2 levels. The weapon is considered magic.
Identify Magic [Perception] Magic, Perception 2	10	2	10 min	25m	Instant	1 O*, 1 C* or 1 spelled area*	A	3 h	3	Identifies a spell or magic item. The DR for identifying is the DR of the original spell to be identified -2 per level of the Identify spell. You get a -3 on the DR if you know the spell you are identifying. If the spell is too difficult for you to identify, the GM may still give you some hints about it at his discretion.
Passify Magic 5	0	6	As spell	0m	1 rd	1 spell*	A	3 h	9	Makes the spell it is cast together with passive for its duration. The caster chooses when to activate the passify during the duration of the spell.
Permanency Magic 1	5	1	12 h	Touch	Special	1 spell*	A	6 h	2	Increases the duration of the spell it is cast together with. The DR of the permanency is added to the DR of the spell it is cast together with and the desired (set) level of one of the spells. The level of the other (not set) spell is determined by how much the roll exceeds this. If the spell is cast on a living creature it increases the duration by 5 steps + 2 steps per level. If it is cast on an object or area it increases the duration by 15 steps + 2 steps per level. Casting a permanency spell permanently reduces your MA by 1.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Protection from Magic [Protection] Magic, Protection 3	11	3	1 min.	Touch	1 min.	1 creature*	A	4 h	6	Increases the magic defense of the target by 2 per level.
Sharpness Magic 3	11	3	1 rd	Touch	2 rds	1 weapon*	A	6 h	5	The weapon does +1 in damage per full 2 levels. It only works on sharp weapons. The weapon is considered magic.
Warding Magic 5	0	6	10 min.	Touch	1 day	1 O* or 1 m r	A	3 h	10	You can "program" the warding with 5 words per level. If what you have thus specified occurs within the area or to the object, the spell the warding is cast with takes effect. You must work out the exact wording before casting the spell. If you have used more words than is supported by the level of warding you manage to cast, the first 5 x level words of the desired wording will be the actual wording.

Perception Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Detect Truth Perception 2	9	2	1 rd	15m	5 rds	1 creature*	A	4 h	4	Lets the caster know if the target believes he is telling the truth or not. The spell is broken if the target moves out of range or out of sight.
Dispel Perception Magic Perception 5	3	6	1 rd	27m	1 rd	1 spell* or 1 C* or area	A	3 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.

Poison Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Acidic Zap ◆ Poison 3	13	3	2 rds	30m	Instant	1C* or 1O*	A	4 h	5	
Poison Cloud ◆ Poison 2	9	2	1 rd	26m	2 rds	½ m rad.	A	3 h	4	
Remove Poison ◆ Poison 5	3	6	1 rd	14m	Instant	1 C*	A	3 h	10	
Water To Poison ◆ Poison 1	7	1	2 rds	26m	Instant	1 liter	A	3 h	2	Turns water into the poison.

Protection Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Protection Magic Protection 5	3	6	1 rd	29m	1 rd	1 spell* or 1 C* or area	A	4 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Protection from Water [Water] Protection, Water 1	7	1	1 rd	Touch	2 min.	1 O* or 1 C*	A	4 h	2	Protects the object or creature from water and keeps it from getting wet. If it is cast on a creature it also protects any objects it is wearing or carrying.

Summoning Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Dispel Summoning Magic Summoning 5	3	6	1 rd	23m	1 rd	1 spell* or 1 C* or area	A	3 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.

Swamp Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Forest Hands [Anashina] ◆ Swamp, Anashina 1	7	1	1 rd	47m	2 rds	1 C*	A	3 h	2	The spell is cast on a target and a tree. The tree will try to capture the targeted creature with its branches, after the duration of the spell the targeted creature will be let free. Every level the branches get +2 in strength and unarmed. Small sized trees start with 1 in unarmed and strength. Normal sized with 2, and big sized trees with 3 in unarmed and strength. The tree does a grapple roll to see if it captures its target. At level 3 the caster can control the tree's branches after the targeted creature has been captured.
Mud Sling Swamp 1	5	1	1 rd	18m	2 rds	5 m	A	3 h	2	Creates a sling of stiff mud, the sling will be as long as the area of effect of the spell. When the spell is used, the caster chooses where the sling starts. After the duration of the spell, the sling will become normal mud and fall down.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Mudhole Swamp 1	7	1	5 rds	30m	10 min	½ rad.	A	7 h	2	Turns water and dirt into a mudhole trap, that slowly swallows any creature or objects. The mudhole looks like normal mud, but for the duration of the spell the mudhole has a hypnotic ability that pulls creatures towards it. To recover from the trap requires a Climb roll with DR 5 + 1 per spell level. It takes 1 round per spell level to climb out.
Slime Creature Swamp 2	9	2	3 rds	29m	1 min.	1 Slime	A	4 h	3	Creates mud slimes out of ½ m radius off mud. The slime takes ¼ damage from melee weapons and non-magick projectiles. Anything that comes in contact with the slime will be swallowed by the mud.
Slow Swamp 1	5	1	1 rd	32m	5 rds	1 Creature	A	3 h	1	While the spell is active the creature or creatures affected will be slowed 30% each level and will feel like walking in a swamp.
Summon Snakes Swamp 1	5	1	3 rds	24m	1 min.	1 Snake	A	7 h	2	Summons one snake per level. Snakes has 3BP + 1 per level and an unarmed skill of 3 + 1 per level.

Water Magick

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Control Water Water 3	13	3	1 min.	36m	5 min.	½ m rad.	A	4 h	6	
Create Ice [Ice] Water, Ice 2	9	2	1 rd	22m	Instant	10 liter	A	4 h	3	Creates fresh ice.
Create Water Water 2	9	2	1 rd	21m	Instant	10 liter	A	4 h	3	Creates fresh water.
Dispel Water Magic Water 5	3	6	1 rd	17m	1 rd	1 spell* or 1 C* or area	A	4 h	9	If cast on an area or a creature it dispels all spells in the area or on the creature with a total (DR+level) less than the level of the dispel magic. It may dispel only some of the spells if they have different totals. Spells are not dispelled as such, but only suppressed for the duration of the dispel magic. An area dispel magic is only effective as long as the spell remains within the area, but it also works on spells entering the area after the dispel magic has been cast. The effect of an area dispel magic is reduced by 1 per 5 meters from the center. If it is cast on a particular spell, it permanently dispels it. The magic version works on spells from any path, the other versions only work on spells from their own path.
Drown Water 3	13	3	3 rds	25m	Instant	1 C*	A	3 h	5	When the spell is used, the target's throat will be filled up with water. The water will fall down to the target's lung if the target does not spit the water out. While spitting out the water the target can't attack and will get -10 in defence. If the water falls down to the target's lung, they will get a -5 status and each round they will lose 3BP each round. The creature will become unconscious after 5 rounds. A medical role is required to stop the targeted creature from drowning.
Freeze Liquid [Ice] Water, Ice 2	9	2	1 rd	12m	2 rds	½ m rad.	A	3 h	3	Lowers the temperature of the liquid by 5°C per level. The liquid melts or heats up normally after the spell ends. It may not be cast on a living creature.
Healing Water Water 3	11	3	2 rds	16m	3 rds	1 liter*	A	6 h	5	Creates a blue glowing liquid. Anybody who consumes the liquid heals 1 BP + 1 per level, per liter. If a creature drinks less than one liter, divide the bodypoints given by the amount that is drunk, in liters. Healing a broken bone requires liquid from the spell higher than level 4 to be poured over the broken bone. After three rounds, the liquid becomes normal water.

Spell · requires	DR	Cost	Cast	Range	Duration	Area	A/P	Cooldown	Enc	Effect
Water Barrier Water 3	11	3	2 rds	22m	2 rds	½ m rad.	A	4 h	5	Creates a circular barrier of water that will slowdown projectiles. The barrier will make it 1DR harder + 1 each level to hit a target inside the barrier. If a projectile is shot from inside of the water barrier, a hole will open in the barrier and let the projectile fly through. The water barrier will also open for anyone or anything going through the barrier from inside. If creatures walk through the barrier from outside they will get a negative status depending on the water barrier level:
Water Mirage Water 3	11	3	3 rds	45m	1 min.*	1 mirage*	A	4 h	6	Creates a mirage of what the caster wants out of water. To create the mirage, 5 liters of water is required per level of size. Each level the maxiumum size of the mirage increases by 1, starting on 2. When the duration is over the mirage will transform back into water. The spell Control Water can be used to move the water mirage.
Water O' Restoring Water 2	10	2	1 min.	26m	Instant	1 liter	A	4 h	3	Creates fresh water capable of healing creatures who drink it. The water heals a creature 2BP, over 30 minutes, per liter that is drunk.
Water Teleport Water 5	15	4	1 rd	500m	Instant	1 C* or 1 O*	A	3 h	8	Put the object or creature in a bubble and teleports it. It is only possible to teleport in water.
Water to Wine Water 1	7	1	2 rds	24m	Instant	1 liter	A	4 h	1	Turns water into the wine of your choice. The quality of the wine increases with the levels.

Rituals

Rituals are cast with Ritual Magick Lore over the stated casting time. Ingredients follow each entry.

Ritual	DR	Cast	Range	Duration	Area	Resist	Effect and ingredients
Ashes of the Departed	11	1 hour	Touch	Instant	1 dead person	Y	Over ashes or grave-earth of the dead, the caster asks one question. The dead answer truthfully but briefly and often crookedly, and they remember being asked. The same dead cannot be questioned twice by the same caster. *Ingredients:* Ashes or grave-earth of the dead one (50 g). A coin placed where a tongue would be. Myrrh, burnt (10 g). Candles of black wax, one lit, one unlit. The question, written and then burnt.
Blind Curse	8	10 min.	1 km	1 month	1 creature	Y	This ritual will make the victim blind for one month. It actually affects the mind of the victim so there are no visible physical effects. *Ingredients:* A part of the target's body (a hair, nail or the like). A larger part like a finger will decrease the difficulty rating of the spell by up to 3. A black lotus burned. A 30 carat onyx.*
Catch Fire	6	1 round	10 m	Instant	1 object	N	This ritual will create fire. To make the fire, the caster must have a flammable object with a maximum volume of 30 cm^3 to start burning as the effect of this ritual. *Ingredients:* Ash from a torch. A 3 carat ruby.* A fire lily. Powdered salamander blood (10 g). Blood from a dragon reduces the difficulty rating by 3. A poem. A coordination roll of 8.
Curse of Fairies	8	10 min.	100 km	1 month	1 creature	Y	This curse will bring bad luck to its target. This is simulated by adjusting all dice rolls concerning the target by one so as to be unfavorable to the target. *Ingredients:* A part of the target's body (see Blind Curse). The true name of the target. Lotus (50 g) and saffron (50 g) burned in an iron kettle. A mirror to break. A wooden doll made similar to the victim. A poem. A coordination roll of 8.
Doomscript	14	3 hours	1 km	Until spent	1 named person	Y	A dark writing against a named person: their next critical success turns to a fumble in the moment of triumph. The curse spends itself on that one roll. The victim's Magic Defense resists; if the writing is found and burnt by the victim, the curse rebounds on the caster. *Ingredients:* Ink mixed with soot from a burnt letter. Paper made from a document the victim signed. A broken pen nib. The victim's full name, written backwards. Three nights of ill will.
Eyes of Tekali	12	10 min.	1 km	1 round	Self	N	This ritual must be performed on a specially prepared bowl of water. It will create a picture from a place or in the vicinity of an object or creature that the caster is familiar with. The place, object or creature must be within 1 km or no picture will appear. If you include a part of the place, object or creature you are looking for, the range is increased to 10 km. *Ingredients:* Black lotus (10 g) boiled in the water used for the spell. Faery blood (1 dl). Eyes of an eagle shot while flying more than 100 m above the ground.
Flames of Life	6	1 round	10 m	Instant	10 liters	Y	This ritual must be performed with a fire at least the size of a torch no more than 1 meter away from the caster. The ritual causes flames to shoot forth from the fire and hit the intended target in the chest, causing d in damage. The flames cannot be dodged as they will be magically guided towards the heart of the victim. *Ingredients:* A 10 carat ruby.* A fire lily picked on midsummer day. A small poem including a description of the target.
Hearthbind	8	1 hour	Touch	1 month	1 house	N	Binds the caster to a hearth. The caster knows, wherever they are, the moment a stranger crosses the warded threshold, and whether the stranger comes armed. The knowledge is a feeling, not a picture. *Ingredients:* Ash from the house's own hearth (100 g). Iron nails from the door, hammered back in place.* Salt strewn along the threshold (50 g). The name of everyone who lives there, spoken aloud.
Moon Mirror	10	30 minutes	Self	1 night	1 known place	N	Under moonlight, a bowl of still water shows a place the caster has stood in before, as it is now. The image is silent, faint, and lasts while the water stays unbroken. On a new moon night the ritual fails. *Ingredients:* Rainwater collected in silver (1 l).* A white flower, floated on the water. Moonstone dust (5 g). A soil sample or splinter from the place to be seen.
Nightfall	8	1 min.	None	10 min.	3 m radius	N	By performing this ritual, the caster conjures a sphere of darkness with a radius of 3 m around himself. *Ingredients:* A 20 carat onyx.* Crushed ebony (100 g). Whale bones (100 g) crushed and mixed with four drops of mercury. The talons of an owl killed at midnight during winter. A special small poem.
Raven Of Darkness	11	5 min.	1m	Instant	1 m radius	N	By performing this ritual, the area arnound the character will become dark and the Raven Demon will summon. When the demon is encountered the player must do a fear roll of D6+3. If the character has done this ritual before, the ingredients are not needed and the DR is decreased by 3. *Ingredients:* A Raven Feather. An Eye From A Wolf. Ash From A Torch

Ritual	DR	Cast	Range	Duration	Area	Resist	Effect and ingredients
Rustwither	7	1 round	Touch	Instant	1 metal object	N	Ages one metal object a hundred years in a heartbeat: locks crumble, blades pit and dull (double damage to the weapon's hit points), hinges seize. Dwarven work resists with DR +4. *Ingredients:* Red rust scraped from a shipwreck (20 g). Vinegar in which a key has soaked a week (1 dl). A drop of the caster's blood. A word of unmaking, whispered.
Seedsong	6	1 hour	Touch	1 season	1 field	N	A field sung over at sowing yields half again at harvest, and its crops resist blight and vermin. Anashina folk hold the singing must be done barefoot; the ritual works regardless, but they will not believe it. *Ingredients:* Seed grain from the previous harvest (a handful). Spring water poured at the field's corners (4 dl). A ladybird, released alive. A planting song, sung through twice.
Snake Eyes	6	1 round	10 m	1 min.	1 creature	Y	This ritual will hypnotize the victim so as to obey the caster. He will not however undertake actions directly opposing his survival or basic principles. The caster must have the attention of the victim for the whole casting time of one round or the ritual will not take effect. *Ingredients:* A tin rod with a 20 carat amethyst.* Myrtle berries (10 g). Chicory leaves (10 g). Celadine flowers (10 g). Snake eyes (2).
Stillwater Oath	9	10 minutes	Touch	Until fulfilled	2 sworn persons	N	Two people swear an oath over a bowl of still water and drink from it. Whoever breaks the oath suffers -3 in Status until they make amends, and every still water they see reminds them. Moltan judges accept a Stillwater Oath as testimony. *Ingredients:* Still water drawn at dawn (1 l). Two hairs, one from each swearer, tied together. A stone from a courthouse or temple floor.* The oath itself, spoken word for word by both.
Stormcall	13	1 hour	Self	1 day	The sky above (10 km)	N	Calls a storm out of a clear sky, or sends an honest storm elsewhere. The weather arrives within the hour and is genuinely dangerous to shipping, roofs and tempers. Walmaer and Shalissa priests frown on amateurs using this. *Ingredients:* Seawater taken in foul weather (1 l). A bell rung once and then silenced.* Petrel feathers (3). Powdered flint (20 g). A shouted argument with the sky.
Sunwaked Blade	10	30 minutes	Touch	1 fight	1 weapon	N	A weapon laid in the first light of dawn and sung over burns with Ikalio's favour for the wielder's next fight: +1 Offensive, and the weapon counts as magical against creatures immune to common steel. The favour fades at the fight's end, or at sunset, whichever comes first. *Ingredients:* First sunlight, caught on the bare blade. Oil pressed from sunflower seeds (1 dl). A red ribbon tied at the hilt. A hymn to the dawn, sung alone.
Tekali's Torch	8	1 round	10 m	10 min.	1 object	N	This ritual must be performed on a crystal to take effect. It will illuminate an area as a torch, except that the light created is homogeneous. *Ingredients:* A 5 carat diamond.* Ash from a torch. A sunflower. Crushed whale bones (100 g). An endurance roll of 8.
Volani's Cure	8	1 round	Touch	1 week	1 creature	N	While under the effect of this ritual you will heal at the rate of one body point per day. *Ingredients:* Daffodil flowers (50 g). Bryony grapes (50 g). Bindwood (20 g). Sulfur (20 g). Some strange words spoken aloud.
Wayfarer Blessing	6	10 minutes	Touch	1 day	Up to 6 travellers	N	Those blessed walk the day without tiring: no fatigue from ordinary travel, and their feet find the road even in the dark. The blessing ends the moment a blessed traveller draws a weapon in anger. *Ingredients:* Dust from a crossroads. A worn-out shoe sole, burnt. Rosemary (10 g). A verse recited while walking backwards.
Whisper on the Wind	9	10 minutes	50 km	Instant	1 named person	N	The caster speaks a message of at most twenty words into a feather. The wind carries it, and within the hour the named person hears it whispered as if someone stood behind them. The wind does not carry an answer back. *Ingredients:* A feather from a bird that has seen the recipient. Breath, exhaled through a silver ring.* Dried thyme, burnt (5 g). The recipient's name, spoken thrice.
Witch Curse	10	30 min.	100 m	Instant	1 creature	Y	This curse will decrease the current of one of the target's attributes (chosen by the caster) by one (to a minimum of one). It can only be performed at midnight under a full moon. *Ingredients:* A part of the target's body (see Blind Curse). The true name of the target. Lead and mercury boiled in a stone bowl. A long poem. A coordination roll of 6.
Wolfshide	12	30 minutes	Self	1 night	The caster	N	Wrapped in a wolf's hide under the open sky, the caster takes wolf shape until dawn: a wolf's body and senses, the caster's own mind. Clothes and gear do not follow. If the hide is stolen while the ritual runs, so is the way back. *Ingredients:* A whole wolf's hide, honestly won.* Raw meat, eaten cold. Juniper smoke breathed deeply. A howl, given without embarrassment.

Potions and Magick Items

Potions

Potion	DR	Duration	Brewing	Keeps	Price	Effect and ingredients
Bear Potion	10	1 year	3 days	1 year	50 sp	The strength of a person is doubled after drinking this potion. *Ingredients:* Blood from a giant (1 dl). Blood from a cave lion or bear (1/2 dl) from an animal killed under a full moon. Betony (10 g). An iron container.* A poem.
Cat's Eye Potion	8	1 year	1 day	1 year	20 sp	Upon drinking this potion, the person will be able to see in the night like a cat. *Ingredients:* Blood (1/2 dl) tapped from a living faery at midnight. A crystal container.* A poem.
Diver's Delight Potion	12	1 year	1 week	1 year	75 sp	After having drunk this potion, the person is able to breathe underwater for 1 hour, but tires easily from physical exertion. *Ingredients:* Skin from a merman's tail (100 g). A snow lily. Running water (1 l). Sea salt (50 g). Angelica (50 g). A poem.
Dream Anchor	10	1 night	3 days	6 months	40 sp	Drunk at bedtime with a person or place firmly in mind, the potion steers the night's dream there: true glimpses mixed with dream-stuff, useful to those wise enough to tell which is which. Ielina initiates prize it. *Ingredients:* Poppy seeds (5 g). A silver sliver of a mirror.* Lavender (10 g). Water that has reflected the moon (1 dl). Something belonging to the person or place, held while falling asleep.
Featherfall Philtre	8	1 minute	1 day	1 year	25 sp	The drinker falls like a leaf: any fall during the duration lands soft as stepping off a stair. Jumping from great heights on purpose still takes a moment of conviction. *Ingredients:* Down of a gosling (a pinch). A dandelion clock, blown into the vial. Spider silk (a strand). Rainwater that never touched the ground (1 dl).
Firebelly Flask	11	3 rounds	1 week	1 year	60 sp	The drinker's belly fills with living fire: once per round for three rounds they may breathe a cone of flame 5 m long (damage 5, DEF avoids half). Speaking while it lasts is unwise, and hiccups are dangerous for everyone. *Ingredients:* Peppers dried over a smith's forge (20 g). Salamander ash (5 g). Strong spirits (1 dl). Oil that has burnt in a temple lamp (1 dl).* Swallowed in one go.
Ghostberry Wine	13	10 minutes	2 weeks	1 month	120 sp	The drinker turns grey, faint and half-here: mundane weapons pass through (half damage), and once during the duration the drinker may walk through a single wall no thicker than an arm's length. Magick bites as usual. Ghostberries are found where the dead were left unburied. *Ingredients:* Ghostberries (30 g). Grave mist, bottled at dusk. Wine gone thin and pale (2 dl). A sigh, added last.
Hound Nose Potion	8	1 hour	1 day	3 months	20 sp	The drinker's nose wakes: track by scent as a hound does (+5 Tracking, scent-based), know who passed and how long ago. Strong smells during the hour can be briefly incapacitating. *Ingredients:* A hair of a proven tracking hound. Wild garlic (10 g). Rain-wet earth (20 g). Vinegar (1 dl). Shaken, never stirred.
Owl Draught	8	1 night	1 day	1 week	18 sp	The drinker needs no sleep that night and suffers no fatigue for the missed rest. The next night's sleep is deep, long and non-negotiable. *Ingredients:* Owl pellet, powdered (5 g). Strong black tea leaves (20 g). Dew collected before dawn (1 dl). A candle burnt at both ends, the wax.
Panther Potion	10	1 year	3 days	1 year	50 sp	This potion will increase the coordination by 3 and coordination skills by 1. *Ingredients:* Crushed flies (10 g). The blood of a snake killed while attacking (0.1 dl). The blood of a cat shot in the head while running (1 dl).
Potion of Battle Frenzy	12	1 year	1 week	1 year	80 sp	This potion will cause the person to fight with more aggression and strength. It will also increase the endurance so as to increase the body points. The endurance will be increased by 3 and the strength will be doubled. Since the person drinking the potion will fight like a berserker, he subtracts five from the defensive value and adds three to the offensive value. He may not cast any spells during combat. The person will be very irritable while under the influence of this potion. *Ingredients:* Vervain (10 g). Fly amanita (2 g). Troll blood (1/4 dl). Blood from a cave lion killed in single combat (1/2 dl).
Potion of Detection	10	1 year	3 days	1 year	40 sp	This potion will raise the awareness of the drinker by 5. *Ingredients:* Fresh faery blood (1/2 dl). Eyes of flies (2 g) separated by a coordination roll of 8. A faery eye. A crushed faery ear. A black lotus. A poem.
Potion of Healing	10	1 month	3 days	1 month	25 sp	A healing potion of this type gives a healing rate of one body point per day. *Ingredients:* Bryony (10 g). Daffodil (10 g). Fresh blood from the type of body (race) intended to heal (1 dl). A poem.
Potion of Iron Guts	9	1 day	3 days	1 year	30 sp	For one day the drinker's stomach fears nothing: poison, spoiled food and foul water do no harm (natural poisons are neutralised; magickal poisons get +6 on the resistance roll). Taste, unfortunately, still works. *Ingredients:* Charcoal, powdered (30 g). Goat's milk (2 dl). Nettle, boiled soft (20 g). A rusty nail, boiled along and removed.*
Potion of Mirth	7	1 evening	1 day	1 month	15 sp	The drinker's heart grows light: immune to fear (no rolls on the fear table) and impossible to intimidate. Also very hard to take anything seriously, which has ended more than one important negotiation. *Ingredients:* Wine from a wedding (2 dl). Honey (50 g). A jester's bell, dipped and removed.* Feverfew (10 g). A genuinely funny story, told to the brew.

Potion	DR	Duration	Brewing	Keeps	Price	Effect and ingredients
Potion of Seeing the Truth	10	1 year	3 days	1 year	45 sp	This potion makes the drinker very resistant to illusions (increases the awareness by 10 for the purpose of detecting illusions). *Ingredients:* Purslane (20 g). A primrose. Powdered agate (5 g). A faery eye. A poem.
Potion of Shivering	6	10 years	1 day	10 years	10 sp	This potion causes fear in the drinker. Subtract five from his endurance. Any negative result is subtracted from all attribute and skill rolls. *Ingredients:* A spider. Spores from white amanita. A poem. An endurance roll of 6.
Potion of the Second Face	12	1 hour	1 week	1 month	90 sp	Brewed over a hair of another person, the potion reshapes the drinker's face and voice to theirs for an hour. Height, build and memories stay the drinker's own. Wears off all at once, usually at the worst possible moment. *Ingredients:* A hair of the person to be worn. Soft wax (30 g). Milk of a black goat (1 dl). A pinch of stage rouge. Brewed before a covered mirror.
Silvertongue Sip	9	1 hour	3 days	6 months	35 sp	Words come easy and land well: +3 on Bargain and Social Lore. The drinker also finds it unusually hard to stop talking. *Ingredients:* Honey mead (1 dl). A silver coin, dissolved slowly.* Petals of sweet violet (10 g). A compliment, spoken into the bottle and corked quickly.
Stonebones Potion	12	10 rounds	1 week	1 year	80 sp	The drinker's skin greys and hardens to living stone: +2 Armor Points on all hit locations, and unarmed blows against the drinker hurt the striker. While it lasts, swimming is a very bad idea. *Ingredients:* Granite dust from a standing stone (50 g). A gargoyle's chip or a petrified twig (10 g). Egg of a cliff-nesting bird. Iron filings (10 g). Buried three days in the earth.
Tortoise Tonic	6	1 hour	1 day	5 years	12 sp	Slow and certain: the drinker's Move is halved, but they gain +2 Defensive value and cannot be knocked down or staggered. Popular with shield-wall veterans and nervous travellers on mountain paths. *Ingredients:* A tortoise scute, powdered (5 g). Oak bark (20 g). Thick porridge water (2 dl). Patience, stirred in slowly.

Natural Magick Items

Crystal of Magic Power Storing

DR	12
Duration	Permanent

The bearer of this crystal amulet can store a certain amount of MA that he or she can later use for casting spells. The bearer can take some of his or her own MA and transfer it into the crystal. It will seep out of the crystal at the rate of one per week if left unused. It works like this: Aleena the Air Mage has 9 in MA and owns a Crystal of Magic Power Storing with a capacity of 4. She wakes up in the morning, well rested and with her full 9 in MA. She transfers 4 MA to the Crystal. She now has 5 in active MA and the Crystal has 4 MA. The next day, she will regain her full MA. She than has 9 in MA and the Crystal still has 4, leaving her with an effective 13 MA for casting spells. The Crystal will start losing MA after a week (one MA per week).

The bearer may not use MA stored in a Crystal to boost any rolls. It is only for casting spells. The MA is personal - no one else may use "her" stored MA.

The capacity of the Crystal equals how much the Natural Magick roll exceeds the DR. The DR is 12, so if the maker gets a Natural Magick roll of 15, a Crystal with a storing capacity of 3 can be made - but only if the maker sacrifices 3 of his or her own MA. This means that maker will lose 3 MA permanently - it will not be regained daily or monthly, it must be retrained through normal training or experience.

A Crystal of Magic Power Storing may of course be forged into any item such as a staff or sword, etc.

A Crystal of Magic Power Storing usually cost some 5gp plus 1gp per capacity.

Ingredients

- A 4 carat diamond.
- A small gift from a fearie (is fused with the crystal during the ritual).
- A blessing from a creature with more than 12 MA.
- A relevant poem lasting the full 2 minutes of the ritual (DR 8 in Poem Recital).

The crystal will rest for one week after the ritual is completed before it can be used.

Crystal of Spell Storing

DR	15
Duration	Permanent

The bearer of this crystal can store a certain amount of spells that he or she can later use. The bearer casts a spell into the crystal and can activate that spell instantly at a later time. Technically, this is resolved as follows: The player states that the character stores a certain spell into the crystal and deducts one MA as usual, but does not throw the dice to see if the spell is successful. Instead, the player rolls the dice once the spell is activated.

A Crystal of Spell Storing is a very powerful Magick Item as the bearer can cast the stored spell instantly at the beginning of a round in addition to doing any other action that round such as engaging in combat or cast a spell at the end of the round as usual.

The spell stored is personal - no one else may use the stored spell. Very rarely one may find Magick Items with stored spells that are not personal and can be used by anyone.

Upon creating the crystal, the maker will permanently sacrifice 5 MA that will not be regained daily or even monthly, it must be regained through training or experience.

A crystal can only store one spell, and it will seep out of the crystal after one week.

A Crystal of Spell Storing may of course be forged into any item such as a staff or sword, etc.

A Crystal of Spell Storing usually cost 20gp.

Ingredients

- [C] A 10 carat diamond.
- [C] A small gift from a fearie (is fused with the crystal during the ritual).
- [C] A blessing from a creature with more than 15 MA.
- [C] A relevant poem lasting the full 2 minutes of the ritual (DR 8 in Poem Recital).

The crystal will rest for one week after the ritual is completed before it can be used.

Spirit Protection

DR	8
Duration	Permanent

This amulet will protect against possession. For this purpose only, it will increase the bearer's magick resistance by 5.

Ingredients

- [C] A fennel flower.
- [C] A dog's heart.
- [C] The brain of a 1 day old body (same race as the bearer).
- [C] A writing roll of 8 (due to complex inscriptions).

Taran's True Seeing

DR	8
Duration	Permanent

The bearer of this amulet will receive a bonus of 3 against all visual illusions.

Ingredients

- [C] A silver amulet with a 5 carat diamond.
- [C] A fly.
- [C] A black lotus flower.
- [C] Eyes and ears of a rabbit shot while running.

Running the Game

Role playing on Amar begins with the Player Characters washed up on the beach. They do not know where they are, who they are or where they are heading. They are very confused. The only stable data they have are their own skills and proficiencies, and that the other PCs on the beach are their friends.

This is all the knowledge the players will get when they start. They should not be given any background information on Amar at all before they start! This is very important, as it would otherwise ruin much of the game for them. All new player characters that enter the game in the future will also start off on the beach with a complete memory loss. They would have to travel to the other PCs to join them. You as the GM should make that happen.

All the information they will get about Amar, its places, personalities, gossip, cabals, plots, politics and history will be revealed to them during the course of playing. Do not give them much at a time. Try to keep as many secrets about Amar as possible for as long as you can. This will give the game zest and pizazz!

Only give them the information that is logical from the NPCs they encounter. Make them work hard for the scraps of information they receive.

You should not for any reason let a player read the background story on Amar!

Keep the game fast and furious, mystical and magical while still keeping it realistic.

This means you must play the NPCs in a realistic way and make sure that all plots are consistent and well thought out. Also, keep the game local. By this is meant that you do not let the PCs travel all over the island at once. Let the PCs settle down and really create on the local environment. Make the local area the PCs “home,” and the local NPCs come to life. This will make the game a lot more stable and fun. Make a lot of adventures happening in their local area or just outside.

Do not give the PCs a lot of magick and treasure without a lot of struggle. If you dish out the goodies rapidly from all directions, it will make the game boring. It is not the treasure that makes the game fun, it is the way towards it.

Have fun!

PART II

The World

Mythology

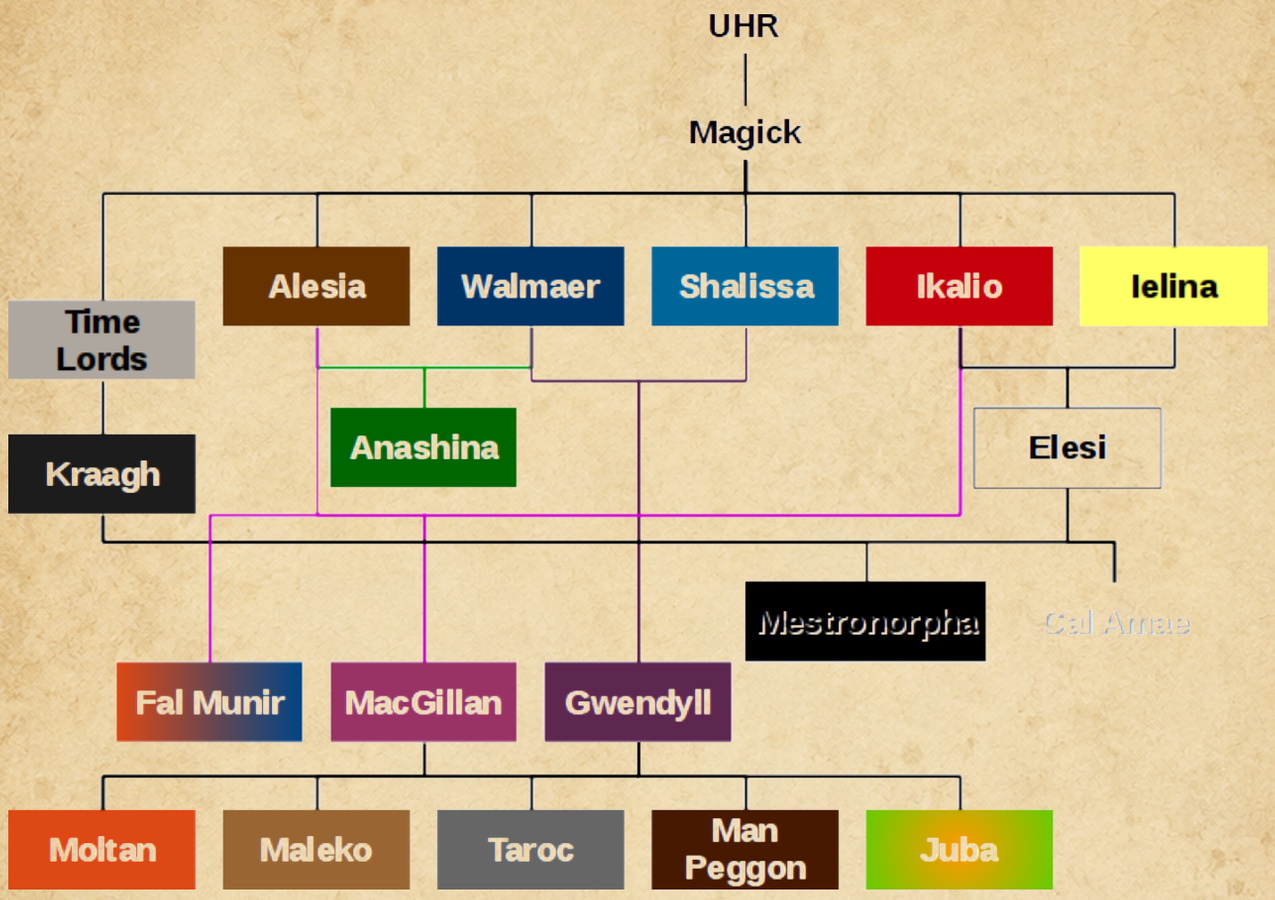
In the beginning...

...there was the allmighty god Uhr, the personified knowledge of all. Uhr had total ability and could be, do or have anything at will. And all the god wanted, was a game – to not be bored. So Uhr created Magick, the complete mystery, the unknowable. And Magick was a god, the god of chaos, randomity, unpredictability and mystery. The universe now encompassed two extremes, Uhr and Magick. Magick in this earliest period was a total randomity, unpredictable even to Uhr. And so the game was set and the two powers clashed. They interchanged, vanished and resolved into what is now known as the world. Uhr and Magick degenerated and ceased to exist but they gave birth to the game Uhr wanted. Knowledge and magick still exists but in the milder forms known in our world today.

From the friction between Uhr and Magick the elements emerged. The first in creation was Alesia, the mother earth. She formed the basis on which all else was built and she represents the basic stability. But the game needed motion and thus came water, and the waterlord Walmaer ruled the sea. But the motion was slow and the freedom limited. The windlady Shalissa supplied speed to the motion and freedom to the world, like the winds that lifts the eagle to the sky. The next to emerge was Ikalio, the sun , the god of fire. He is the ultimate in speed and the giver of life, the creator of thought. There is nothing faster than the thought.

And then came Ikalios' ally Ielina, the moon. Ielina watches over the world when Ikalio is resting. But she is also the timekeeper and that is her main mission, to turn the wheel of existence. The counsel of time also emerged directly from the interchange betwwen Uhr and Magick. The five time lords has their main purpose to preserve the game, to see to its continuance. They build the basis for tings to happen and through Ielina they turn the wheel of existence.

The six Primary Gods are considered to be Alesia, Ikalio, Shalissa, Walmaer, Ielina and the Time Lords. The latter are often counted as one God and are rarely if ever worshipped as they never interact with mortals.



The world was devided between Alesia and Walmaer, between the land and the sea. But the borders were ever changing and the water and the land was in constant fluxation. With the help of Ikalio, Alesia and Walmaer gave birth to a beautiful goddess, and Anashina the goddess of nature, gave life to the land and the sea. At the same time in the sky, Ikalio and Ielina happened to cross paths and Elesi, the goddess of creation was born. The five time lords saw this beautiful goddess and to further the preservation of the game, they created her counterpart Kraagh, the god of death and decay.

By accident or plan, Elesi and Kraagh happened to meet twice before they could realize the consequences of the powers they unleashed. From their first meeting the Devil erupted and from their second came the Saint.

Now this was the first era of the gods, before emotions entered in and the gods started acting human and falling in love with each other. The first era was some 20 ort ago. At this time, the humans and other creatures in the world was brought into existence. Little is known about how this came about, though many legends exist. About 19 ort ago the second era of the gods started when Alesia and Ikalio found eachothers heart. Their godly emotions brought forth two sons, Fal Munir, the sage and Macgillan.

In their romantic adventures Walmaer and Shalissa got one daughter, Gwendyll.

Macgillan and Gwendyll, both created by love found eachother and was the first to ever marry. They founded the kingdoms on earth and led the humans to a civilized way of life. They got five sons, all whom played an important role towards the humans and their civilizations.

They were Moltan – the judge, creator of law and order, Maleko – the lonely one, Taroc – the warlord, Man Peggon – the god of strength and last and often considered least, Juba – the joker, the god of fun and entertainment. Now this concluded the second era of the gods, some 18 ort ago.

The powers of Magick was taken by three powerful entities and divided amongst thjem. These were Ish Nakil – the silent, master of innate magick, Fenimaal – the power, master of willpower magick and Fionella the witch – master of natural magick. Many gods, demigods, powerful entities, demons and faeries have later come into the world. Many

have played and some still play an important role in our destiny and course of life. To lead a successful life one is advised to know about the forces that rules one's life, though treat it with care and awe, these forces are greater than you.

The History of the Gods

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-20 ort: The world is created, the gods first era starts.
-19 ort: The second era starts with the comming of the lesser gods.
-18 ort: The distribution and balancing of power is completed, the wheel of existence
is finalized.
-16 ort: The three masters of magick grasps this power and divide it amongst
themselves.
-15 ort: The great war for power begins. The war is between the good and the evil,
between the light and the darkness. The war threatens the wheel of existence.
-14 ort: The elements join forces and the timelords intervene to end the war.
-10 ort: The second thrust for power: The timelords and the masters of magick against
the elements and the moon.
-09 ort: The balance of power is regained and stabilized with the help of the Dragon
kingdom. The faeries entered this world from the Otherworld.
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The World of the Gods

Spirits inhabit bodies on Amar. If they lead a “normal” life, they are recycled after death by Kraagh, and thus get to inhabit a new body on Amar.

Before spirits are returned to Amar, Kraagh strips them of their memory of their former life. If they have been a faithful follower of a particular god, that god will “tag” that spirit as his. Kraagh sees this and sends the spirit to the part of The World of the Gods run by that particular god.

The World of the Gods is quite similar to Amar except that the gods live there. It is hyper fantasy gaudy with stereotypical landscapes. Alesia rules in The Land of Farming with The Great Mountain in the middle, Walmaer rules The Island Kingdom, Anashina rules in The Great Forest, etc.

If the spirit has done a lot of evil and nobody wants it and Kraagh sees that it is not wanted in Amar either, it goes to The Underworld (Hell) in the wrong end of the whip. But if the spirit has pleased Mestronorpha and become one of his priests, he will still go to The Underworld – but in the right end of the whip.

The Wheel of Existence

The year has 13 months - each month honoring one God. Each month has 4 weeks with 7 days per week. It all fits neatly in to a *Wheel of Existence* with all the main Gods in one descriptive image. The calendar turns clockwise. There are several holy days throughout the year as the image shows.

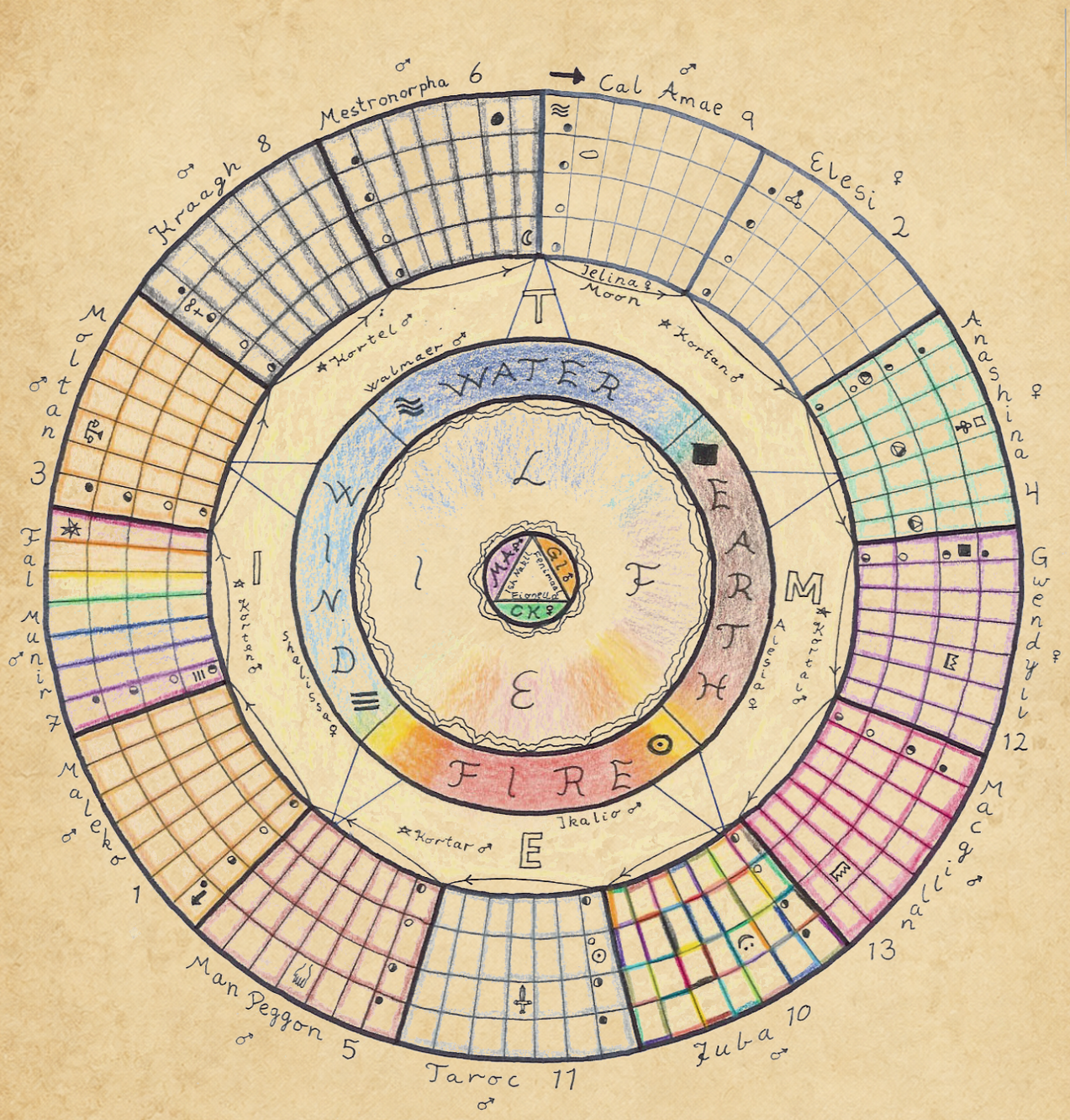
The weeks within a month each have a name (after the phase of the moon):

1. InIelina ("No Ielina")
2. UrIelina ("Beginning Ielina")
3. AlIelina ("All Ielina")
4. DeIelina ("End Ielina")

Each day of a week is named after one lesser God:

1. Recolar (sports & competition - son of Taroc)
2. Mailatroz (trading - son of Ikalio)
3. Ztenasie (wine and food - daughter of Alesia)
4. Elaari (passion & arts - daughter of Elesi)
5. Tsankili (thievery & treachery - son of Mestronorpha)
6. Fooradur (diplomacy - half human, half dwarf)
7. Liandra (hope and dreams - daughter of Ielina)

The GM keeps track of the days as the characters evolve through the game. Click the image for larger size.



Overview of the Gods and their Worshipping

The Gods of Amar

God's Name	Gender	Domain	Signifying Number	Symbol	Holy Day	Special Powers	Priest Rank
Alesia	♀	Earth	¼	■	8 Gwendyll	Earth & Protection Magick	Priest
Ikalio	♂	Fire	¼	⊙	15 Taroc	Fire Magick	Priest
Shalissa	♀	Wind	¼	〓	22 Fal Munir	Air Magick	Priest
Walmaer	♂	Water	¼	≋	1 Cal Amae	Water Magick, Swim	Priest
Ielina	♀	Moon, Timekeeping	28	☾	28 Mestronorpha	Perception Magick, Awareness (&skills)	Seer

Time Lords	♂	Time	1/5		(None)	(None)	(None)
Cal Amae	♂	Good Deeds	9		9 Cal Amae	Melee Defense	Paladin
Elesi	♀	Creation/Art	2		2 Elesi	Life Magick	Priest
Anashina	♀	Nature	4		4 Anashina	Missile Weapons	Druid
Gwendyll	♀	Queen of the Gods	12		12 Gwendyll	Social Skills	Baroness
MacGillan	♂	King of the Gods	13		13 MacGillan	Leadership	Baron
Juba	♂	Entertainment	10		10 Juba	Music/Dance skills	Jester
Taroc	♂	War	11		11 Taroc	Melee Skills	War Lord
Man Peggon	♂	Strength	5		4 Man Peggon	Strength	Lord
Maleko	♂	Inner Strength	1		1 Maleko	Endurance	Monk
Fal Munir	♂	Knowledge & Wisdom	7		7 Fal Munir	Learning	Sage
Moltan	♂	Judgement	3		3 Moltan	Awareness	Judge
Kraagh	♂	Death & Reincarnation	8		8 Kraagh	Black Magick	Priest
Mestronorpha	♂	Evil Deeds	6		6 Mestronorpha	Black Magick	Servant
Ish Nakil	?	Innate Magick	1/3		15 Anashina	Innate Magick	Entity
Fenimaal	♂	Willpower Magick	1/3		18 Anashina	Spell skills	Mage
Fionella	♀	Natural Magick	1/3		21 Anashina	Rituals	Witch
Recolar	♂	Sports & Competition	1		1 Taroc	Coordination	Master
Mailatroz	♂	Trading	2		14 Taroc	Trading	Master Merchant
Ztenasie	♀	Wine & Food	3		1 Juba	Cooking	Master Chef
Elaari	♀	Passion & Arts	5		28 Juba	Art skills	Master
Tsankili	♂	Thievery & Treachery	1		1 Mestronorpha	Sleight, MvQt & Hide	Master Thief
Fooradur	♂	Diplomacy	2		2 Moltan	Social Lore	Diplomat
Liandra	♀	Hope & Dreams	1		1 Elesi	Drawing, dancing, sculpting, ...	Dreamer
Asteria	♀	Ice	6		2 Cal Amae	Ice Magick	Frost Mage
Parkoan	♂	Lava	7		16 Taroc	Lava Magick	Lava Mage

There are cults worshipping each and every God. The cult ranks are very similar. Novices are called Lay Members and receive no special treatments, benefits or powers. A ritual is required for attaining the rank of *Initiate*. The ritual depends on the cult. An Initiate can develop a Cult Standing that can be used in critical situations to call upon the power of the God (see Magick). In addition, on the God's Holy Day, an Initiate will receive a +3 bonus in the God's

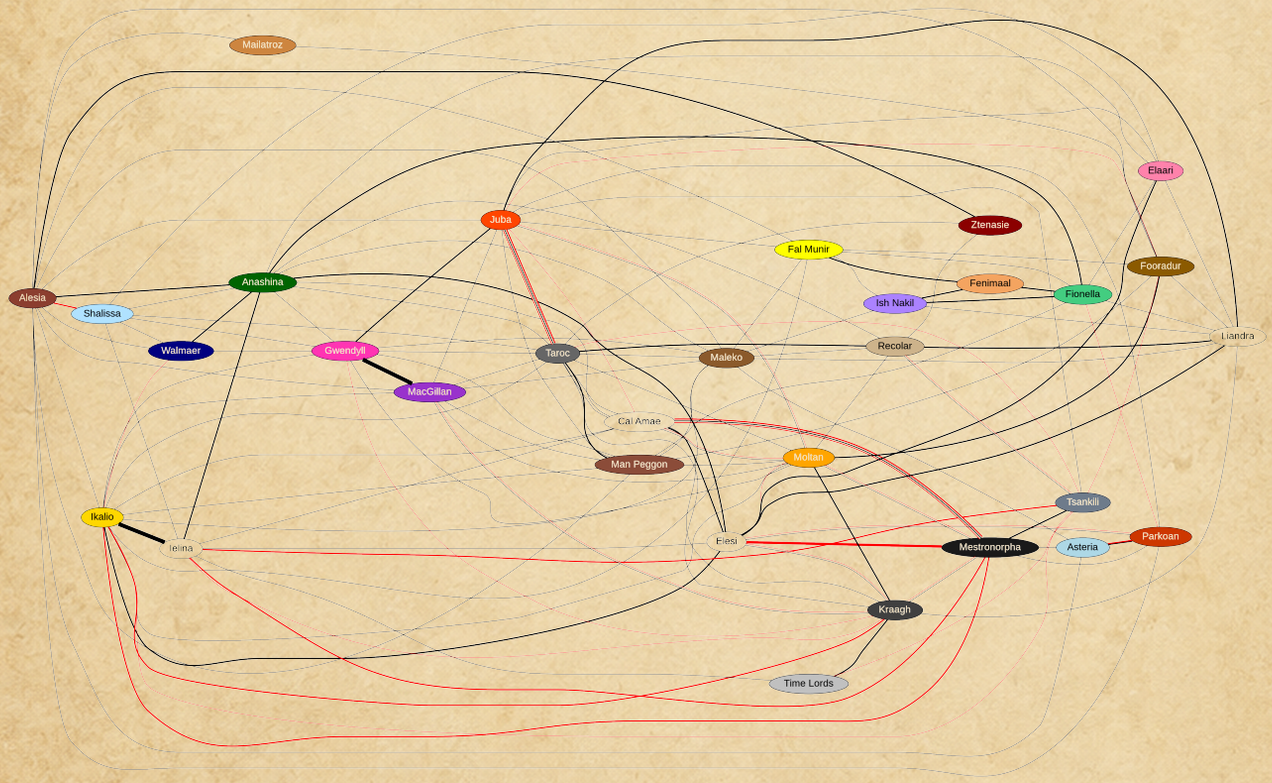
Special Power (see table above). The highest rank is that of a Priest. A Priest receives a +3 bonus in the Special Power the 5 days before and after the Holy Day and +6 on the Holy Day. Attaining a Priest Rank requires a set of greater abilities as well as years of servitude as an active Initiate. The name of the Priest Rank for each cult is given in the table above under "Priest Rank".

The actual attributes of each God and Goddess is given on each of their pages. These are approximations as they shift as time goes by.

Major Gods are those featured in the Wheel of Existence - the Elements, the Months, the Magick Trio, Time Lords and Ielina. The other Gods are considered Minor. Major Gods regenerate approximately 20 BP per round, while Minor Gods regenerate some 10 BP per round.

Relationship between the Gods

This map shows the relationships between the Gods of Amar (click for a full size detailed image)



Relations between the Gods. Black lines are positive relations, while red are negative. Black and red lines indicate a complex relationship. Stronger lines indicates stronger relationships.

Other Gods

Here are a list of other known Gods in Amar:

The Gods of Amar

God's Name	Domain
Duargur	Prime God of the Dwarves, Willpower, Stubbornness
Chill Padde	Patience, slowness, relaxation, laziness
Oddmar	Service

Next: The World

The Gods

Alesia

Symbol	■
Gender	♀
Domain	Earth
Signifying Number	¼
Holy Day	8 Gwendyll
Special Powers	Earth & Protection Magick
Priest Rank	Priest
BODY	10
MIND	8
SPIRIT	12
Melee Weapon	Staff of the Lands
Off/Def/Dam	35/40/+30
Missile Weapon	Earth Bow(+5)
Attunement $_s$ Earth	100

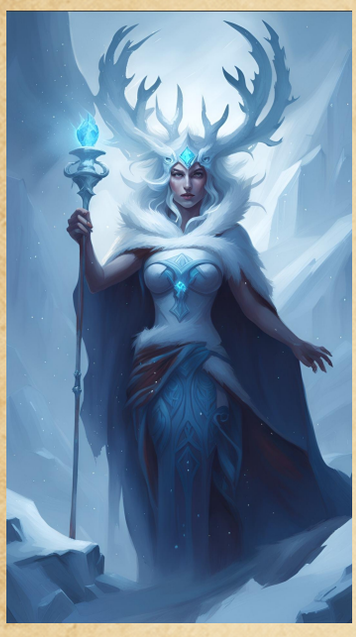
Alesia is one of the six Primary Gods. She is the Mother Earth, worshipped by farmers, land owners and commoners who feel attached to the primary source of Life.

Anashina

Symbol	
Gender	♀
Domain	Nature
Signifying Number	4
Holy Day	4 Anashina
Special Powers	Missile Weapons
Priest Rank	Druid
BODY	8
MIND	10
SPIRIT	12
Melee Weapon	Spear of Nature(+7)
Off/Def/Dam	45/55/+23
Missile Weapon	The Hunter's Bow(+10)
Attunement s Anashina, Ritual	80

Anashina is The Protector of Nature, The Hunteress, Protector of the Fay. While she is often depicted as the Queen of Elves, she is nevertheless worshipped extensively among humans - especially by rangers, hunters animal keepers and trainers and by foresters and of course the Druids.

Asteria



Symbol	❄
Gender	♀
Domain	Ice
Signifying Number	6
Holy Day	2 Cal Amae
Special Powers	Ice Magick
Priest Rank	Frost Mage
BODY	7
MIND	9
SPIRIT	14
Melee Weapon	FrostBite sword(+7)
Off/Def/Dam	40/45/+18
Missile Weapon	Ice Javelin(+4)
Attunements Ice	70

Asteria is the Queen of the North, the Mother of Cold, the Ice Lady. She is cool, calm and collected and said to actually have a heart of ice. Asteria is the ultimate Frost Mage and commands all things cold.

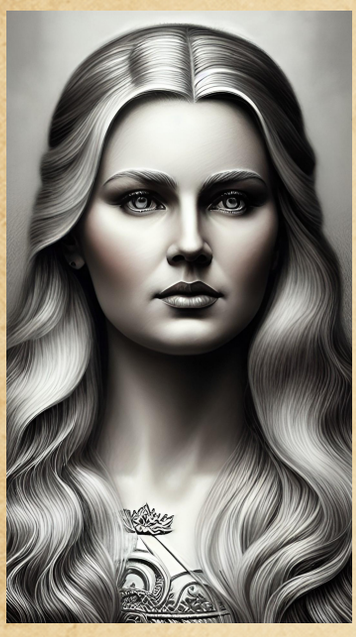
Her followers aspire to be as cool and as commanding of the snow as they can be. She has many dwarven worshippers.

Cal Amae

Symbol	
Gender	♂
Domain	Good Deeds
Signifying Number	9
Holy Day	9 Cal Amae
Special Powers	Melee Defense
Priest Rank	Paladin
SIZE	10
BODY	13
MIND	10
SPIRIT	13
BP/MD	35/17
Melee Weapon	Holy Sword(+8)/Sh (+5)
Off/Def/Dam	50/60/+21
Missile Weapon	Great X-Bow(+4)
Off/Dam/Range	35/+10/400
Magic: Life	40
Spells	All spells < DR 40

Cal Amae is the Valiant Paladin, the ultimate Knight of Goodness. He serves the week and the needy and helps those in dire straits. He is worshipped by Knights of the Good and those with the purest of hearts - from beggars to the noble.

Elaari



Symbol	
Gender	♀
Domain	Passion and Arts
Signifying Number	5
Holy Day	28 Juba
Special Powers	Art skills
Priest Rank	Master
BODY	7
MIND	11
SPIRIT	12
Melee Weapon	Staff of Creation(+8)
Off/Def/Dam	32/37/+7
Missile Weapon	Great Bow(+2)
Attunements Elaari	30

The Goddess of Passion & Arts is strong willed, intense and passionate about everything she does. Her worshippers choose one of several paths and diligently follows through in that direction. She is the creator of the arts, lover of beauty and is soon to praise the extraordinary. She wields the Staff of Creation - a mythical magic weapon and artifact that yields extraordinary powers, even for a Goddess. Elaari is the daughter of Elesi. Her symbol is an ever changing colorful sphere.

Elesi

Symbol	
Gender	♀
Domain	Creation/Art
Signifying Number	2
Holy Day	2 Elesi
Special Powers	Life Magick
Priest Rank	Priest
BODY	6
MIND	8
SPIRIT	14
Melee Weapon	Staff of Life(+7)
Off/Def/Dam	40/45/+12
Missile Weapon	Great Bow(+3)
Attunement$_s$ Life	80

Elesi is the Goddess of Fertility, Creation and Art. She is the Mother of Humans and the Protector of the Pregnant. She is worshipped by many from all walks of life.

Fal Munir

Symbol	
Gender	♂
Domain	Knowledgea & Wisdom
Signifying Number	7
Holy Day	7 Fal Munir
Special Powers	Learning
Priest Rank	Sage
SIZE	8
BODY	9
MIND	11
SPIRIT	16
BP/MD	22/17
Melee Weapon	The Staff of Magi(+5)
Off/Def/Dam	30/35/+12
Missile Weapon	None
Magic: All basic types	80
Spells	All spells < DR 80

The Sage and Oracle among the Gods are worshipped by those seeking truth through knowledge and contemplation. Fal Munir is the wise, old and weathered sage on an eternal quest to find out... everything.

Fenimaal

Symbol	
Gender	♂
Domain	Willpower Magick
Signifying Number	⅓
Holy Day	18 Anashina
Special Powers	Spell skills
Priest Rank	Mage
SIZE	10
BODY	6
MIND	10
SPIRIT	15
BP/MD	30 (immortal) / 42
Melee Weapon	Staff of Power (+7)
Off/Def/Dam	30/40/+22
Magic Mastery	All types at 100 (or path maximum)
Spells Known	All spells < DR 100

Divine Characteristics

- BODY: 5 (Divine tier - transcends mortal limits)
- MIND: 5 (Divine tier - infinite knowledge)
- SPIRIT: 10 (Supreme - inventor of spell magick)

Divine Powers

Fenimaal has mastery of all SPIRITs Casting skills:

- Range: Unlimited
- Duration: Unlimited
- Area of Effect: Unlimited
- Weight: Unlimited
- Number of Targets: Unlimited

All SPIRITs Attunement skills at maximum (10+):

- Complete mastery of all magical domains

Description

Fenimaal is the God that invented the Magick Spells. His worshippers build upon his invention and create new spells. His worshippers are wizards, especially those who research new spells and especially those who practice the Magick path.

Fionella

Symbol	
Gender	♀
Domain	Natural Magick
Signifying Number	⅓
Holy Day	21 Anashina
Special Powers	Rituals
Priest Rank	Witch
BODY	8
MIND	10
SPIRIT	13
Melee Weapon	Witch's Staff
Off/Def/Dam	25/30/+10
Missile Weapon	Great Bow
Attunement s Natural/Ritual	100

Fionella finds magick in the nature. She draws upon the magick of everywhere and creates rituals to focus the magick the way she wants. Her followers build upon her body of knowledge to come up with new rituals. She is quite wicked and evil and her followers tend to be of the same disposition. The are considered leeches on other's magick and selfish in nature.

Fooradur

Symbol	‖
Gender	♂
Domain	Diplomacy
Signifying Number	2
Holy Day	2 Moltan
Special Powers	Social Lore
Priest Rank	Diplomat
BODY	7
MIND	13
SPIRIT	10
Melee Weapon	Great War Hammer(+6)
Off/Def/Dam	30/35/+30
Missile Weapon	Great X-Bow(+4)
Attunement $_5$ Fooradur	30

The God of Diplomacy is half human, half Dwarf. He is the reason why there has been few conflicts between the two races. Fooradur continually tries to extend his reach in mitigating conflicts between all races. He is cool, calm and collected, as is his followers - both humans, dwarves and some followers from other races. They are often hired as peace keepers and conflict resolution consultants.

Gwendyll

Symbol	
Gender	♀
Domain	Queen of the Gods
Signifying Number	12
Holy Day	12 Gwendyll
Special Powers	Social Skills
Priest Rank	Baroness
BODY	12
MIND	13
SPIRIT	14
Melee Weapon	Sword of Command(+7)
Off/Def/Dam	50/60/+20
Missile Weapon	Great Bow(+3)
Attunement s Gwendyll, Life	50

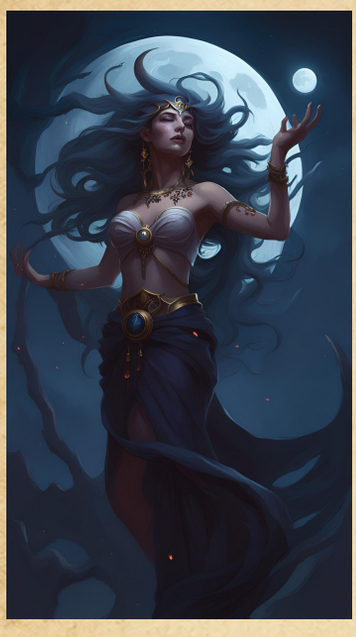
Gwendyll is the Queen of the Gods and The Champion of Order and the Family. She is worshipped mainly by the female nobility. The noble rank of Baron and Baroness are reserved for the Priests of MacGillan and Gwendyll.

The other ranks are:

Noble ranks

King
Duke
Count
Viscount
Lord/Lady

Ielina



Symbol	☾
Gender	♀
Domain	Moon, Timekeeping
Signifying Number	28
Holy Day	28 Mestronorpha
Special Powers	Perception Magick, Awareness (& skills)
Priest Rank	Seer
BODY	7
MIND	12
SPIRIT	11
Melee Weapon	LongSw(+5)/Sh(+5)
Off/Def/Dam	40/45/+13
Missile Weapon	Bow(+4)
Attunement$_s$ Perception	80

Ielina is one of the six Primary Gods. She is the Keeper of Time, the Watchful Eye, looking down upon the World when Ikalio is not there. She is worshipped by those seeking to discover truth through the senses.

Ikalio

Symbol	
Gender	♂
Domain	Fire
Signifying Number	¼
Holy Day	15 Taroc
Special Powers	Fire Magick
Priest Rank	Priest
BODY	9
MIND	8
SPIRIT	14
Melee Weapon	SunSword(+5)
Off/Def/Dam	50/55/+33
Missile Weapon	FireBow(+5)
Attunement $_s$ Fire	100

Ikalio is one of the six Primary Gods. He is the Sun, the bringer of Life, Energy and Life. He brings Truth to The World and gives Life the purpose of living. He is worshipped by many people and creatures in all layers of society.

Ish Nakil

Symbol	
Gender	?
Domain	Innate Magick
Signifying Number	⅓
Holy Day	15 Anashina
Special Powers	Innate Magick
Priest Rank	Entity
SIZE	1
BODY	14
MIND	11
SPIRIT	16
BP/MD	20/18
Melee Weapon	None
Missile Weapon	None
Magic: Innate Magick	100
Spells	No spells, all innate

The gender of Ish Nakil is unknown. The God is the imbuer of innate magick and is mainly worshipped by those creatures possessing noticeable magick abilities.

Juba

Symbol	☺
Gender	♂
Domain	Entertainment
Signifying Number	10
Holy Day	10 Juba
Special Powers	Music/Dance skills
Priest Rank	Jester
BODY	8
MIND	11
SPIRIT	11
Melee Weapon	Whip of Joy
Off/Def/Dam	50/55/+8
Missile Weapon	Throwing Knife(+5)
Attunements Juba	50

The Entertainer, Jester, Trubadour and Bard. Juba is the clown among Gods, the bringer of smiles and laughter, the ultimate optimist and the soother of pain. He is worshipped by entertainers, trubadours, bards, clowns and actors.

Kraagh

Symbol	∞†
Gender	♂
Domain	Death & Reincarnation
Signifying Number	8
Holy Day	8 Kraagh
Special Powers	Black Magick
Priest Rank	Priest
BODY	10
MIND	11
SPIRIT	14
Melee Weapon	Scythe of Termination
Off/Def/Dam	40/50/Instant death
Missile Weapon	Great Bow w/Death Arrows
Attunement s Dark (non-undead)	70

Kraagh is the Recycler of Souls. He holds the power over who's time it is and can take lives of mortals as easy as he can serve a newborn with a recycled soul. He ensures to keep the game of life going by eradicating all memories of past lives. While his followers gain special powers in Black Magick, Kraagh despises any necromancy. The art of necromancy, of raising the dead bodies as zombies or worse is the works of Mestronorpha and is considered cheating death by Kraagh worshippers.

Liandra

Symbol	○ ●
Gender	♀
Domain	Hope & Dreams
Signifying Number	1
Holy Day	1 Elesi
Special Powers	Drawing, dancing, sculpting, ...
Priest Rank	Dreamer
BODY	6
MIND	12
SPIRIT	13
Melee Weapon	Staff of The Dreamer(+5)
Off/Def/Dam	40/45/+9
Missile Weapon	Dream Bow(+3)
Attunement $_s$ Liandra	60

Daughter of Ielina and creater of hopes and dreams, Liandra is worshopped by artists from all walks of life. She is the reason we dream, that we paint our future with our inner eye and present our hopes and dreams through our wide range of artistic skills. Liandra is the ally of Elaari.

MacGillan

Symbol	
Gender	♂
Domain	King of the Gods
Signifying Number	13
Holy Day	13 MacGillan
Special Powers	Leadership
Priest Rank	Baron
BODY	14
MIND	12
SPIRIT	12
Melee Weapon	Sword of Command(+8)/Sh (+6)
Off/Def/Dam	60/70/+29
Missile Weapon	Great Bow(+4)
Attunement's Protection	70

MacGillan is the King of the Gods and The Ultimate Leader. He is worshipped by by the male nobility as well as those aspiring for a noble title. The noble rank of Baron and Baroness are reserved for the Priests of MacGillan and Gwendyll.

The other ranks are:

Noble ranks

King
Duke
Count
Viscount
Lord/Lady

Mailatroz

Symbol	><
Gender	♂
Domain	Trading
Signifying Number	2
Holy Day	14 Taroc
Special Powers	Trading Skills
Priest Rank	Master Merchant
BODY	8
MIND	13
SPIRIT	9
Melee Weapon	Scimitar(+4) & Dagger(+2)
Off/Def/Dam	30/35/+14
Missile Weapon	Heavy X-bow(+4)
Attunements Mailatroz	30

Mailatroz is the God of merchants and traders. The ultimate deal maker, sales man and haggler. He has a vast knowledge of all kinds of trading goods. He is the son of Ikalio and one of Shalissa's lesser know daughters, Triania. He brings light and life to human commerce in a swift and elegant way.

Maleko

Symbol	⬆
Gender	♂
Domain	Inner Strength
Signifying Number	1
Holy Day	1 Maleko
Special Powers	Endurance
Priest Rank	Monk
BODY	11
MIND	12
SPIRIT	8
Melee Weapon	Special Unarmed
Off/Def/Dam	60/65/+20
Missile Weapon	Throwing Axe(+3)
Attunement s Maleko	50

Maleko is the The Monk, Martial Artist, Ninja among the Gods. He seldom speaks, but when he does, he speaks wisely. He embodies inner strength, discipline and focus. He is worshipped in monasteries by those seeking to become true monks.

Man Peggon

Symbol	
Gender	♂
Domain	Strength
Signifying Number	5
Holy Day	4 Man Peggon
Special Powers	Strength
Priest Rank	Lord
SIZE	30
BODY	17
MIND	7
SPIRIT	9
BP/MD	93/13
Melee Weapon	Huge Herc Cl(+10)
Off/Def/Dam	50/55/+60
Missile Weapon	Great Giant Bow(+10)
Off/Dam/Range	25/+20/600
Magic: Man Peggon	20
Spells	All spells < DR 20

Man Peggon stands tall, well above the other Gods. This giant among giants is the strongest of all entities. While not very bright, he has a good heart and a good sense of fairness. He is not so commonly worshipped.

Mestronorpha

Symbol	●
Gender	♂
Domain	Evil Deeds
Signifying Number	6
Holy Day	6 Mestronorpha
Special Powers	Black Magic
Priest Rank	Servant
BODY	11
MIND	10
SPIRIT	13
Melee Weapon	HellFire Sword(+8)/ FireShield (+8)
Off/Def/Dam	50/60/+25
Missile Weapon	Great Bow(+5)
Attunement $_5$ Dark	80

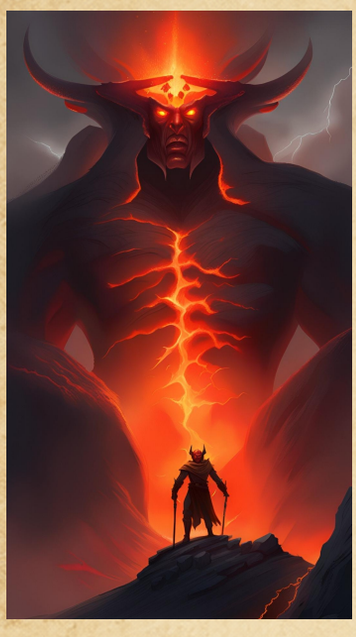
Mestronorpha is evil. Pure evil and selfishness. He utilizes all the tricks possible for his own personal power and expect the same from his minions. His worshippers are lucky if they ever attend the rank of Servant to this great Master of the Underworld. Mestronorpha specializes in the necromancy part of Black Magick.

Moltan

Symbol	⚖
Gender	♂
Domain	Judgement
Signifying Number	3
Holy Day	3 Moltan
Special Powers	Awareness
Priest Rank	Judge
BODY	10
MIND	14
SPIRIT	9
Melee Weapon	Hammer of Judgement(+8)
Off/Def/Dam	45/50/+25
Missile Weapon	Hammer of Judgement(+8)
Attunements Moltan	50

Moltan is the Judge among the Gods. His verdicts are final whenever other Gods asks for his judgement. He is worshipped bu judges and those upholding law and order in the lands.

Parkoan



Symbol	
Gender	♂
Domain	Lava
Signifying Number	7
Holy Day	14 Taroc
Special Powers	Lava Magick
Priest Rank	Lava Mage
BODY	12
MIND	8
SPIRIT	13
Melee Weapon	Mace of the Deep(+7)
Off/Def/Dam	40/45/+21
Missile Weapon	Lava Javelin(+4)
Attunements Lava	70

A firestorm of a God, volcanic, eruptive and passionate. Parkoan is the commander of the Deepest Caverns, the God of Lava, the Gatekeeper of Hell. He is not evil, nor good. He stands between our world and that of Mestronorpha's. He collects fees from those travelling from one side to the other, across his ocean of molten rock.

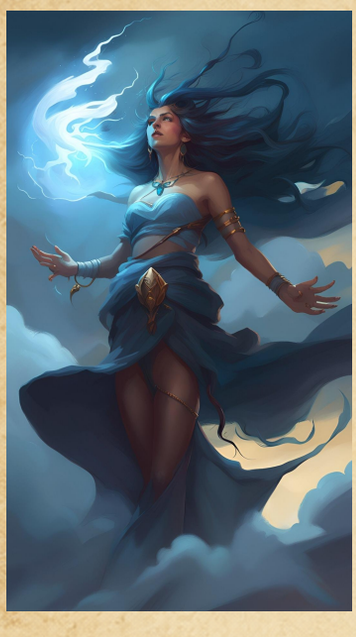
His followers seek to master the molten heat and emerge as Lava Mages. He has many dwarven worshippers.

Recolar

Symbol	
Gender	♂
Domain	Sports
Signifying Number	1
Holy Day	1 Taroc
Special Powers	Coordination
Priest Rank	Master
BODY	13
MIND	9
SPIRIT	8
Melee Weapon	Swiftspear(+5)
Off/Def/Dam	40/45/+16
Missile Weapon	Javelin(+4)
Attunement s Enhance body	30

Recolar is perhaps the most noteworthy among the lesser Gods. He is worshipped by sports contenders and those engaging in physical contests out of fun rather than dire need - thus gladiators would worship Taroc rather than Recolar. Recolar is the son of Taroc and a Demigod Queen, Lahera Aliasini.

Shalissa



Symbol	☰
Gender	♀
Domain	Air
Signifying Number	¼
Holy Day	22 Fal Munir
Special Powers	Air Magick
Priest Rank	Priest
BODY	7
MIND	10
SPIRIT	14
Melee Weapon	WindSpear(+5)
Off/Def/Dam	50/55/+25
Missile Weapon	WindBow(+5)
Attunement $_s$ Air	100

Shalissa is one of the six Primary Gods. The Wind Lady is the ultimate in motion and agility, swiftness itself. She is worshipped by sailors and other freedom seekers as well as many wizards.

Taroc

Symbol	
Gender	♂
Domain	War
Signifying Number	11
Holy Day	11 Taroc
Special Powers	Melee Skills
Priest Rank	War Lord
BODY	15
MIND	10
SPIRIT	10
Melee Weapon	GrSw(+10)/Sh (+10)
Off/Def/Dam	60/70/+30
Missile Weapon	Great Bow(+4)
Attunement s Taroc	30

The God of War, Duels and Melee is well respected among the Gods. He commonly worshipped and all cities and greater villages would have a Taroc temple. Soldiers, warriors and adventurers are among the most fervent followers. The hierarchy in the cult is strict and obedience is the order of the day.

Time Lords

Symbol	⛤
Gender	♂
Domain	Time
Signifying Number	1/5
Holy Day	(None)
Special Powers	(None)
Priest Rank	(None)
SIZE	10
BODY	15
MIND	11
SPIRIT	14
BP/MD	40/17
Melee Weapon	Various (5 different)
Off/Def/Dam	50/55/+20
Missile Weapon	Various (5 different)
Off/Dam/Range	40/+12/300
Magic: Time	100
Spells	All spells < DR 100

Time Lords are one of the six Primary Gods. The are 5 in number but considered one God. Their names are: Kortan, Kortal, Kortar, Korten and Kortel. They are indistinguishable as entities beyond their names. Time Lords are not worshipped - there are no known Time Lord cults.

Tsankili

Symbol	
Gender	♂
Domain	Thievery & Treachery
Signifying Number	1
Holy Day	1 Mestronorpha
Special Powers	Sleight, Move Quietly & Hide
Priest Rank	Master Thief
BODY	10
MIND	12
SPIRIT	11
Melee Weapon	2*Dagger(+5)
Off/Def/Dam	50/55/+9
Missile Weapon	Throwing Knife(+5)
Attunement s Tsankili	30

The sneakiest and most treacherous of the Gods, Tsankili is the master of deception, distraction, of being undetected (having 60 in both Move Quietly and Hide). He is the master of thievery - egotistical and self serving - just like his father, Mestronorpha.

Thieves, robbers, criminals and assassins worship Tsankili. His strongest followers rules the darker sides of the cities.

Walmaer

Symbol	≋
Gender	♂
Domain	Water
Signifying Number	¼
Holy Day	1 Cal Amae
Special Powers	Water Magick, Swim
Priest Rank	Priest
BODY	8
MIND	9
SPIRIT	14
Melee Weapon	Trident(+10)
Off/Def/Dam	45/55/+36
Missile Weapon	Trident(+10)
Attunement $_s$ Water	100

Walmaer is one of the six Primary Gods. He is the Father of the Oceans, the Captain of the Seas. Walmaer is worshipped by fishermen and people in coastal areas.

Ztenasie

Symbol	
Gender	♀
Domain	Wine & Food
Signifying Number	3
Holy Day	1 Juba
Special Powers	Cooking
Priest Rank	Master Chef
BODY	9
MIND	11
SPIRIT	10
Melee Weapon	Frying pan(+3)
Off/Def/Dam	20/25/+7
Missile Weapon	Throwing knife(+3)
Attunements Ztenasie	30

The God of wine, food, taste and the better sides of life is the daughter of Alesia and an unknown entity. She is often seen in the company of Juba adn other Gods and Demigods that appreciate excellent food, parties and company.

The World

Not much is known about the world outside the kingdom. The mountains to the North, the forest to the West and the fog off the shores to the South and East confine the people and their knowledge of geography. But they know their seasons and they know the sky above.

The hemisphere above the world is tilted 15 degrees, not 23.4 degrees as on the Earth. This makes for less variations between summer and winter. The climate of the Kingdom of Amar is comparable to that of France.

The Night Sky and Constellations

When the citizens of Amar look up in the night, what do they see?

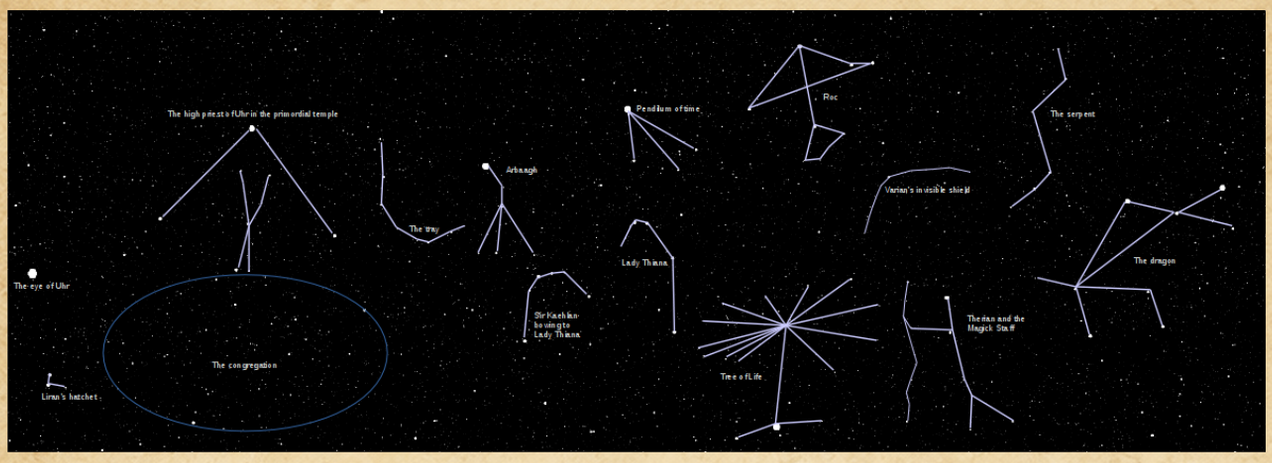
They see this:

And when they look toward the horizon, they see this:

But what do they *really* see?

This:

And this:



Next: The Kingdom of Amar

The Kingdom of Amar

The Kingdom

The Kingdom of Amar

The year is 354. It is that long since the Kingdom was formed.

Amar is a fairly peaceful kingdom.

It is a stable society and its problems are mostly predictable. Local surprises do occur, quite frequently, but the overall state of affairs are stable.

Nobody really cares anymore that they are in fact trapped by a fog - few nautical miles off the cost. Any escape to the east or south is futile - the fog will return any sailor to the point he entered it. The swamp and the Araxi forest block the west. The dwarves and their mountains alienate the north.

But escape? Why? The kingdom of Amar is the best conceivable place to live. Nothing is missed. Everyone has ample opportunities and life is lived to its fullest. There is no reason to wish for anything else...

Things are at its usual, somewhat slow pace. The dwarves are going about their own business and the trade with the humans are beneficial to both. Mostly, the humans sell food, wine and clothes to the dwarves. In exchange, they get metals, weapons, armour and jewellery. Dwarven weapons and armour is of higher quality than those made by humans. The relationship between the two races is cordial.

The King is the ruler of the kingdom. The Queen is the kingdoms spiritual magistrate. The Commander (of the army) is the highest military leader under the King. There are 5 Barons, one for each district (except for Amaronir where the King is also the direct acting power) and surrounding districts.

Some villages and areas have a Lord of Land as principal. There is no slavery, but some peasants are so tied up to their Lord of Land or Baron that they are considered bound people. The nobility also embraces the Lords not owning any sizeable portion of land. Their titles cannot be inherited. Those religions that give the title of Lord to high ranking members do so in coordination with McGillan or Gwendyll and they are thus automatically initiated into these religions as well. All nobles are initiates of McGillan or Gwendyll, it goes with the title. The close family of a noble is considered nobles themselves unless the noble is without land.

In Amaron the King has delegated the daily city affairs to the Moltan Lord Thainir Laidhos (a cousin of the King). Lord Thainir Laidhos is looked upon as the Mayor of Amaron. He is directly responsible for law and order of the Capital.

The human kingdom totals somewhat more than 50.000 humans. About 900 of these are nobles.

The postal service is run as a service under the King. He does the overall setting of kingdom policy and laws. He governs the state affairs and do not mingle with his juniors matters. He is to elevated for that. The local principals are responsible for local policy and local law and order.

The main religions are: Walmaer, Shalissa, Anashina, Alesia, Taroc and Juba. The nobles of course worship McGillan and Gwendyll. There are priests and other principals of most of the religions. Man Peggon and Elesi are extinct and considered cursed. No one knows why that is. Mestronorpha and Maleko is also considered cursed or just a "no". Moltan is worshipped by the upholders of law and order and no one else. Kraagh is a somewhat shun cult - the worshipers are mostly lonely undertakers.

The border against the Araxi is turbulent and the soldiers guarding the border are mostly Taroc initiates or non-religious.

In the kingdom, there are other important groups. Like "The Calah". This is an underground rebel movement with a shady reputation.

They are often caught in subversive acts to undermine the King's power or even overthrow him. Since many of the members are wanted by the law, they are confined to stealing for a living. This strengthens their bad reputation. Many are also Tzankili worshippers. They are sometimes friends with the Cloaks, sometimes enemies - depending on the place in the kingdom.

Another is "Dark Dagger" - the assassins. They are hired for sinister purposes by anyone who has the money to pay for it. In the cities, people have a legitimate fear of the dark - you can at any time be taken out by a Dark Dagger member. Either if you have a wealthy enemy without scruples or if you have offended a member in some way. They are rumoured to be Kraagh and Mestronorpha worshippers.

Then there are the thieves, known as "The Cloaks". They are the thieves' guild and function truly as a guild. Anyone who tries to operate as thief without their consent are paid a visit and "convinced" to become a member - or scram. Many thieves are not in the guild, so the Cloaks have a backlog of "roamers" to handle. Some are Calah, although the Cloaks usually leaves them alone. There is a link between the Cloaks and some group of magicians and who deploy them for special purposes. The Cloaks are mostly Tzankili worshippers.

Magick in Amar

Magick is not very common in the Kingdom. Only one out of 50 has Magical Aptitude (MA) and only one out of three with MA has a Womp. Of those who have a Womp, 50% has learned one or more spells.

The Magick Circle is the Kings main advisor. The Circle is made up of 8 wizards. The leader is called The Rai and is a great summoning magician. He is known by that name, but few know what his powers are good for. Most think of him as the wizard of all wizards. The other 7 are also very powerful - mostly in summoning, but also in other magick paths.

There are between 300 and 400 citizens skilled in magick on Amar. There are wizards, alchemists, witches and necromancers. Most of the groups of magicians, whether wizards or witches view the Circle with respect and seldom challenge them or cross their path.

In the capital Amaron, magick is taught at the famous Academica Magicka. The students study all magick paths except Black Magick as it is banned by the King. The academy is supervised and its students graduated by the Circle.

The major principals

King Caolain II (300) and Queen Fiona (309) are the principals of the human kingdom. The King is a Walmaer worshipper and the Queen is a Shalissa priestess. The princess, Ianira (331) is a Ielina initiate and working towards becoming a priestess. The prince, Vaiangor (333) is a sporty guy and has Recolar as his idol.

The King is big and sturdy, somewhat rude but still trying to be elegant. He speaks loudly and commanding. He hates opposition and gets irritated when people don't obey. The King is very stubborn and never does what others tell him to. He will however most likely do it if someone challenges him. He loves food and women even though he does his utmost to remain ethical and true to his wife. He has a score of close followers, advisers and personal guards.

The Queen is a very elegant lady. She is very religious and quite spiritually aware. She is in good communication with the prince and princess.

The Prince is the next king of the kingdom. He is quite disinterested in the political affairs, though. He is more interested in sports, his friends, flirting with girls and partying. He is looked upon as the healthy idol of the kingdom.

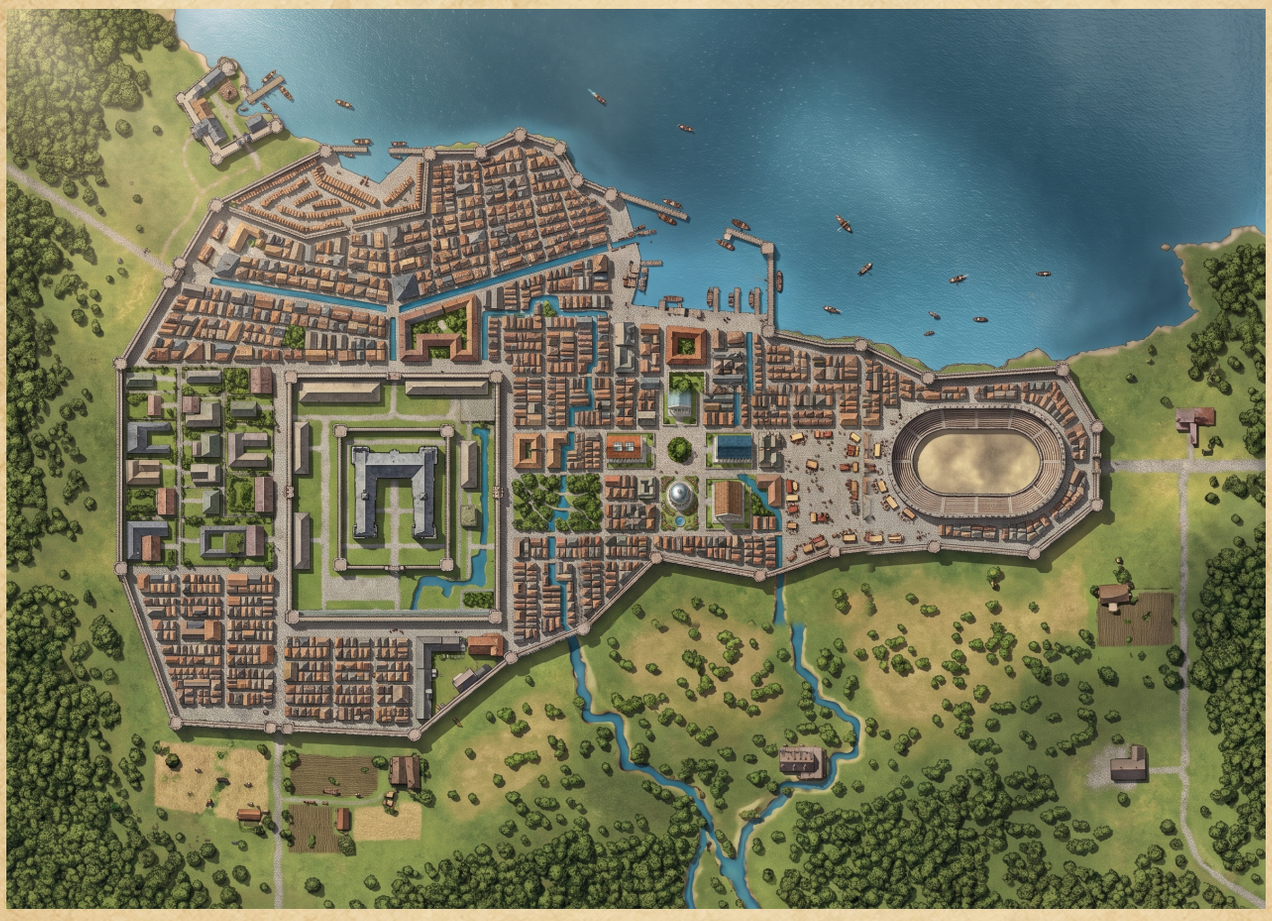
The princess is very much into the arts. She is an eminent singer, a well accepted painter and poet as well as a flute player. She is in very good communication with her mother. She hardly speaks with her father.

The Commander, Seillan Torthal looks like a big brute but is really a calm, silent and fair guy. He is an awesome Taroc warlord - the very icon of Amar's Taroc worshipers.

The districts and cities

There are six major districts in the kingdom. They each have a capital city where the baron (or in the case of Amaron, the King) resides.

Amaronir: Capital city Amaron (population 13000 + 5000 in areas surrounding the city). Amaronir is the richest district as it holds the capital of the kingdom. The King is easily the richest person in Amar - he is on top of the tax collection hierarchy.



Amaron - the Capital City

Amaronir holds the most nobles of an of the six districts. Around half the nobles have residence here - most of them within the city. The citizens of Amaron are seen as a bit arrogant and aloof. The Amarons have a tendency to view others as lazy peasants.

Amaron is a busy city. Merchants from all over the kingdom comes to the capital to trade. The city is relatively safe. The main Moltan temple is in Amaron. Also Academica Magicka is located here.

The great Coliseum to the honour of Recolar, the god of sports and son of Taroc, is located in the capital. The big gladiator events are held here as well as horse races and athletic events.

Tsenkir, the largest village i Amar (population 500) lies within the district borders of Amaronir. This is the most important place of trading in the kingdom. Lord Nalchir Emaron is himself an important trader.

Rauinir: Capital city Rauinor, the "Walmaer capital" (population 9000 + 3000). Ruled by Baron Fer Chalun, a Walmaer Lord and eager fisherman. He is said to commune with the fish and command the waters. He doesn't meddle with political affairs much. The biggest Walmaer temple lies in this city - run by the High Priest Larosmarot, a very clean and proper Walmaer Priest.

Rauinor from above

Rauinir mainly deals in fish and seafood. Some trading in amber with the dwarves and other cities. The area serves as a holliday resort for the rich citizens of Amaronir. The wealthy part of Rauinor contains many glamorous buildings.

Aleresir: Capital Aleris (2000 + 1000) is the smallest of the district capitals. The district is also the least populated.

Alesir - capital of Aleresir

Aleresir is marked by the many worshipers of Anashina. It has much woods and forests, faeries are often seen here.

Lady Serena Chiall is the principal of the district. She is a young, single Anashina priestess with a strong belief in personal freedom. She is a bit of an anarchist, much to the dismay of the King. There are stricter rules on the use of magick in Alerisir than most other districts. Magicians need an official certification in order to practice their magick.

Alerisir trades in fur, horses and household animals.

Feronir: Capital Feron (2500 + 1000). Ruled by Baron Garos Maella, an Ex-Moltan Initiate, now a self-proclaimed ruler, judge, jury and executor. A very strict Baron with a firm grip on the local laws. His right hand is an offbeat Moltan priest, Moltar the Just.

Feron from above

Feron is the strictest city on Amar. The guards are given the power to judge and to execute. They are themselves penalized (by the wrong judgement they gave) whenever they are caught giving an unjust sentence.

Feronir trades in fruit, spices and pearls.

Calaronir: Capital Calaron (6000 + 3000). Ruled by Baronesse Fienna Milin, The King's cousin. She is a determined Baroness, respected and very strict in her ruling. She is rumoured to have strange magickal powers. Some say she is grey at best. This may be the answer to the constant bad weather covering the city. Others claim she is the target of jealous competitors for her title... her brother, and that this fight is burdening the city.

Calaron - Capital of the south

The use of magick is prohibited inside the city walls. There are very few exceptions made to this policy, one of which is the notorious Perception wizard Kiro.

The thieves guild is strong within Calaron. This accounts for the label "City of Thieves".

Calaron trades in fish. It also has a large farming community outside the city.

Mieronir: Capital Merisi (older name, Mieron) - population 6000 + 2500.

Merisi from above

Ruled by the Taroc warlord Alac Geoffryn. He is a relative to the king and is trusted with the defence of the kingdom from the Araxi, Trolls and other evils from the west. Alac is a man of honour and bravery. He never shies away from any challenge or opposition.

Mieronir is the least taxed of the districts. It spends most of its resources on the army.

Mieronir has the flotilla of the kingdom. It is used to set troops ashore in the west to weaken the enemy. The pirates never do "business" in the waters around Merisi.

Along the bordering river to the Araxi forest, there are castles and keeps kept by Taroc Lords of lands.

Villages, keeps and hamlets

Beyond the six district capitals, these lesser settlements are mapped:

- Amaronir: Tsenkir, Tiárn, Canarestá, Lientros, Lienthaer
- Rauinir: Soraeq, Áhecelin, Keron, Molthaki, Orethali, Caer Ilias
- Aleresir: Anae Asthir, Tol Paras
- Feronir: Phenaihír, Éltasohr, Saethor, Bish Nathir, Skorinae

[C]Calaronir: Meltaki, Tzierengit, Arthidor, Laer Alghir, Clifton

[C]Mieronir: Élein, Élsor, Leshaethi, Ijantor

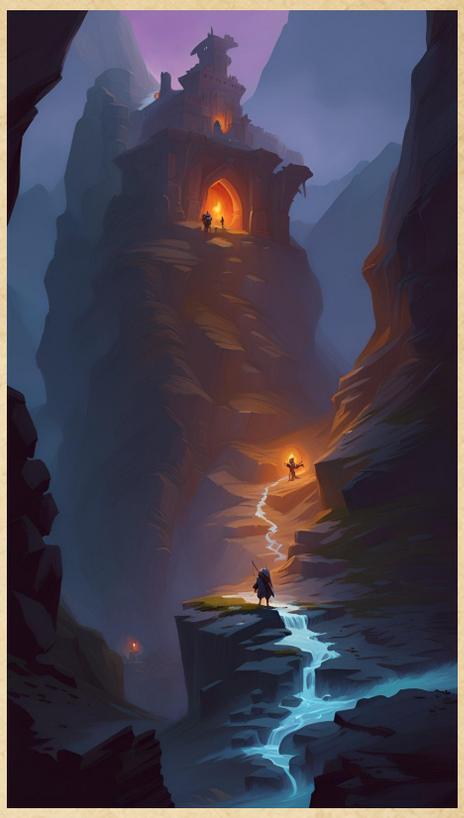
Humans outside the kingdom

There are some groups of humans living outside the kingdom - some small groups of settlers, religious people or adventures here and there and the pirates.

The pirates are noted for their occasional plunders along the kingdom coast. They actually seldom rob humans. When they do, they board ships just off the coast of the kingdom and steals their cargo. They are more in to plundering the dwarves. The dwarves are rich, and the pirates sell the dwarven jewellery and weaponry to the humans. They go ashore close to some dwarven village and sneak in by night and steal whatever they can lay their hands on. The pirate chief is a former general of the kingdom. He rebelled against the Commander of the army.

The dwarves

Borgheim - the dwarven capital



Man Peggon once had a child with Anashina, the goddess of nature. His name is Mon Saran. A giant like his father, but much less mature in thought and action. His father and Mestronorpha have been in several battles over the year. One day Man Peggon was injured and got a scar on his left chin. At that time, Mon Saran was just growing up to become an adult. He wanted to prove himself to his father and challenged Mestronorpha with an army of followers. Mon Saran had handpicked warriors among his human followers. And they were all marching towards Mestronorpha's castle in Hell. But Mon Saran was no match to the Dark Overlord. He looked at them with half an eye closed and cursed the whole lot. They were shrunk to almost half-human size. Mon Saran was 3 meters tall. Now he was only 1.30. He realised he could not take on the Devil as a dwarf and retreated.

The human warriors became what we know as dwarves today. Mon Saran adopted a new name, Barg, and became the god of the dwarves.

The dwarves are sturdy, if not tall. They are strong and excellent warriors. They worship both Barg and Alesia, the goddess of the earth. This gives them strength and the skill with which to mine the earth and mountains. They were given an intense fear of heights as part of their curse. This is why they bury deep down into the mountains. They are very knowledgeable in minerals and metals. Their metal working skills have no match and they make some of the best weapons that are made outside the realms of the Gods.

Long since, upon discovering their skills in mining and with minerals, the dwarves became very greedy and stingy. They are hard bargainers and never give anything for free.

The dwarves hates the Araxi. They hate the trolls even more intensely. The trolls are thought to be the very opposite of the dwarves, a sort of anti-dwarf. They instinctually hate each other.

The dwarves are very sceptical to the humans. They know by experience what humans can do. Dwarves look upon humans as unstable and frail creatures, selfish and with a constant lust for power. They are especially weary of the magickal powers of the humans. In fact, they are sceptical to any magick not employed by them. Dwarves use limited earth magick that they derive from Alesia.

Their trading with the humans are made with a cool and distant attitude. They remain sceptical but they make profit on the trading.

The dwarves are a stable race. They are never impulsive or vacillating. They keep with their firm course, they hate to much change. To them, faeries represent the unknown and impulsive. They therefore keep their distance to these fay and unstable creatures.

The dwarven King, Gorm lives in their capital Borgheim. He is an old and wise dwarf. He is very loyal and protective of his kingdom and his people and will go to any extent to stop an enemy. He has seen much cruelty by the Araxi and even humans in his times. He still retains his sense of diplomacy even so.

The trolls and the Araxi

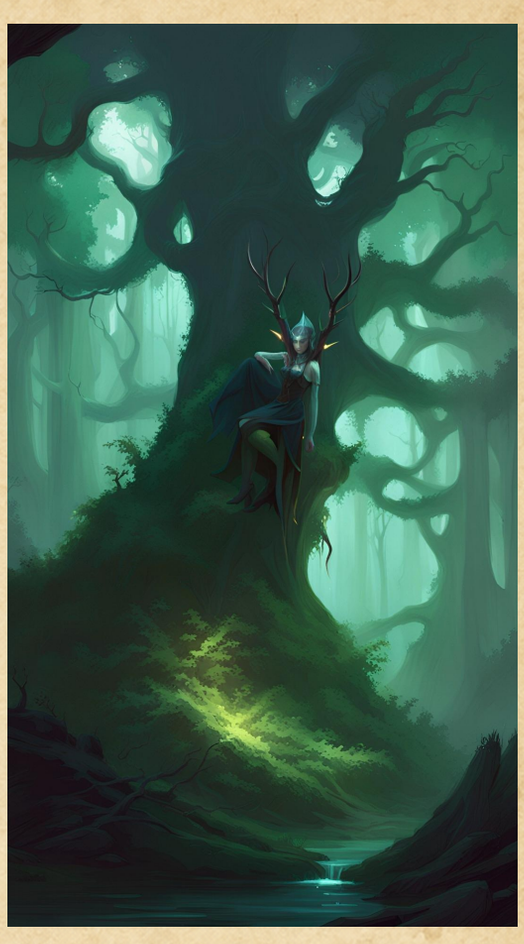
The rulers of the central forests are the Trolls. Huge, ugly and ever so powerful, they thrive on hate and love to harass the Araxi. They are fearsome creatures and humans are well advised never to strike blades with any troll. Trolls are lone creatures and seldom live in groups of more than five. Often they live in a cave by themselves with a hundred or more Araxi in the nearby forests. These Araxi are kept close to the troll by terror. Whenever the troll discovers that an Arax has escaped, it immediately tortures or kills its friends and family. And the trolls have very keen senses.

There are five trolls that are bigger and more powerful than the others. These are referred to as Grand Chieftains. They each have their own territories, and they harass even other trolls.

The Araxi gather together in packs, whether they are slaves to a troll or not. Many of the evil creatures are not under the slavery of any troll. These packs of roam the forests and do mayhem. Sometimes they cross the kingdom border and kill some humans. Mostly they run into the soldiers at the border and fights ensue.

The Araxi are into hating everything. The only reason they do not kill each other is the convenience of staying in packs against other enemies.

The faeries



The fay people are mostly on the western forests. They are however to be sporadically found just about everywhere else - where they are not unduly disturbed. Some faeries like the company of humans and tend to live near villages or other small human settlings.

The faeries are a curious set of creatures. There are many races within the faeries such as Elves, Brownies, Pixies, Leprechauns, forest spirits, Kelpies, water spirits, Brollochans and many more. The common denominator is that they all come from the Otherworld.

The Otherworld is another, separate world entirely. Anashina created this world with the help of the elements. The Otherworld is therefore more dominated by nature and it is purer than our world. It was created as a sort of model world, without to much influence by other gods or goddesses.

Anashina once found a way to cheat death, she cut Kraagh's cycle of birth-life-death-birth for her worshippers. It was her gift to them for helping her protect nature. But Kraagh just happened to discover her cheating, although not soon enough to avoid it. He did however manage to throw a curve in her plan: he killed the feelings and creativity of her worshipers. This explains many of the more troubling sides of faeries.

When Anashina worshippers die, they may go to the Otherworld and become faeries. They can then cross over into our world again - as faeries.

Faeries are normally not interested in human affairs. They are not considered good, nor evil. They are somewhat careless regarding human lives. They are antipathetic to the trolls and araxi, and they do not have to much sympathy towards the dwarves - they are all to boring and set. The dwarves are no fun.

Faeries are into fun. They usually live fun lives, even though their fun are not at all funny to humans at times - remember they do not have feelings. They like to do all kinds of practical jokes and fun experiments. This may have serious adverse effects. But treated with the right attitude, faeries can be helpful and nice to humans as well.

They love art and look up to humans for their creativity. They often mimic human creations - songs, poetry, and sculptures.

Elves

Elves are faeries. They look like humans, only somewhat shorter and slimmer. They have pointed ears, larger catlike eyes, fair skin and blond hair. They live in the faerie forests and seldom mingle with humans. They are not very communicative. This is possibly because they look down upon humans, thinking they are inferior and ignorant. Elves in contrast are wise, very spiritual, and they possess innate magick abilities. Extremely skilled hunters, they have very keen senses and are expert archers. They are Anashina's favourite race.

The seas

There are many sea creatures just off the shore of Amar. Small and large, some poses problems to fishermen and other boats. This is one of the reasons why areas outside the kingdom have never been fully mapped. It is however suspected that Amar is on an island.

There are rumours of merefolks living on islands of the East Coast.

Origo, the ancient Dragon

In the mountain north west of the kingdom lives Origo, an ancient Dragon. He is a very selfish creature, obsessed with the collecting of treasure and magick. There are no other dragons here. None that will try taking any of his treasure. There are the wyverns, though, but they seldom dare to challenge the grand dragon.

Origo have no respect for other creatures. He can easily breathe his deadly fire on curious adventures without giving it a second thought.

The wyverns in the north

The seven wyverns in the mountains east of Origo's are quite active and poses a threat to both trolls and Araxi.

Wyverns are sort of minor dragons. They are obsessive collectors of treasure just as their bigger cousins. This is why they present a threat to their environment. They also fight amongst each other.

Other creatures in other places

There are many creatures lurking around on Amar. Travellers may encounter demons that have escaped the old dwarven mines and other magickal creatures. Inside the kingdom, the roads are fairly safe to travel - especially around the capital and towards Rauinor.

Special places

There are many special and magickal places on Amar. Those mentioned below does in no way comprise all the wonders.

The old dwarven caves

Between the kingdom of Amar and the dwarves lies what is known as the old dwarven caves. No one knows why he or she exists or why he or she is infested with evil. The dwarves are quite secretive about their existence. Demons and creatures of chaos inhabit the caves. Some have crawled up to the surface and challenged warriors, humans and dwarves. The caves have become a sort of no-mans territory. The dwarves bear no claim to the old caves any more. The humans generally leave them alone.

There is still a good reason to adventure down into these old mines: the lost dwarven treasures. Daring adventurers have retrieved several high quality jewellery and magickal items such as weapons. It is popular belief that much treasure is still to be found. For those who are willing to risk their lives.

The dark woods

South, between the troll forest and the faerie woods, there is an area known as the "dark woods". This is truly an evil place, haunted by evil spirits and corrupted faeries. Witches frequent the woods ever so often. Black magick is rampant and the trees themselves are oozing of evil. Few humans know exactly where the dark woods are, even fewer dare to visit the place.

The magick ring

There are many special and magick sites within the faerie woods to the west of Amar. The place known as the magick ring is legendary. In the year 102, only 21 years after he was elected as Amar's first new King, an unknown deadly disease struck Larighan's son Rigarian. The prince was almost dead when the royal court magician came up with a solution: The magick ring. Just inside the faerie woods is a ring of oak trees. It is clearly magickal to anyone who visits the aerie site. The court magician had seen the place in his dreams and the god of dreams pointed it out as the prince's last chance.

The King and his son along with a score of followers travelled to the Magick ring. The spirits of the trees listened to the Kings prayer for his sons life. They gave the prince his life in return for a favour. The legend doesn't say what the King had to do in exchange. The spirit of the oak trees is not easily figured out. A visit like that is likely to go either way, good or bad.

The dead marsh

South of the Araxi forest lies a very sinister place indeed. It is called the dead marsh. Many years ago, a necromancer and his small army of undeads were travelling to the dark woods. Arachan, as his name was, was wanted by the King for several murders. He had killed strong and healthy men and turned them into undeads. The Kings scouts had intercepted the necromancers travel plans. The King immediately ordered an ambush to be made north of the southwest mountains.

The battle was fierce and deadly, to both sides. Arachans powers were greater than the King's men had foreseen. Few on either side survived the encounter. In the turn of the battle, much magick was used, especially by the dark necromancer. He turned the area into a swamp, making it harder for the King's soldiers to move. His undeads were slow movers anyway, so this evened the score.

As the battle died out with the participants, silence covered the marsh. It became the silent graveyard for all those who died.

But undeads don't die. They just cease to function. And some even regenerate and start to function again after a week or so. The necromancers magick was so strong that anyone who died there was turned into a zombie or worse. This curse is still very much in effect in the dead marsh.

The Circle's tower

There is not really much to say about the Magick Circle's tower. Except that no-one dares approach it. Its magick nature inspires fear into anyone daring to go near it.

The tower has a peculiar look, as the third floor seems to sort of vanish into thin air. This is because most of the third floor and all of the forth are made invisible by magick. It is even made invulnerable from any outside attack.

The water maze

Just off the south coast, lies a small island. It is easily seen if you stand on Amar looking out over the waters. It is more difficult to get out there. The waves are big and the undercurrents strong.

On the other side of this island is an entrance. It leads into a big maze. It is filled with water, so an adventurer must enter by boat. But with the waves splashing against the cliffs...

Inside the maze lives a female water dragon. She is not very large, but fearsome never the less. She settled here about 100 years ago. Aia, as her name is, likes the maze and because of the dangers it provides any visitors, she is seldom disturbed. She likes to sleep as she is quite lazy. She possesses a wide variety of magick water abilities, but she is to lazy to make any productive use of them. Aia just wants to be left alone, dreaming.

Places within the kingdom

There are of course many, many places of interest within the kingdom itself. There exist many magickal shrines, ponds, fountains, special holy grounds, faerie trees and other strange and mystical sites. Most of them have only a local reputation. Some are known by travellers and wise men all over the kingdom. The sites described below are but a small sample of well-known sites.

The Eliminator

Underneath the royal castle, there is a maze designed to pick the Kings followers. It's entrance is by the Colliseum (the Recolar arena). It is called the Eliminator. This ultimate challenge was designed a long time ago - when the castle was built. It is still in use today. Once every year on Taroc's day, brave warriors, thieves or magicians travel to participate in the great elimination. They enter the doors leading down beneath the castle. Few ever come out on the other side. For every ten that enters, one come out. What happens to the other nine are not known. There exist vivid imaginations as to their fate, though.

Those who do survive this ultimate test, automatically become nobles. They gain the title of Lord (or Lady). Those who are already a noble gain a rank or more territory. They also get to keep whatever treasure they collect on their way through the maze. Much of the treasure is a leftover from previous contenders.

The giant footprint

There is a large footprint on the south east shore. It is almost one meter long. Several legends exist as to what or who made it. Some say it is a giant who made it. Others say it was a water demon. Some believe it was the god of strength.

The challenge ground

Just outside the capital is an open place known as the "challenge ground". It is a sort of arena with two circles, 3 meters wide and 10 meters apart. Once every year (on Spell magick day), wizards can challenge each other for a duel on the arena. The rules are quite simple: The two wizards enter a circle each. The one that is forced out of his circle or dies looses. The game can be more lethal if the two contenders decide to. Then a deathward is cast on the circle perimeters. If a wizard then is forced out of his ring, he dies as he crosses it.

The round hill

In the middle of the kingdom there is a big, hemisphere of a polished rock. It is about 12 meters wide and of course 12 meters high. Anyone, who sits on top of it, meditating will feel a complete relaxation and peace of mind.

The Rift

Probably the most special inn on Amar is "The Rift". It is located in the capital. Many adventurers and special personalities frequent this inn. The food is very good, but there are no rooms for accommodations. The service is excellent for the regular customers. For any newcomers, it will seem as if there exist a sort of membership you would need to get in order to get the good service. A newcomer would have to prove himself worthy as a regular customer before the staff and many of the regulars will talk to him.

Sharina runs the inn. She is 32, a warrior that has bested the Eliminator, scarred but still a beauty, fights with a Great Sword or two Broad Axes or a Bastard Sword and Kite Shield, and with Throwing Axes as distance weapons. She is courteous and service minded but strict and takes no bullshit. She is known to throw out drunkards and rude people, especially sexist men. She is high up in the Recolar cult.

The Magick Cauldron

Another special inn of the capital. Many would-be magicians frequent this place. Those who visit the place show many parlour tricks. A lucky guest may pick up a trick or two or even get to know a real magician.

The Oracle of Varni

This is a pond with a tree in the middle of it. The tree is known to be occupied by a wise spirit. For a certain exchange, the spirit may guide a person in the right directions in life. The spirit will answer questions with "yes" or "no" by moving floating twigs in formations. The pond is located somewhere south east of Amaron.

Personalities of Amar

The number of interesting personalities on Amar can hardly be counted. Many local personalities give special flavour to their homesteads. Some travel around the kingdom or even outside and some are known by many of Amar's inhabitants. A sample of well-known persons apart from those already mentioned follows.

Zarin the travelling alchemist

Zarin is a nice helping hand for those in need. He has a funny habit of appearing in the middle of nowhere with his arsenal of useful potions. He is a merchant dealing in magick potions. Some, like healing potions and poison antidotes, he makes himself. Others like Magical Aptitude raising potions or levitation potions are items he buys from various sources.

His prices are normal and he can't be bargained, ever.

Naraghin and his magick shop

Naraghin is a Wizard of the *Magic* path who owns a shop in the capital. Here he sells certain magick items for a very stiff price. Other magicians come to his shop and trades spells and items with him. Naraghin is a nice man with a very short attention span. He has very short memory and only remembers his closest friends. Sometimes he never the less wakes up of his daze and remembers some strange little fact about someone, only to fall back in a dispersed state of mind again.

The Wayanah-party

This is a party of high adventurers. They travel all over in search of mystic places an treasure.

Wayanah is a warrior-sorceress. She wields a sword better than most men and employs *Earth* magick to overcome her enemies. She travels together with two other women and two men:

Hina is a very strong woman warrior. With a heavy mace and cuirbolli armour, she is a match for any brave man.

Mizamir is an archeress. With keen senses and the calmness of a still pond, she can easily hit a running rabbit at 30 meters.

Boran The Bold is a huge fellow. With bulging muscles, he outweighs most men. His intelligence is however not up to many a quiz. He is a warrior using a Hercules club in battle.

Lagioracharan is the party's scout. He has very keen vision and hearing, is a good trapper and is essential to the party's food supply.

Three playful wizards

Three magick towers stands tall inn the central area of the kingdom. They stand only 100 meters apart. Each tower is owned by a wizard. These three wizards are very good friends, they are three playful old magicians.

Povi is an *Air* and *Magic* wizard. A funny old, long haired and beared man.

Ferro is a wild *Fire* and *Magic* wizard. He usually has burnt hair and covered by sot.

Manir is a *Life* and *Magic* wizard. He has the ability to transform himself into a variety of animals and creatures.

These wizards habitually plays practical jokes on each other, from one tower to the other. Sometimes it can be quite a spectacle to view them challenging each other.

The Guards

A party of five adventurers travels around and hires themselves out as protectors - of people or goods. They are known to be very arduous in the tasks they are hired for. They all are excellent horsemen.

Kator is the spokesman for the party. He is a brave knight in a chain mail wielding a sword and a shield. He is elegant as a noble and wants to brave the Eliminator to gain nobility.

Eris is the wife of Kator. She is an Anashina priestess with a big heart. She has much empathy, not only for animals and faeries, but for people and dwarves as well.

Vinar was a royal ranger of the King's forests just south of the capital. After falling in love with Anisi (who was with this party but has been lost since one year), he joined the group.

Orach is a sturdy warrior with a halberd as a weapon.

Yaloosi is a *Life* and *Protection* wizard. He is full of humour and joy and loves all kind of games.

Ran-Asar and Ayah

Ran-Asar and Ayah and the puma Mira have travelled together for some years. The two lovers are always seen in each other's company. They are well respected at the Rift, but no one knows what their agenda is. They seem to always be on some kind of mission for something.

Ran-Asar wears leather and cuirbolli and fights with a two-handed spear. He is a good archer as well and quite adept in most physical skills.

Ayah is a *Life* and *Protection* sorceress. She also know how to defend herself with her staff. She is the owner of Mira.

Mira is intelligent for a Puma. She is totally loyal to Ayah and will defend her with her own life. She looks suspicious at anyone who speaks to Ayah. She will instantly attack someone who were openly aggressive towards her master.

End notes

This concludes the overview of the kingdom of Amar, its internal affairs and how it relates to the surrounding areas. There is of course much more to be known. Through experience you will uncover more, perhaps even the most sinister secrets of this kingdom trapped by the fog.

Places

The towns and villages of the kingdom, district by district.

Anae Asthir

Anae Asthir is a village of some 200 people (about 40 houses) on the east coast of Aleresir, between the old forest and the sea.

The coastal road runs north-south through the village. Fishing boats draw up on the beach, and an Anashina shrine stands in a grove at the forest edge.

Faeries are often seen at the shrine grove at dusk; the villagers leave the first fish of every catch there.

Arthidor

Arthidor is a fishing village of some 150 people, part houses and part tents, on the low wooded headland south of Tzierengit.

The sea lies south and west; pine and deciduous woods cover the headland's north. Beached boats, drying racks and smoke huts line the shore, and a track leads north through the woods.

Arthidor's smoked fish travels far; so, it is whispered, does what comes ashore here on moonless nights.

Bish Nathir

Bish Nathir is a bleak hamlet of ten weathered houses at the very tip of the southern cape, the southernmost dwelling in the kingdom.

The sea surrounds it east, south and west. Dead, wind-twisted trees line the narrow cape behind, and a single track leads north. A stone beacon tower with a fire basket stands at the point.

The beacon keepers say the fire must never go out, and never say what happens if it does.

Caer Ilias

Caer Ilias is a grey stone castle in a forest clearing, held for the Baron of Rauinir. Its garrison and household number some 120.

Curtain walls, corner towers and a gatehouse enclose stables, barracks, a smithy and a few cottages; more cottages stand just outside the walls. A road leads south from the gate through the forest.

The castle watches the inland forest roads; its banners are the Baron's promise that the woods are held.

Canarestá

Canarestá is a village of some 250 people (about 50 timber houses) on the northeastern shore of Lake Ámia, beneath the northern mountains.

A mountain stream runs past the village's east side into the lake. Pine and deciduous forest stand to the east; jetties with fishing boats line the shore. Fishing and timber keep the village fed.

The mountain paths above the village lead toward the dwarven realms, and dwarven traders sometimes descend this way.

Clifton

Clifton is a quarry village of some 350 people (about 70 houses) on the slopes of the hills west of the central plain.

The brown hills rise west and north, with a stone quarry cut into the hillside northwest of the village. The plain spreads east and south. Roads lead southwest toward the coast, south, and northeast across the plain. The houses are stone, on terraced lanes.

Clifton stone built Calaron's walls; the quarry masters remember every block, and every debt.

Ijantor

Ijantor is a lone watchtower island two nautical miles off the Mieronir coast, a couple of hundred metres across.

A tall stone tower with a signal fire basket crowns the island's height, with a walled yard and a handful of outbuildings below. A stone slipway on the north side shelters the keepers' boat. Waves break on the southern cliffs; the mainland is a thin line on the horizon.

Ijantor's fire is Merisi's first warning of pirates or worse; the tower has never been taken from the sea.

Keron

Keron is a timber town of some 350 people (about 70 houses) in a great clearing on the east-west forest road.

Log yards, sawpits and charcoal kilns ring the clearing's edge. The forest stands on all sides; the road runs on west to Molthaki and east toward the coast.

Rauinor's shipwrights and the capital's builders both buy Keron timber; the town's axes are seldom idle.

Laer Alghir

Laer Alghir is a village of some 200 people (about 40 houses) on the coast road northwest of Calaron.

The sea lies southwest; the road runs northwest to southeast along the shore, with open plain northeast. A short jetty and dry-stone sheep pens serve the village.

Wool from Laer Alghir clothes half of Calaron; its shepherds see everything that moves on the coast road.

Leshaethi

Leshaethi is a village of some 200 people (about 40 houses) on the coast road southeast of Merisi.

The sea lies southwest; the road runs northwest to southeast through the village with the open plain northeast. A jetty and fishing boats work the shore, and a garrison blockhouse anchors the village, as befits this militarised district.

Alac Geoffryn's riders pass through daily; Leshaethi feeds them, quarters them, and keeps its eyes on the sea.

Lienthaer

Lienthaer is a farming village of some 400 people (about 80 houses) on the south bank of the river east of Amaron.

The river road runs through the village, west toward the capital and east into the forest. Tilled fields surround it, with forest to the south and east and the high mountains far across the river to the north.

Grain from Lienthaer feeds the capital; its harvest festivals are famous along the river road.

Lientros

Lientros is a village of some 300 people (about 60 timber houses) on the southwestern shore of Lake Ámia, where the river leaves the lake southward.

The lake lies northeast; the river runs south past the village's west side. Across the water looms the dark forest, and the village keeps a wooden palisade on that flank. A road follows the river south. Jetties and fishing boats serve the lake.

Things come out of the far forest at night, the fishers say, and the palisade gate is barred at dusk.

Meltaki

Meltaki is a village of some 300 people (about 60 houses) on the coast road just east of Calaron.

The sea lies south with a sandy shore; a wooded headland rises east and the open plain spreads north. A jetty and fishing boats work the bay.

The shady tavern by the shore is well known to Calaron's less official traders.

Molthaki

Molthaki is a village of some 250 people (about 50 houses) in a forest clearing west of Keron, on the same road.

Fields and grazing fill the clearing, with the forest all around. A smaller track leads northeast toward Caer Ilias.

The Baron's riders stable fresh horses here on the road between the castle and the coast.

Orethali

Orethali is a village of some 200 people (about 40 houses) where the forest road meets the eastern sea.

The rocky shore faces east; dense forest covers everything west. A small jetty and drying racks serve the fishing boats.

Orethali's fishers know the eastern currents better than anyone, and know which waters to avoid.

Phenaihír

Phenaihír is a village of some 250 people (about 50 houses) on Feronir's south coast road.

The sea lies south; forest stands north and east. A jetty, net-drying racks and small fields between village and forest keep it fed.

Baron Garos Maella's law runs here as everywhere in Feronir: the village is orderly, and strangers are reported.

Saethor

Saethor is a village of some 200 people (about 40 houses) on the east side of the southern cape, on the road toward Bish Nathir.

The sea lies east and south; forest stands north. The coast road runs through the village and continues south toward the cape tip.

Saethor's folk tend the beacon road and salvage what the cape's waters claim.

Skorinae

Skorinae is a small rocky island off the southeast coast, home to a dozen fisher families.

A half-ruined round watchtower crowns the island's height, and fisher huts cluster by the sheltered landing on the north side. A wrecked sailing ship lies broken on the reef just west.

The tower is older than the kingdom, and the fishers will not climb it after dark.

Soraeq

Soraeq is a hamlet of some 100 people (about 20 houses) gathered around a great timber longhouse at the western outlet of Lake Lián.

The lake, with its small islets, stretches east; the mountains rise north. The young river flows out westward, crossed by a wooden bridge on the hamlet's south side, with forest beyond.

The longhouse is an old moot hall; folk of the northern woods still gather there at midsummer.

Tiárn

Tiárn is a stone tower keep at the western end of the mountain lake northwest of Amaron, guarding the northern pass. A garrison of a few dozen holds it for the King.

The mountains rise steep to the north and west; the lake stretches east. A trail follows the lakeshore south toward the capital, and a small jetty serves the keep's boat.

Nothing crosses the pass or the lake unseen by Tiárn's watch.

Tol Paras

Tol Paras is a hamlet of some 150 people (about 30 houses) on the coast southeast of Alesir, behind a scatter of bare skerries.

The sea lies east, studded with rocks; forest stands west and north. The road from the northwest ends here, at the last houses before open water.

The skerries break the worst of the storms, and wrecks on them have furnished more than one house in Tol Paras.

Tsenkir

Tsenkir is the largest village in Amar (population 500, about 100 houses) and the kingdom's most important place of trading. Lord Nalchir Emaron, himself an important trader, is its Lord of Land.

The village sits at the forest edge on the northeastern rim of the central plain. Dense forest shelters it to the north and east; the open plain spreads south and west. Roads leave west across the plain toward the capital, south, and southwest. At its centre lies a large market square ringed by market halls, warehouses and inns.

On market days the square draws traders from every district. Little moves on the trade roads without word of it reaching Lord Nalchir first.

Tzierengit

Tzierengit is a road-junction village of some 400 people (about 80 houses) at a small natural harbour on the south coast.

The coast road runs west to east through the village and another road leaves north across the plain. Warehouses and jetties crowd the harbour, and a freshwater pond lies just inland.

Much that lands at Tzierengit finds its way inland without ever paying Calaron's tariffs.

Áhecelin

Áhecelin is a village of some 250 people (about 50 houses) in the deep forest south of Lake Lián, built where the north-south road crosses the river on a stone bridge.

The river flows west to east through the village under the old bridge. Forest closes in on all sides, broken by small clearings with fields.

The bridge toll is modest, but everyone traveling between Rauinor and the southern forest pays it.

Élein

Élein is a fortified hamlet of some 150 people (about 30 houses) on the east bank of the border river, facing the Araxi woods.

A wooden palisade with a watchtower rings the hamlet; the fortified gate faces the river landing. The dark forest looms on the far western bank, and the river road runs south along the east side.

Élein's watch changes at dusk and dawn. No one crosses from the far bank in peace.

Élsor

Élsor is a fortified village of some 200 people (about 40 houses) at the timber bridge over the border river, south of Élein.

The bridge, timber on stone piers, is the only crossing for miles and is watched day and night. The palisaded village holds the east bank; the dark forest holds the west. The river road runs north-south through the village.

Every plank of the bridge is counted, the garrison jokes, and so is every soul that crosses it.

Éltasohr

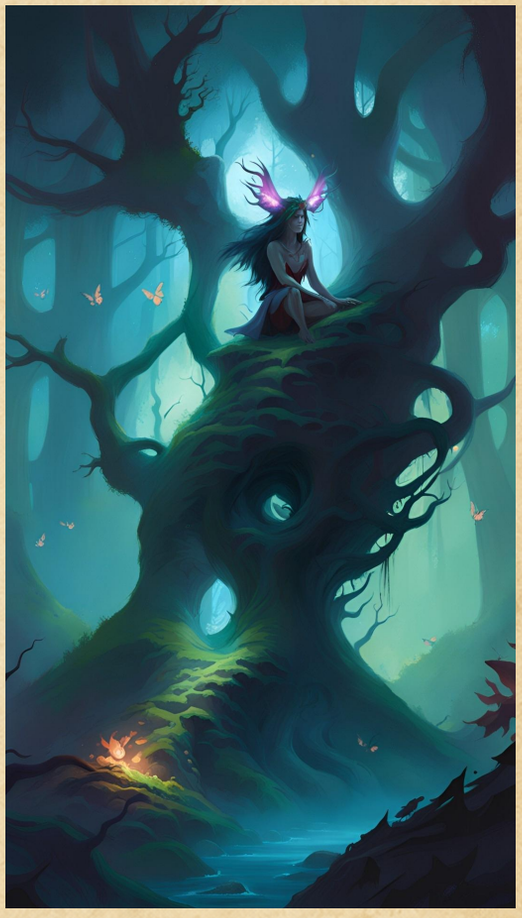
Éltasohr is a hamlet of some 150 people (about 30 houses) on the south coast road of Feronir.

The sea lies south, the forest north. Boats rest on the beach; the houses are modest and kept in strict order.

Even here, at the district's edge, the Baron's judgements are posted on the moot post and obeyed.

Peoples and Creatures

Definitions



Amar is populated by a generous wildlife as well as several humanoids and other creatures. The Game Master is adviced to use the online character and random encounter generator to automate encounters and make game play swift and efficient.

Please note that in creating encounters manually, the Game Master will roll dice to determine attributes and skills. As usual, a D6 means to roll one 6-sided dice, 2D6 means rolling two dice and adding them for a total, while D6/2+2 means "roll a dice, divide by two (round up) and add two to get the total. An O6 means an open-ended roll with a 6-sided dice (see The Character) and 3O6+5 would mean to roll three open-ended dice and adding 5 for the total score.

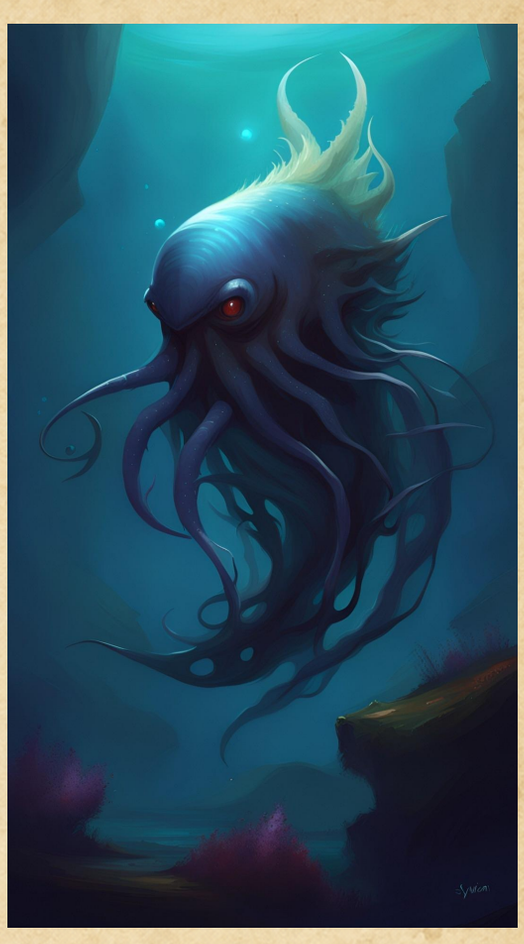
Attack skills are given in parenthesis behind the weapon(s). The skill is modified by the *Off/Def* given. Add the Damage Bonus for the encounter to the weapon's *Dam* to get the total damage for the weapon.

For humanoids, the potential for each attribute is also given (when there are two numbers, the first is for males, the other for females).

Base movement in flat terrain (plains) for every creature is covered under each encounter ("Move"). The base movement for humans is 30 kilometers per day. This includes carrying equipment/weapons/armor, resting and meal breaks and travelling 10 hours per day. The movement in combat is the base movement in meters x0.4 per round (i.e. 12 for humans)

Animals

These are just some of the notable animals enriching the Kingdom of Amar.



- Brown Bear
- Cave Lion
- Deer
- Griffin
- Horse
- King Eagle
- Moose
- Mule
- Peregrine Falcon
- Pig
- Ram
- Sparrow Hawk
- White Shark
- Wild Boar
- Wolf
- Wyvern
- Two-headed badger
- Rock-croc

Creatures

These are the most notable creatures in the Kingdom.

- Arax
- Centaur
- Demon
- Dragon
- Drake
- Dwarf
- Elf
- Faerie
- Giant
- Giant spider
- Goblin
- Human
- Hag
- Lizard Man
- Merfolk
- Ogre
- Phooka
- Spell Searcher
- Treant
- Troll
- Trollkin
- Vampire
- Werewolf
- Zombie

Individuals

There are many interesting individuals in Amar - so-called Non-Player Characters (NPCs for short). They are played by the Game Master whenever the Player Characters (PCs) meet them. Some of these are listed on this page: NPCs.

Encounter tables

There is an online Amar random encounter generator for Game Masters.

If the Game Master wants to roll manually for encounter, use the tables below.

Encounters are rolled for (D6) 3 times per day and once per night.

Encounter chance

1	Local encounter
2	No encounter
3	No encounter
4	No encounter
5	Encounter if on road (otherwise, tracks/sounds)
6	Encounter

Encounter

	Rural	Plain	Hills	Mountain	Forest
Small animal	1	1-2	1-2	1-2	1-2
Large animal	2	3	3	3-4	3-4
Human	3-5	4-5	4-5	5	5
Special	6	6	6	6	6

Small animals include dogs, cats, rodents, martens, birds and reptiles.

Large animals

	Rural	Plain	Hills	Mountain	Forest
Cattle	1-2	1-2	1	1	1
Pig/Warthog	3-4	3	2		2
Deer/Horse	5	4	3	2-3	3
Bear			4	4	4
Wolf	6	5	5	5	5
Large Cat		6	6	6	6

Animals activities

1-2	Sleeping/dormant
3-4	Hunting/fleeing
5-6	Eating

Humans

	Rural	Plain	Hills	Mountain	Forest
Residents	1-2	1	1	1	1
Caravan		2	2	2	2
Officials/Soldiers	3	3	3	3	3
Adventurers/Criminals	4	4	4	4	4
Traveling Merchant(s)	5	5	5	5	5
GM's choice	6	6	6	6	6

Residents

	Rural	Plain	Hills	Mountain	Forest
Farmer	1-2	1	1	1	
Hunter/Fisherman/Forester		2	2	2-3	1-2
Laborers/Craftsmen	3	3	3	4	3
Servants	4	4	4	5	4
High Class	5	5	5		5
GM's choice	6	6	6	6	6

Residents activities

1	Eating/drinking/gambling/hanging around etc.
2	To/from market/church/temple/friends etc.
3	Seeking/offering directions/services/employment/lodgings etc.
4	On errand/bringing a message.
5	Working.
6	Working.

Officials activities

1	Guarding.
2	On patrol/collecting taxes/inspecting businesses.
3	On mission, moving/guarding cargo.
4	Investigating crime/hunting criminal(s).
5	Recruiting or seeking employment.
6	Off duty.

Adventurers/Criminals activities

1	Eating/drinking/gambling/dividing loot etc.
2	To/from adventure/raid.
3	Escorting goods/smuggling.
4	Seeking/offering services or goods.
5	Escaping law/service or hunting criminals.
6	Engaging in fight/raid/robbery etc.

Special

	Rural	Plain	Hills	Mountain	Forest
Roll 2X on original table	1-2	1	1	1	1
Special event	3	2	2	2	2
Humanoid	4	3	3	3	3
Monster	5	4-5	4-5	4-5	4-5
GM's choice	6	6	6	6	6

Special event

	Rural	Plain	Hills	Mountain	Forest
Tracks/sounds (reroll for what)	1	1	1	1	1
Animal trap					2
Spoilage/food loss	2	2	2	2	3
Equipment loss/horse wounded	3	3	3	2	3
Party lost		4	4	3	4
Landslide/avalanche				4	
Bog					5
Extreme weather/flood	4-5	5	5	5	5
GM's choice	6	6	6	6	6

Humanoid

	Rural	Plain	Hills	Mountain	Forest
Arax	1	1	1	1	1
Trollkin/Troll (50/50)	2	2	2	2	2
Ogre			3	3	
Elf	3	3			3-4
Dwarf	4-5	4-5	4-5	4-6	
Goblin	6	6	6		5-6

Monster

	Rural	Plain	Hills	Mountain	Forest
Giant spider					1
Cave lion		1	1	1	2
Faerie	1-2	2	2	2	3
Werewolf	3	3	3	3	4
Vampire	4	4	4	3	4
Demon	5	5	5	4-5	5
GM's choice	6	6	6	6	6

Next: Mythology

Bestiary

Each entry is a typical specimen in the 3-tier system, converted from the original creature tables. SIZE keeps its dice expression. Off, Def and Dam include the weapon modifiers; Dam adds the damage bonus unless marked fixed. Skills are totals.

Arax

Lifespan	30
Move	30
SIZE	D6/2+1 (typical 3)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	1 · 1 · 1 (totals 2 · 2 · 2)
Melee Combat · Awareness	1 · 2 (total 2)
AP	As armor
BP · DB · MD · Reaction	5 · 1 · 0 · 2

Dodge 4 · Hide 4 · Move Quietly 4 · Survival Lore (D6+2) · Climb (D6+1)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	7	2	0	-2	-
Club	4	5	3	2	-1	-

Physical description. The Araxi are creatures of chaos with black skin, red eyes and a protruding face and sharp teeth and with sharp claws. They are usually smaller than humans but often stronger and more agile. Clothing, arms and armor. Araxi wear whatever they can find that helps in combat - leather armor being the most common. Social structure. A strong hierarchy and social order characterizes the Arax society. Families are tightly bound with the father being the undisputed head. Occupations. Araxi are warriors at heart. Most are also hunters. Females are keeping the den in order. Special abilities. The Araxi are poison resistant and cannot be affected by any sleep-inducing magick.

Being magical creatures of chaos, the Araxi have a 50% chance (a 4 or more on a D6) of possessing chaotic features. Roll for the chaotic feature(s) on the table below. Roll first a D6 for the chaotic feature category, and then a D6 for the specific feature within that category:

Arax chaotic features (roll O6)

1 = Minor aberration	
1	Stench. Everyone with a sense of smell within 3 meters get -1 in Status
2	Long limbs (add D6 to melee Initiative)
3	Fearful look (subtract D6 from Fear roll when first encountered)
4	Exudes fear. Opponents roll for fear every 3 rounds

5	Swift. Add O6+3 to Reaction Speed
6	Regenerates 1BP/minute
2 = Attribute enhancement	
1	Add O6+4 to Strength
2	Add O6+5 to Endurance
3	Add O6+3 to Coordination
4	Add O6 to Learning
5	Add O6+3 to Awareness
6	Add O6+2 to Magical Aptitude
3 = Skill enhancement	
1	Add O6+5 to Tumble
2	Add O6+5 to Hide
3	Add O6+5 to Move Quietly
4	Add O6+3 to Dodge
5	Add O6+3 to Missile weapons
6	Add O6+3 to Melee weapons
4 = Magick aberration	
1	Can cast a specific Earth magick spell once per day (GM decides which spell)
2	Can cast a specific Black magick spell once per day (GM decides which spell)
3	Can cast a specific Protection magick spell once per day (GM decides which spell)
4	Can cast a specific Perception magick spell twice per day (GM decides which spell)
5	Can cast a specific Earth magick spell four times per day (GM decides which spell)
6	Can cast a specific Black magick spell once per hour (GM decides which spell)
5 = Special aberration	
1	Poison spit (D6 Dam/r if hit in non-armored location)
2	Poison touch (D6 Dam/r) if unarmed does damage to target
3	Poison breath (D6 Dam - 1/m) to all targets in front
4	Exploding limb. Can make a limb explode into a poisonous cloud (O6+2 Dam -1/m to everyone around)
5	Exploding death. Can decide to explode, inflicting O6+3 in damage (-1/m) to everyone around) per meter
6	Regenerates 1BP/r
6 = Roll twice on this table.	

Mental description. The Araxi have low intelligence - somewhere between that of Neanderthals and humans. But they are cunning in an evil way.

Brown Bear

Lifespan	35 years
Move	85
SIZE	D6/2+3 (typical 5)
BODY / MIND / SPIRIT	2 / 0 / 0
Strength · Endurance · Athletics	9 · 1 · 1 (totals 11 · 3 · 3)
Melee Combat · Awareness	2 · 3 (total 3)
AP	1
BP · DB · MD · Reaction	10 · 5 · 0 · 3

Dodge 3 · Hide 3 · Move Quietly 3

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	8	5	3	+4	-

General description. The brown bear shows a great amount of individual variation. The fur varies from dark earth-brown to sand-yellow. It is usually darker in the autumn. The size varies just as much as the color. Despite its heavy and powerful body, it is very agile. The bear is very dextrous. Bears are found in many terrains but especially in woods. Social structure. The brown bear is solitary, but the female may be accompanied by one or usually two cubs. Diet. The bear is omnivorous but prefers berries and fruits. In spring-time it hunts a great deal. It prefers fresh meat, but will also eat carcasses. Bears may kill animals as large as a moose. Their favorite food is honey. Special skills. Smaller bears are good climbers, but large bears tend to stay on the ground due to their weight. Mental description. The bear is an intelligent beast, and its behavior is often surprisingly humanlike. Bears will usually cause no problems for humans. They are peaceful and playful and will not attack unless hurt, threatened or extremely hungry. Females with cubs will be very jumpy, and may attack without reason. The bear will seldom rise on two when attacking.

Cave Lion

Lifespan	20
Move	120
SIZE	D6/2+3 (typical 5)
BODY / MIND / SPIRIT	2 / 1 / 0
Strength · Endurance · Athletics	7 · 1 · 1 (totals 9 · 3 · 3)
Melee Combat · Awareness	6 · 3 (total 4)
AP	1
BP · DB · MD · Reaction	10 · 4 · 0 · 4

Dodge 5 · Hide 8 · Move Quietly 10

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	10	9	9	8	+3	-

General description. Its fur is long and gray-brown during the summer and yellow-brown in the winter. It has dark black-brown stipes over the rear of its back. It has black and white markings on the upper lip and above the eyes. Eyes are orange and paws and lower chest are slightly spotted. Social structure. The cave lion is usually solitary, but if access to prey is good, 3–5 cave lions may hunt together. Diet. It hunts mainly larger animals; boars, deer, moose or even bears. Humans are only hunted if the food supply is exstremely low. It usually moves slowly and silently as close to its prey as it can, then it will try to outrun its prey over a short distance and club it to the ground with its paws. Mental description. The cave lion prefers to hunt at night, but has no problems in daylight if the night shows no results. Cubs will stay with their mother for about three years. A female with young cubs will protect them fiercely. If hunted, the cave lion will try to hide in the bushes. A wounded cave lion will pretend to be dead until it can see a chance to kill or flee.

Centaur

Lifespan	80
Move	85
SIZE	O6+4 (typical 7.5)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	3 · 2 · 1 (totals 4 · 3 · 2)
Melee Combat · Awareness	1 · 2 (total 2)
AP	1 (+any armor)
BP · DB · MD · Reaction	16 · 3 · 0 · 2

Dodge 4 · Hide 2 · Move Quietly 2 · Survival Lore (O6+2) · Play Flute (2D6+3) · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	7	2	0	+1	-

Physical description. Centaurs are half horse, half human. The upper part of their body is human and thus they have six limbs. Due to their double body, they have two sets of intestines. They are omnivorous. Clothing, arms and armor. Centaurs usually don't wear clothes. Some armor may be worn on their human body part and occasionally they wear horse barding when in battle. They often use heavy weapons such as heavy maces, clubs or spears. Bow and arrow is their favorite weapon. Social structure. Social structure varies a great deal from lonely centaurs to small societies consisting of up to 50 members, usually with no strict rule systems. Larger societies are very rare. Families are humanlike but they never get twins. Occupations. The main occupation among centaurs is hunting but some gather plants for food. In their spare time, they play instruments and sing or they compete in different sports. Special skills. Centaurs are famous for their musicality and better flute players are hard to find, perhaps only among elves. They compose much music and make many poems. The following adjustments are made on the potential skills of centaurs: climb -30, tumble -5, ride —, swim -3. Mental description. Centaurs are individualists and they often live by themselves. They love the freedom of nature and hate to be restricted in any way. This leads to their fear of indoor places. They never go inside a building or cave unless it is a matter of life and death. Centaurs love art and music as well as many types of sports. Often they compete with weapons as well as running or longjump.

Deer

Lifespan	30
Move	100
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	2 · 2 · 2 (totals 3 · 3 · 3)
Melee Combat · Awareness	1 · 3 (total 3)
AP	1
BP · DB · MD · Reaction	8 · 2 · 0 · 3

Dodge 3 · Hide 3 · Move Quietly 5

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	6	3	3	+1	-

General description. The fur is grayish yellow with a dark brown to black stripe running along the back from the shoulders to the tail. Only bulls have horns, which are changed once a year. Each horn has got 1–12 points, depending on age and last years food supply. The deer is usually found in hilly areas with leaf trees and often in cultivated areas. Social structure. The deer is usually solitary, but in the mating season (the autumn) deer will gather in herds of one male and up to 15 females. During the mating season the bull will not eat, losing weight and later its horns. Diet. They are vegetarian, eating leaves, grass, shoots, water plants and in times of little food, bark. Mental description. A deer will, if possible, try to flee a human, but cows with calves will be very aggressive and so will the bull during the mating season.

Demon

Lifespan	From 10 to 500+
Move	2*2D6
SIZE	2O6-2 (typical 5)
BODY / MIND / SPIRIT	1 / 1 / 1
Strength · Endurance · Athletics	4 · 3 · 3 (totals 5 · 4 · 4)
Melee Combat · Awareness	7 · 2 (total 3)
Attunement	3 (total 4)
AP	O6
BP · DB · MD · Reaction	11 · 3 · 1 · 3

Dodge 7 · Hide 7 · Move Quietly 7 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	10	8	8	7	+0	-

Dragon

Lifespan	400
Move	300 (flying) 120 (walking)
SIZE	D6+9 (typical 12.5)
BODY / MIND / SPIRIT	2 / 1 / 1
Strength · Endurance · Athletics	9 · 3 · 1 (totals 11 · 5 · 3)
Melee Combat · Awareness	6 · 1 (total 2)
Attunement	3 (total 4)
AP	D6+5
BP · DB · MD · Reaction	26 · 8 · 1 · 2

Dodge 4 · Hide 3 · Move Quietly 3

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	10	5	10	10	+11	-
Breath	10	3	15	-	12 fixed	10m

Physical description. Dragons are very rare creatures on Amar.
Dragons are fearsome creatures with large wingspan, four legs and with claws, sharp teeth and tail that are used in unarmed combat. Dragons come in different colors and each usually has its own specific breath weapon. The red dragon, like Origo - the dragon in the large mountain to the North-West of the Kingdom, are the most common. They are famous for their fire breath.

Clothing. Dragons are naked. Social structure. Dragons are usually solitaire creatures, but once in a while they team up with a mate for a few years, hatch an egg or two and go back to their solitude life. Occupations. Dragons are horders of gold, treasure and power. Mental description. Dragons are intelligent beasts, some even highly intelligent and some employ magical spells. They are greedy and cunning, ranging from the darkest of evil to more benevolent, but still greedy and cunning.

Drake

Lifespan	1000+
Move	500 (flying) 200 (walking)
SIZE	30+ (typical 30)
BODY / MIND / SPIRIT	6 / 2 / 4
Strength · Endurance · Athletics	9 · 9 · 2 (totals 15 · 15 · 8)
Melee Combat · Awareness	9 · 4 (total 6)
Attunement	8 (total 12)
AP	15+
BP · DB · MD · Reaction	70 · 20 · 4 · 6

Dodge 15 · Hide 8 · Move Quietly 8

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	30	9	30	33	+30	-
Breath	30	7	35	-	25 fixed	20m

Physical description. Bigger and badder then dragons. Clothing. Drakes were naked. Social structure. Mythology has it that Drakes were solitary creatures, choosing a mate for life. They were the allies of the original giants, who could be seen on the back of drakes fighting for their territory against ancient foes. Occupations. Hoarding. Mental description. Cunning, sly and suspicious.

Dwarf

Lifespan	200 (maturity: 20)
Move	25
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	2 / 1 / 0
Strength · Endurance · Athletics	3 · 5 · 1 (totals 5 · 7 · 3)
Melee Combat · Awareness	0 · 2 (total 3)
AP	As armor
BP · DB · MD · Reaction	5 · 2 · 0 · 3

Dodge 3 · Hide 4 · Move Quietly 4 · Craft (weapon/armor/...) (2O6) · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	8	2	0	-2	-

Physical description. Dwarfs are small but powerfully built humanoids. They are usually not pretty in human terms of beauty. Almost all male dwarfs have large beards. Clothing. Dwarfs normally dress in whatever is practical. They prefer brown or gray colored sturdy clothes. They wear wool, leather or fur when the temperature is low. The weapons and armor made by dwarfs are exceptional and unique in quality. They specialize in all kinds of metal and stone work. The artistic metal work is seen especially on their armor and weapons, but never at the expense of their practicallity. Social structure. Dwarfs live in caverns beneath the earth. They have humanlike families. The females seldom get pregnant and more than half a dozen children per family is rare. The society is well organized but there are no strict social rank systems. Males outnumber females by two to one. Occupations. Some of the dwarfs are hunters, farmers or fishermen, and some are traders. Many dwarfs work with crafts such as smithing, sculpturing, leather working or gem cutting. Quite a few are also miners, and all able bodied men are members of the militia. Special skills. Dwarfs are very proud of their work and they really specialize in what they do for a living. They usually obtain very high skills since they become quite old. Due to their bodies (and deep fear of water) they must subtract 2 in riding when on a normal horse and 5 from their potential swimming skill. Dwarves have +3 in magical defense. Mental description. Dwarfs are very stubborn by nature. They have a very high combat morale and they seldom surrender. They love to work as they know there are rewards for their hard labor. Dwarfs are greedy and they seldom give up anything for nothing, and especially not if it is precious metal or gems. They are very fond of food and drink.

Elf

Lifespan	400 (Maturity: 40)
Move	35
SIZE	D6/3+1 (typical 2)
BODY / MIND / SPIRIT	2 / 2 / 2
Strength · Endurance · Athletics	1 · 3 · 5 (totals 3 · 5 · 7)
Melee Combat · Awareness	3 · 6 (total 8)
Attunement	4 (total 6)
AP	As armor
BP · DB · MD · Reaction	5 · 1 · 2 · 8

Dodge 7 · Hide 10 · Move Quietly 10 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	7	13	5	4	-3	-

Physical description. Elves look like humans except for being a bit smaller and more slender. They are recognized by their pointed ears and their cat's eyes. Elves are superior to humans in just about all aspects. They are everything the humans could dream of being, they are gracious, intelligent, tough, joyful, artistic and they live a long life. They have everything except physical strength. Clothing, arms and armor. Elves wear clothes of very good quality, often in colors which blend with nature. They often secure their clothes by roping them around the lower parts of arms and legs as well as around their waist. The only armor they wear, except when in battle, is soft leather. In battle they may wear any sort of armor as long as it is not too heavy. The quality is superb, but they often discard armor in favour of greater maneuverability. They often prefer chain mail as it is easy to move in. Elves use weapons that are slender like their bodies and gracious like their movements. Swords and spears are common as melee weapons. Bows are the main missile weapon used. Social structure. Elves live in faery forests where the nature is beautiful and the landscape inspires their creativity. They live in small organized groups or societies. Families are always lasting. Pregnancy is very rare, and they never get twins. Occupations. Some elves are hunters, others gather edible plants as they eat a lot of vegetables. Many have their own speciality in craft or music. There are many craftsmen such as fletchers, tanners, tailors and bow makers among elves. There are also many exceptional poets, singers and other musicians. The common denominator among them is that they really know what they do, they specialize. As they live long lives, many learn magic on their way, magic that makes life more interesting and joyful. Special skills. Elves generally have a high current in Awareness and skills pertaining to forest life. Mental description: Elves are very close to nature. They protect it and all the animals living in it. Therefore they are very careful with the use of fire in forests. Elves are a very joyful and happy people. They sing and dance through their lives and they look at life as an interesting and cheerful game to play. They seldom get angry or sorrowful. This casual viewpoint often conflicts with that of many humans. While elves are intelligent, they are stubborn, proud and traditional in their attitude, making them less able to learn new ways, skills and trades. They are wise because of their experiences and age, not because of any ability to learn... on the contrary, they are slow learners.

Faerie

Lifespan	100-1000
Move	2O6*8
SIZE	O6 (typical 3.5)
BODY / MIND / SPIRIT	1 / 1 / 2
Strength · Endurance · Athletics	2 · 3 · 3 (totals 3 · 4 · 4)
Melee Combat · Awareness	4 · 3 (total 4)
Attunement	4 (total 6)
AP	As armor + O6-2
BP · DB · MD · Reaction	8 · 2 · 2 · 4

Dodge 10 · Hide 10 · Move Quietly 10 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	7	9	5	5	-2	-

Giant

Lifespan	200 (Maturity: 30)
Move	50
SIZE	D6/2+6 (typical 8)
BODY / MIND / SPIRIT	3 / 1 / 0
Strength · Endurance · Athletics	9 · 1 · 0 (totals 12 · 4 · 3)
Melee Combat · Awareness	1 · 0 (total 1)
AP	1 + Armor
BP · DB · MD · Reaction	16 · 9 · 0 · 1

Dodge 3 · Hide 3 · Move Quietly 3 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	5	4	2	+5	-

Physical description. Giants are a race of huge humans. Since they are a great deal larger than normal humans, they are more powerfully built so as to keep their bodies upright and movable. They have large feet to keep their balance. Their large bodies make the giants less coordinated and slower moving. Clothing. Normal clothes are furs only to keep themselves warm. Social structure. Giants are most often settled in small groups of 10–20, living in natural caverns or large huts. Families are arranged in the same manner as human families. The original giants were allies of the now extinct Drakes. Occupations. Giants are usually hunters and gatherers. Those who have contact with dwarfs or humans may also be trading some goods. Mental description. Giants are calm beings. They seldom engage enemies in combat, but instead they use other ways of solving disagreements.

Giant spider

Lifespan	10
Move	50
SIZE	D6 (typical 3.5)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	2 · 2 · 2 (totals 3 · 3 · 3)
Melee Combat · Awareness	4 · 3 (total 3)
AP	O6/2
BP · DB · MD · Reaction	8 · 2 · 0 · 3

Dodge 4 · Hide 6 · Move Quietly 6

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	7	7	6	4	+2	-

Physical description. Giant spiders are not common in Amar. They usually dwell in caves or in forests - depending on their physical appearance (they live where they benefit the most from camouflage. Their bite is potentially lethal, delivering a poison that yields O6 damage after 5 rounds. Mental description. Giant spiders a solitaire creatures and partner up only to mate. They are grumpy, cunning and playful only when they kill.

Goblin

Lifespan	100 (Maturity: 20)
Move	35
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	1 / 2 / 1
Strength · Endurance · Athletics	1 · 3 · 5 (totals 2 · 4 · 6)
Melee Combat · Awareness	1 · 8 (total 10)
Attunement	3 (total 4)
AP	As armor
BP · DB · MD · Reaction	4 · 1 · 2 · 10

Dodge 7 · Hide 7 · Move Quietly 7 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	15	2	1	-3	-

Physical description. Goblins are small humanoids with exceptionally good senses. They are very sensitive to bright light (-3 to most skills in bright sunlight). They get no penalties in twilight, torchlight or moonlight and their vision in starlight is the same as for humans in moonlight. Although they look slender, they are as strong as humans. Goblins are very dextrous but they have a strong right hand preference. Clothing. Goblins usually wear all sorts of weird clothes. Various shapes, bright colors and funny hats but not always clean and shiny as they live beneath the earth. Social structure. Most groups live in caves beneath the surface of the earth. The groups have 20 members or more with families like humans. Goblins have no set rank systems and are much less organized than humans. Occupations. Goblins hunt in groups by night. Many goblins are kept busy digging caves while others take care of the food supply. Female goblins help to supply food by gathering edible plants. In their spare time goblins amuse themselves by dancing, singing and playing instruments, many of which are unknown to humans. Special skills. Goblins are good miners and those who are trained as hunters will have hunting skills. Most goblins are good dancers and musicians. They hate swimming. Mental description. Goblins are mischievous by nature. They love the dark side of practical jokes. They are very importunate but not to the danger of their lives. They will fight any trespassers, protecting their families to the death if necessary. Goblins stay away from anything connected to light and sunshine.

Griffin

Lifespan	70
Move	110
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	4 · 2 · 4 (totals 5 · 3 · 5)
Melee Combat · Awareness	3 · 5 (total 6)
AP	1
BP · DB · MD · Reaction	8 · 2 · 0 · 6

Dodge 5 · Hide 5 · Move Quietly 5

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	11	5	4	+0	-

General description. Griffins have a large wing span, but due to their heavy body and the lack of a bird's tail, they have poor maneuvrability in the air. They use warm air currents to climb and they fly mostly by gliding. Their average carrying capacity is 30 kg. Social structure. Griffins live in family groups of up to 12. They choose a mate for life. Lairs are usually found in mountain regions, often near mountain peaks. Diet. Horsemeat or meat from other such large animals (deer etc.) is prefered, but these animals are always hunted by groups of griffins. Solitary griffins hunt animals of size 3 or below. Their hunting methods are similar to that of the eagle and when they hunt in groups, they attack the victim from different directions. Mental description. Griffins are cunning animals and they can easily be trained to do various tasks. They are very loyal if you befriend them. Griffins are not very aggressive but when their family or lair is threatened, they become an awesome fighting force.

Hag

Lifespan	200 (Maturity: 40)
Move	40
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	1 / 1 / 1
Strength · Endurance · Athletics	1 · 2 · 1 (totals 2 · 3 · 2)
Melee Combat · Awareness	3 · 2 (total 3)
Attunement	3 (total 4)
AP	1
BP · DB · MD · Reaction	8 · 1 · 1 · 3

Dodge 4 · Hide 6 · Move Quietly 6 · Black Magick Lore (O6+4)

Weapon	Skill	Init	Off	Def	Dam	Range
Claws	6	8	4	2	-2	-

Physical description. Hags are a type of faerie resempling an old, evil looking woman. They are powerful magicians. Clothing. They will wear any clothing available. Hags are not particular about how the look (rather to the contrary) and are often seen in rags. Social structure. Hags are solitary creatures without any social structure. Occupations. Hags are preoccupied with being evil and a general menace to humans. Special skills. As competent magicians, Hags have a set of skills and spells: Natural Magick = O6+6, Magick Lore = O6+10, Black Lore = O6+8, number of Black spells = O6+3. They also have the innate magic ability to bestow one curse per day (effect at the level of -3 in status for the day). Mental description. They are cunningly evil by nature and thrives off the suffering af humans, and sometimes other creatures such as dwarves or even trolls. But for some unknown reason, they bear a particular grudge against humans.

Horse

Lifespan	30
Move	90
SIZE	D6+3 (typical 6.5)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	4 · 2 · 1 (totals 5 · 3 · 2)
Melee Combat · Awareness	1 · 2 (total 2)
AP	1
BP · DB · MD · Reaction	14 · 3 · 0 · 2

Dodge 2 · Hide 2 · Move Quietly 2

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	7	2	0	+1	-

General description. Horses range from less than 50kg to more than 1000kg. Riding horses are generally 150–160cm high, while ponies are about 120–140cm. Horses come in any variety of black, gray, white, brown or redbrown. Ponies are generally tougher and more surefooted than horses. Social structure. Wild horses live in herds which may number more than 100 individuals. The herd is led by the only fully grown stallion in the herd and an old mare. Diet. The horse is herbivorous, living mainly on grass. A much used horse requires about 1kg of hay and 2kg of grain per 100kg of weight per day. Ponies generally do well on a less grain dominated diet. Special skills. Horses are generally able to jump their own height vertically and quite a few meters in length. Mental description. Horses are generally easily frightened and thus hard to train for combat. Most horses are real cowards and will make a lot out of a wound. Taming them is quite easy.

Human

Lifespan	80 (maturity: 16)
Move	30
SIZE	D6/2+1 (typical 3)
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	3 · 3 · 3 (totals 4 · 4 · 4)
Melee Combat · Awareness	1 · 3 (total 4)
AP	As armor
BP · DB · MD · Reaction	6 · 2 · 0 · 4

Dodge 4 · Hide 4 · Move Quietly 4 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	9	2	0	-2	-

King Eagle

Lifespan	25
Move	400
SIZE	½
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	0 · 1 · 5 (totals 1 · 2 · 6)
Melee Combat · Awareness	1 · 5 (total 6)
AP	0
BP · DB · MD · Reaction	1 · 0 · 0 · 6

Dodge 6 · Hide 6 · Move Quietly 8

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	11	2	1	-3	-

General description. The king eagle is a large and long winged eagle with quite a long tail. Adults are dark brown all over, sometimes with golden brown hood and neck. The beak and claws are extremely powerful. The king eagle is known for killing animals as large as wolves. It lives in mountains. Social structure. King eagles live in pairs. Diet. The king eagle will fly at great heights and look for prey or a carcass. If a prey is spotted, the eagle will dive with the wings light to the body and set the powerful claws into its victim. King eagles usually hunt rabbits and young animals. They can carry a prey of up to 3 kg while flying. When attacking larger creatures, the king eagle will make a series of dive attacks. Mental description. The king eagle has for centuries been trained to hunt and kill wolves by putting one claw over their snout and strangling them. In the wilderness, the king eagle is rather shy, but not directly afraid of humans. They will defend their nests with great courage. A couple will stick together for a lifetime.

Lizard Man

Lifespan	60 (Maturity: 10)
Move	25
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	2 / 1 / 0
Strength · Endurance · Athletics	5 · 2 · 1 (totals 7 · 4 · 3)
Melee Combat · Awareness	0 · 2 (total 3)
AP	2 + armor
BP · DB · MD · Reaction	8 · 3 · 0 · 3

Dodge 3 · Hide 4 · Move Quietly 4 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	8	2	0	+0	-

Physical description. Lizard men are large, intelligent, humanoid reptiles. They have a long tail used to coordinate and speed up their swimming. Their skin is made up of small scales making the lizard men well protected. They are partially cold blooded, and if the temperature drops below 15°C they get slower and lose coordination. At 0°C they can

barely move. Clothing. Lizard men normally wear no clothing except armor when going to war. Social structure. The culture of lizard men is primitive and they rely heavily on brute force in solving problems. Male lizard men dominate totally. Females are rarely seen outside their own communities. A male may have 1–3 wives, and a dozen children are not uncommon. Their social rank system is often based on fighting skills alone. Occupations. Lizard men are usually warriors and hunters. Females catch fish and small animals and gather plants when they are not busy taking care of the children. Special skills. Lizard men can hold their breath for 30 minutes. They get -3 in riding potential and +15 in swimming potential. They have night vision. Mental description. Lizard men are rude and persistent and they almost never surrender. This makes them very dangerous opponents to fight. Females are more calm and caring as their lives are mostly devoted to raising children.

Merfolk

Lifespan	80 (Maturity: 15)
Move	40 (in water)
SIZE	D6/2+1 (typical 3)
BODY / MIND / SPIRIT	1 / 1 / 1
Strength · Endurance · Athletics	3 · 4 · 3 (totals 4 · 5 · 4)
Melee Combat · Awareness	4 · 3 (total 4)
Attunement	3 (total 4)
AP	As armor
BP · DB · MD · Reaction	6 · 2 · 1 · 4

Dodge 4 · Hide 4 · Move Quietly 7

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	5	9	3	1	-2	-
Trident	7	6	7	8	+2	-

Physical description. Merfolk are half dolphin, half man with gills and lungs. They are generally very pretty compared to humans. Clothing, arms and armor. They do not wear clothes or armor. They use weapons which are easy to handle under water like tridents, spears or daggers. Social structure. They usually live in groups of 10–20 in underwater caves up to 30 meters below the surface. They usually have no set organized social systems. Pregnancy is unusual and lasts for a year. They never get more than one child per birth. Occupations. Most merfolk are hunters preying on fish, but they also gather sea vegetables. They occasionally attack or steal from human fishermen and thus obtain most of their implements and metal equipment. They make lovely jewelry and other objects from corals. Special skills. They are able to dive down to 100 meters without complications. They are wonderful composers and musicians. The musical instruments are made so as to work underwater, although they prefer to play in the air as the acoustics are better. Legends tell of sailors who have been trapped by the beauty and the lovely tunes of the mermaids. The following adjustments are made to the potential skills of merfolk: climbing -10, move quietly -3, riding -10, swimming +30. Mental description. Merfolk are shy and isolate their society from the rest of the world. Their relation to dolphins is a good aid against many of the dangers in the sea.

Moose

Lifespan	25
Move	65
SIZE	D6+3 (typical 6.5)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	4 · 2 · 1 (totals 5 · 3 · 2)
Melee Combat · Awareness	3 · 2 (total 2)
AP	1
BP · DB · MD · Reaction	14 · 3 · 0 · 2

Dodge 2 · Hide 2 · Move Quietly 2

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	7	5	3	+2	-

General description. The fur is dark gray-brown with the underside of the body and lower part of the legs light gray. Only bulls have horns, which are changed once a year. The maximum length between horn tips is two meters. The horns may have from 3–12 points (per horn) depending on age and last years food supply. The moose is found in needle-leaf forests, often with moist ground. Social structure. The moose is solitary, but cows will often be accompanied by one or two calves. Diet. As the deer. Mental description. A moose will always try to flee, but will fight to its death if escape is impossible. Cows are very aggressive as long as the calves are still young. If a calf is touched by a human, the cow will leave it behind.

Mule

Lifespan	30
Move	80
SIZE	D6+2 (typical 5.5)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	3 · 2 · 1 (totals 4 · 3 · 2)
Melee Combat · Awareness	1 · 2 (total 2)
AP	1
BP · DB · MD · Reaction	12 · 3 · 0 · 2

Dodge 2 · Hide 2 · Move Quietly 2

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	7	2	0	+1	-

General description. A mule is a crossbreed between a male donkey and a mare. The cross between a stallion and a female donkey is known as a hinny. The male gives the most dominant characteristics. A mule has the long ears and slender legs and hooves of the donkey and the height and weight of the horse. They are more sure-footed than the horse and they work better in different conditions. They can manage well in extreme temperatures. Social structure. Mules are sterile and only 1% of the hinnies are fertile. Diet. As horses except that they can make do with less and coarser food. Mental description. Mules are calmer than horses and they don't react as much to bad treatment. They should not be hurried. They should be persuaded firmly but gently.

Ogre

Lifespan	50 (Maturity: 10)
Move	40
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	2 / 1 / 0
Strength · Endurance · Athletics	5 · 2 · 1 (totals 7 · 4 · 3)
Melee Combat · Awareness	2 · 2 (total 3)
AP	As armor
BP · DB · MD · Reaction	8 · 3 · 0 · 3

Dodge 4 · Hide 4 · Move Quietly 4

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	8	4	2	-1	-
Large Club	5	6	5	5	+4	-

Physical description. Ogres are very much like the Neanderthals except that they are larger. Ogres are a primitive race and thus they rely heavily on physical attributes and skills. Clothing. Ogres wear furs if anything. The furs are only to protect against cold and when it is warm they usually don't wear clothes at all. Social structure. Ogres usually live in tribes of from 20 to 50. Families are arranged so that for every male, there are from one to three females. There are usually about 10 children within one family. Only male ogres hunt. The females only raise the children, gather food and cood. Ogres live almost exclusively in natural caves. Occupations. Male ogres are hunters. They hunt small animals like rabbits as well as boars, bears, deer and other large prey. Special skills. Male ogres possess the ordinary hunting skills. Each tribe will have at least one ogre with some medical lore. This person will usually also be a tribal priest or

shaman who may possess some magic. Mental description. Ogres are generally aggressive in nature and they fight very hard for survival whether the enemy is nature or beast. Trespassers will not be taken on lightly. Ogres have many supernatural beliefs that have no basis in reality. Any magic will include many arbitraries and will therefore be very time consuming and hard to learn.

Peregrine Falcon

Lifespan	15
Move	450
SIZE	¼
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	0 · 0 · 5 (totals 1 · 1 · 6)
Melee Combat · Awareness	1 · 5 (total 6)
AP	0
BP · DB · MD · Reaction	1 · 0 · 0 · 6

Dodge 6 · Hide 6 · Move Quietly 8

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	11	2	1	-4	-

General description. This is perhaps the most beautiful bird of prey in Amar. It has a black hood, a dark ash-gray back and a white breast with black stripes. Females are larger than the males. The tail is rather short and the wings are pointed. The peregrine falcon lives in most terrains from forests and plains to mountains, especially near water. Social structure. They are usually solitary, but a couple will cooperate on nest building and food fetching in the mating season. Diet. The falcons are among Amar's fastest birds. They dive onto their prey from great heights. They are masters of air acrobatics and feed only on birds. In a dive they can reach a speed of about 300 km/h. Mental description. The peregrine falcon is a smaller relative of the hunting falcon, and is often tamed and trained for hunting purposes. They are usually quite shy, but will defend their nest. The nest's placing is their best protection, as they are on inaccessible cliffs.

Phooka

Lifespan	300
Move	60 (as beast: as the beast)
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	1 / 1 / 1
Strength · Endurance · Athletics	2 · 2 · 2 (totals 3 · 3 · 3)
Melee Combat · Awareness	4 · 2 (total 3)
Attunement	2 (total 3)
AP	0
BP · DB · MD · Reaction	8 · 2 · 1 · 3

Dodge 6 · Hide 7 · Move Quietly 7 · Shapeshift (2O6+3)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	7	8	5	4	-1	-

Physical description. Phookas are humanoid faeries with a head looking like a goat. They are fearsome creatures with their light blue cold eyes and confident attitude. They are also very capable warriors, both because of their tremendous speed and because they regenerate 1 BP per round. Wounds created by iron is only regenerated at the rate of 1 BP per week and their natural armor do not protect against iron weapons. Clothing. Phookas usually do not wear clothes. They can wear clothes if they are venturing into the kingdom of Amar. Social structure. Phookas have been rumored to have had social structures in the past but are nowadays solitary creatures. It is not known how they fell from small societies of Phookas to them being rare, solitary faeries. Occupations. Phookas are faeries from the woods beyond the Troll forests. They have no specific occupation. Special skills. Phookas can transform themselves into a large eagle capable of carrying an adult human in flight, once per day for 10 minutes. Mental description. Phookas are usually

menacing creatures with ill intent toward mankind. They tend to lure humans into traps or difficult situations, watching them struggle to get out of it. Some Phookas have been taken in by the intriguing aspects of the human civilization and are beneficial towards humans as they want to learn more about the ways of Man. Some will then take the form of an large eagle and carry a human as a guide while flying over a civilized area asking questions along the way.

Pig

Lifespan	10
Move	60
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	0 / 0 / 0
Strength · Endurance · Athletics	1 · 1 · 1 (totals 1 · 1 · 1)
Melee Combat · Awareness	0 · 1 (total 1)
AP	1
BP · DB · MD · Reaction	3 · 0 · 0 · 1

Dodge 2 · Hide 2 · Move Quietly 2

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	2	6	0	-2	-4	-

General description. The pigs on Amar resemble the medieval European pig, and look like a cross between a modern pig and a wild boar. They are also wilder than modern pigs. Male's chainteeth are sometimes visible. They are usually kept in forests. Diet. Pigs are omnivorous. They eat anything from garbage to fruits and hens. Mental description. The domesticated pigs are more mild mannered and less eager to attack. Old males may be extremely grouchy though. Many stories tell of children who have teased old males and had to pay for it with their lives.

Ram

Lifespan	12
Move	70
SIZE	D6/2+2 (typical 4)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	3 · 2 · 1 (totals 4 · 3 · 2)
Melee Combat · Awareness	3 · 3 (total 3)
AP	1
BP · DB · MD · Reaction	8 · 2 · 0 · 3

Dodge 3 · Hide 2 · Move Quietly 3

Weapon	Skill	Init	Off	Def	Dam	Range
Butt	6	8	5	3	+1	-

General description. Bighorn Sheep usually live in or around the Dwarven Mountains north of the Kingdom of Amar. Some are domesticated by humans in the northern parts of the Kingdom. Diet. Rams are herbivores. They typically eat seeds, grass and plants. Their diet changes depending on the season, though. In the summer, they eat grasses or sedges and in the winter, bighorns eat woody plants, such as sage, willow and rabbit brush. Mental description. The domesticated Rams are more mild mannered and less eager to attack. Old males may be extremely grouchy though.

Raven Demon

Xetus, the Raven Demon, is a summoned trader of forbidden spells. He is bound to Antonio, who gave him his name.

Character Sheet

Raven Demon - Summoned Demon

Name	Raven Demon
Type	Summoned Demon
Area	Summoned (Demonia)
Race	Demon
Sex	Male
Age	0
Height	240 cm
Weight	180 kg
SIZE	6.0

Characteristics.

- **BODY: 3**
- **MIND: 2**
- **SPIRIT: 3**

Attributes. BODY.

- **Strength: 4 (Total with BODY: 7)**
- **Endurance: 5 (Total with BODY: 8)**
- **Athletics: 2 (Total with BODY: 5)**
- **Melee Combat: 3 (Total with BODY: 6)**
- **Missile Combat: 2 (Total with BODY: 5)**

MIND.

- **Nature Knowledge: 3 (Total with MIND: 5)**
- **Social Knowledge: 2 (Total with MIND: 4)**
- **Awareness: 5 (Total with MIND: 7)**
- **Willpower: 5 (Total with MIND: 7)**

SPIRIT.

- **Casting: 5 (Total with SPIRIT: 8)**
- **Attunement: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals). BODY → Strength.

- **Wield Weapon: 3 (Total: 10)**

BODY → Endurance.

- **Fortitude: 7 (Total: 15)**
- **Poison Resistance: 7 (Total: 15)**

BODY → Athletics.

- **Dodge: 5 (Total: 10)**
- **Hide: 0 (Total: 5)**
- **Move Quietly: 10 (Total: 15)**

BODY → Melee Combat.

- **Bone Spear: 2 (Total: 8)**
- **Unarmed: 1 (Total: 7)**

BODY → Missile Combat.
- ᶜDark Acid: 0 (Total: 5)

MIND → Nature Knowledge.
- ᶜMagick Rituals: 8 (Total: 13)

MIND → Social Knowledge.
- ᶜLegend Lore: 5 (Total: 9)
- ᶜLiteracy: 3 (Total: 7)
- ᶜSpoken Language: 4 (Total: 8)

MIND → Awareness.
- ᶜAlertness: 8 (Total: 15)
- ᶜReaction Speed: 5 (Total: 12)
- ᶜSense Magick: 8 (Total: 15)

MIND → Willpower.
- ᶜCourage: 6 (Total: 13)
- ᶜMental Fortitude: 6 (Total: 13)
- ᶜPain Tolerance: 6 (Total: 13)

SPIRIT → Casting.
- ᶜArea of Effect: 7 (Total: 15)
- ᶜDuration: 8 (Total: 16)
- ᶜNumber of Targets: 6 (Total: 14)
- ᶜRange: 8 (Total: 16)
- ᶜWeight: 6 (Total: 14)

SPIRIT → Attunement.
- ᶜDeath: 9 (Total: 17)
- ᶜMind: 7 (Total: 15)
- ᶜSelf: 6 (Total: 14)

Combat & Equipment.
- ᶜBody Points (BP): 17 (SIZE 6.0 × 2 + Fortitude/3)
- ᶜDamage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- ᶜMagick Defense (MD): 9 ((Mental Fortitude + Attunement Self)/3)
- ᶜArmor: Soul Power (AP 10)
- ᶜEquipment: Bone spear, A purple glowing soul (AP 10)

Weapons.

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	7	13	5	5	1	-	-
Bone Spear	8	19	8	12	4	7	-
Dark Acid (spit)	5	12	5	-	7	-	10m

Spells.

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Wings Of Darkness	Black	16		1 round	15 m	Instant

GM Notes. Peaceful unless attacked or cheated in a trade. Prefers spells; the bone spear is a defensive last resort. The dark acid spit melts armour outright and does D6+7 BP (the table shows the net 7; armour does not apply). The soul grants AP 10, immunity to poison and disease, 1 BP recovered per hour, and regrowth of any lost limb within a day. Killing the body does not kill it: the soul persists and regenerates. Knows every black and forbidden spell at lore level 15.

Physical description

Xetus, The Raven Demon is a bird looking creature with black feathers, white glowing eyes and a small mouth filled with sharp teeth. It has a purple glowing soul inside the body.

Clothing

The Raven Demon is naked.

Occupations

The Raven Demon trades spells for goods. The Raven Demon's master is Antonio, and was given the name Xetus by him.

Mental Description

The Raven Demon is calm unless it is attacked or is given the wrong item in a trade.

Magick Trading

The Raven Demon must be summoned using the Raven Of Darkness ritual.

The Raven Demon understands what humans say, but speaks the language of Demonia.

The character can trade items for magick spells. Most of the spells are not learnable at Academia Magicka, such as Black Magick spells, Forbidden Spells or Polymorph. But The Raven Demon also knows some other types of spells.

The most powerful spells require items like a dragon shell, a wyvern egg or a cave lion head, while less powerful spells require items like topaz or a spider web. The game master decides what item is required for the trade. Once the trade is over the demon will disappear.

Combat

The Raven Demon is peaceful if he is not attacked. If a battle does start, the demon prefers to use spells, but has a bone spear to defend himself. The Raven Demon can also spit a dark acid that will melt down any armor and do D6+7 BP in damage.

The demon also has his own spell, Wings Of Darkness. When he casts it his wings start glowing and a black beam is unleashed at the target. The Raven Demon knows every black and forbidden spell with a lore of level 15.

The Soul And Special Powers

Inside the body of The Raven Demon is a purple glowing soul. The soul protects The Raven Demon with 10 armor points and immunity to poison and diseases. The Raven Demon recovers 1 BP per hour, and if a body part is lost it will grow back after a day.

When The Raven Demon is killed his soul will still exist and start regenerating his body. If you consume the soul you will learn Wings Of Darkness, and your soul will slowly fuse with his and you will slowly become evil. When you die with the soul inside, he will take over your body as a temporary body while his soul regenerates his former body.

If you decide not to consume the soul within one hour it will disappear and regenerate his old body after 5 months.

Rock-croc

Lifespan	100 years
Move	40
SIZE	D6/2+3 (typical 5)
BODY / MIND / SPIRIT	2 / 0 / 0
Strength · Endurance · Athletics	9 · 2 · 1 (totals 11 · 4 · 3)
Melee Combat · Awareness	2 · 3 (total 3)
AP	2
BP · DB · MD · Reaction	10 · 5 · 0 · 3

Dodge 3 · Hide 7 · Move Quietly 3

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	8	5	3	+4	-

General description. The Rock-croc is a crocodile. It lives in The mountains of dwarves. It becomes 5-7 m long. Its body, mouth and teeth look like rocks and is a perfect camouflage in the mountain terrain which makes it almost impossible to spot. It can open its mouth 120 degrees. Deep inside of the mouth is a crystal which can be seen by anyone who passes. It´s a deadly trap. If anyone tries to take the crystal, its giant mouth with sharp rock teeth will clap together within seconds. The Rock-croc is a land animal and hates water. It does´nt swim. Social structure. The Rock-croc is a loner. It lives and hunt alone. But a Rock-croc mum will nurse her baby. After 3 months the baby Rock-croc is 3 m long and big enough to hunt itself. If two Rock-croc meet they will fight, except when the rock-crocs gather by the river 5 days on the row, once a year, to drink water. Diet. The Rock-croc is not picky and eats everything that gets into its trap. Mostly dwarves. Dwarves are greedy and likely to try to take the crystal. A Rock-croc normally eats once a week, but can survive without food for a month. Special skills. Its big size and strenght, camuflage, crystal-trap and ability to lay still for days makes it a very dangerous hunter. It suprises and overpowers its prey. Mental description. The Rock-croc is extremely patient and aggressive.

Sparrow Hawk

Lifespan	15
Move	400
SIZE	¼
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	0 · 0 · 5 (totals 1 · 1 · 6)
Melee Combat · Awareness	0 · 5 (total 6)
AP	0
BP · DB · MD · Reaction	1 · 0 · 0 · 6

Dodge 6 · Hide 6 · Move Quietly 10

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	2	11	0	-1	-4	-

General description. The sparrow hawk is a small gray bird the size of a pigeon. It is usually somewhat untidy in its appearance. Eyes and legs are yellow. The tail is long. The female is a bit larger than the male. Males' breasts are red brown with black stripes, females have white breasts with black stripes. The back is slate gray. The wingtips are rounded. The sparrow hawk is found in most terrain types. Social structure. They are solitary. Diet. Sparrow hawks feed mainly on small birds, which they pursue with great speed. They will often sit quietly on a branch and then suddenly lift off to pursue a passing bird. Another hunting method is to fly low above the ground in open landscape and take their prey by surprise. Special skills. A sparrow hawk is able to maneuver fast even in deep forest. Mental description. A sparrow hawk will easily become used to people and they are easy to tame. Wild sparrow hawks will usually not fear humans, but will defend killed prey or nests with great courage.

Spell Searcher

Lifespan	80 (maturity: 20)
Move	30
SIZE	D6/2+1 (typical 3)
BODY / MIND / SPIRIT	1 / 1 / 1
Strength · Endurance · Athletics	1 · 2 · 2 (totals 2 · 3 · 3)
Melee Combat · Awareness	1 · 2 (total 3)
Attunement	2 (total 3)
AP	As armor
BP · DB · MD · Reaction	6 · 1 · 1 · 3

Dodge 4 · Hide 4 · Move Quietly 4 · Forbidden Spell Lore (O6+3) · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Staff	4	8	4	6	-1	-

Clothing. Most Spell Searchers wears leather armor with a leather hood that hides their identity. Social Structure. Spell searchers are most often hunting in groups of 3 - 5. Occupations. Hunters and gatheres Spells. If encountered the game master throws a dice. If the dice shows 1 - 3, the spell searcher knows a forbidden spell and the spell is chosen by the game master. The forbidden spell level will be 1. If the dice shows 4 - 6 the searcher will have a random non forbidden spell chosen by the game master. The spell level is also chosen by the game master. Mental Description. Spell searchers are usually calm, but they will kill to get what they want.

Treant

Lifespan	1000 (Maturity: 100)
Move	3
SIZE	5O6+30 (typical 47.5)
BODY / MIND / SPIRIT	3 / 0 / 1
Strength · Endurance · Athletics	9 · 2 · 0 (totals 12 · 5 · 3)
Melee Combat · Awareness	1 · 1 (total 1)
Attunement	3 (total 4)
AP	D6
BP · DB · MD · Reaction	96 · 22 · 1 · 1

Dodge 3 · Hide 4 · Move Quietly 10

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	3	6	4	+18	-

Physical description. Treants are "tree elementals", old and wise and living in large forests. They are indistinguishable to other trees. When they don't move, they are perfectly camouflaged. Clothing. No clothing. Social structure. Treants are usually solitary creatures, but can live in small groups/families. They are anarchistic by nature and do not obey authority. Occupations. They are occupied with taking care of the forest they live in. Special skills. Some Treants have magical powers - usually Anashina Magick, Innate Magick or of course Natural Magick. Mental description. Treants are usually slow thinkers, grumpy introverts.

Troll

Lifespan	200 (maturity: 30)
Move	40
SIZE	O6/2+5 (typical 7)
BODY / MIND / SPIRIT	3 / 1 / 0
Strength · Endurance · Athletics	9 · 4 · 0 (totals 12 · 7 · 3)
Melee Combat · Awareness	2 · 2 (total 3)
AP	1+armor
BP · DB · MD · Reaction	15 · 7 · 0 · 3

Dodge 3 · Hide 3 · Move Quietly 3 · Survical Lore (D6+2)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	7	8	5	3	+3	-
Large Hercules Club	7	5	7	8	+11	-

Physical description. Trolls are large, hairy and ugly. Clothing. Trolls usually wear fur. In combat they sometimes wear armor. Social structure. Trolls usually live in families with a wife, husband and children until they mature. The family hierarchy is strict and beatings are dealt on a daily basis. Occupations. Trolls are bullies by trade. Special skills. Trolls are immune to magick. Mental description. Trolls are dumb and arrogant creatures. Power-thirsty, they usually keep Trollkins as bully-pets to reinfoce their own sense of superiority, strength and power.

Trollkin

Lifespan	100 (Maturity: 15)
Move	30
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	2 · 3 · 2 (totals 3 · 4 · 3)
Melee Combat · Awareness	1 · 3 (total 4)
AP	As armor
BP · DB · MD · Reaction	4 · 1 · 0 · 4

Dodge 4 · Hide 4 · Move Quietly 4

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	9	2	0	-3	-
2H spear (small)	4	6	4	6	-1	-

Physical description. Trollkins are lesser Trolls. They are distant relatives, but have grown to form their own lesser societies, usually living in forests away from pesky humans. Unfortunately, that is also where the all too dominant Trolls live. Clothing. Trollkins wear fur or clothes stolen from humans. Social structure. Trollkins have strong family bonds. Hierarchy is quite strict. They never betray family members as they do just about everyone else. Occupations. When they are not slaving for Trolls, they are hunters and gatherers. Special skills. Trollkins have +3 in Magick Defense. Mental description. Trollkins are survivors and adapts easily to new situations (like being bully-slaves for Trolls. They pretend to be meek while at the same time always looking to gain the upper hand. They backstab at the flip of a coin.

Two-headed badger

Lifespan	10 years
Move	45
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	2 · 2 · 2 (totals 3 · 3 · 3)
Melee Combat · Awareness	3 · 3 (total 3)
AP	0
BP · DB · MD · Reaction	4 · 1 · 0 · 3

Dodge 6 · Hide 7 · Move Quietly 8

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	7	5	4	+1	-

General description. The two-headed badger has two heads. It has a black fur with white stripes from the head to its tail. It has a small and powerful body with 6 short legs. It´s light weight and 3 legs on each side makes it very fast. It has sharp claws and teeth. It lives in dens in river areas and nearby human villages. They tend not to move deep into the forest as they sense and fear forest creatures. Social structure. The two-headed badger is solitary and shy, but some of them live in groups of up to four individuals. Diet. The two-headed badger is carnivorous. Their favorite food is fish. They also eat deer, sheep and rodents. Special skills. The two-headed badger is active at daytime, but is also a nocturnal amimal with a perfect vision in the dark. Mental description. The two-headed badger will usually cause no problems for humans. They will not attack unless threatened. Two-headed badgers in packs will approach and attack the predator as a group if threatened.

Vampire

Lifespan	Indefinitely
Move	+15
SIZE	As original (typical 3)
BODY / MIND / SPIRIT	3 / 2 / 0
Strength · Endurance · Athletics	7 · 7 · 3 (totals 10 · 10 · 6)
Melee Combat · Awareness	5 · 4 (total 6)
AP	As armor
BP · DB · MD · Reaction	8 · 4 · 0 · 6

Dodge 10 · Hide 10 · Move Quietly 10 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	10	11	8	8	+1	-

Werewolf

Lifespan	As original
Move	+25
SIZE	As original (typical 3)
BODY / MIND / SPIRIT	2 / 2 / 0
Strength · Endurance · Athletics	4 · 5 · 6 (totals 6 · 7 · 8)
Melee Combat · Awareness	6 · 5 (total 7)
AP	+1
BP · DB · MD · Reaction	7 · 2 · 0 · 7

Dodge 10 · Hide 10 · Move Quietly 10

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	10	12	8	8	-1	-

White Shark

Lifespan	70
Move	70
SIZE	D6+18 (typical 21.5)
BODY / MIND / SPIRIT	2 / 0 / 0
Strength · Endurance · Athletics	7 · 2 · 2 (totals 9 · 4 · 4)
Melee Combat · Awareness	0 · 3 (total 3)
AP	2
BP · DB · MD · Reaction	44 · 10 · 0 · 3

Dodge 5 · Hide 4 · Move Quietly 12

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	8	3	2	+13	-

General description. Sharks are perhaps the most feared creatures of the sea. They are very persistent and savage mannered. Sharks are famous for their "feeding frenzy" when they smell blood. They will then slash anything, including each other. The sharks continue to grow as long as they live. The white shark or the "great white" is actually not white, but gray. The upper side of its torpedo shaped body is medium gray, the underside is light gray. The teeth are triangular with sharp points and sawlike sides. As other pelagic fish, the white shark is dependant on constant swimming to get oxygen. Also typical is its lack of a swimming bladder. A shark unable to swim will therefore sink and suffocate. Social structure. The white shark is usually solitary, but it will gather in packs if a large amount of prey is around, as a sinking ship or a dead whale. Diet. The white shark relies entirely on its scent, which is extremely well developed. A white shark will turn its head from side to side to find where a smell comes from, then swim straight at it until it can make visual contact. The shark will then attack without hesitation. It will open its mouth wide while swimming towards its victim. With an open mouth, it is actually unable to see its target. This makes it fairly easy for an agile target to dodge a white shark. Only sudden death can stop an attacking shark. The shark is entirely carnivorous. Mental description. Even though the tiger shark kills more people, the great white is a far more dangerous killer. If a lonely "great white" discovers a dead fellow shark of its own species, it will nervously disappear.

Wild Boar

Lifespan	13
Move	65
SIZE	D6/2+1 (typical 3)
BODY / MIND / SPIRIT	1 / 0 / 0
Strength · Endurance · Athletics	1 · 1 · 1 (totals 2 · 2 · 2)
Melee Combat · Awareness	1 · 2 (total 2)
AP	1
BP · DB · MD · Reaction	5 · 1 · 0 · 2

Dodge 4 · Hide 4 · Move Quietly 4

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	7	2	0	-1	-

General description. The boar has a short but strongly built body with a powerfully built spinal column. The legs are rather long and slim with black fur. The whole body is somewhat conical and flattened. The male's chainteeth protrude out of the mouth. Piglets have horizontal white stripes. Boars usually inhabit forests. Social structure. Boars live in loose bands of up to five members. Piglets stay with their mothers for a year. The males are mostly solitary. Diet. The boar is omnivorous and eats anything from mushrooms to rabbits. Carnivorous boars tend to be the largest. Boars also eat poisonous snakes and scorpions. Among their favorite food is nuts and truffles. Mental description. The boars are wild animals who will attack even wolves and humans. Males are usually the aggressors, but females with cubs may attack without reason. In the mating season, the boars will wander around and not eat. At that time they will have to fight other males and will be extremely aggressive.

Wolf

Lifespan	12
Move	85
SIZE	D6/2 (typical 2)
BODY / MIND / SPIRIT	1 / 1 / 0
Strength · Endurance · Athletics	0 · 3 · 2 (totals 1 · 4 · 3)
Melee Combat · Awareness	1 · 3 (total 4)
AP	1
BP · DB · MD · Reaction	4 · 0 · 0 · 4

Dodge 4 · Hide 6 · Move Quietly 8

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	9	2	0	-2	-

General description. The wolf is famous for its strength, courage and persistence. The fur is dark gray to white. Wolves are mostly found in forests. Social structure. The wolf is a very sociable animal. They live in separate families or in groups of two or three couples and their pups. In such a group, there rules a strict social rank system. There is one exclusive male leader and it stays with its dominant female. They get 4–7 pups per litter. Diet. The wolf hunts in well organised packs. It eats anything from a mouse to a deer. Small rodents are its everyday food. Mental description. The wolf is a sly and intelligent creature. It is actually not as dangerous as it is reputed to be. There are no reliable records of wolves ever attacking humans without provocation.

Wyvern

Lifespan	70
Move	400
SIZE	D6+6 (typical 9.5)
BODY / MIND / SPIRIT	2 / 0 / 1
Strength · Endurance · Athletics	6 · 2 · 2 (totals 8 · 4 · 4)
Melee Combat · Awareness	2 · 2 (total 2)
Attunement	1 (total 2)
AP	D6/2+2
BP · DB · MD · Reaction	20 · 5 · 0 · 2

Dodge 4 · Hide 4 · Move Quietly 4

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	6	7	5	3	+6	-

General description. Wyverns are often considered "lesser dragons", and while they are relatives, Wyverns have developed several destinctions and peculiarities over the ages since their common ancestor, the *Drake* (now extinct). Unlike the Dragon, it has only two legs, is more agile and unintelligent. It is an animal and as such, often referred to as the King og the Animal Kingdom in Amar. Wyverns are often depicted as Anashina's pets. They have no breath weapons. Social structure. Wyverns live in strong families - couples with their offsprings (until they are 3-5 years old). They get D6/2 eggs every year with 50% chance for each egg to hatch a live wyvern. Diet. Wyverns are carnivoreous, eating mostly larger animals like pigs, sheep and wild boar. Mental description. Strong willed, alert, suspicious but knowing fully that they are on top of the food chain.

Zombie

Lifespan	Indefinitely
Move	½
SIZE	As original (typical 3)
BODY / MIND / SPIRIT	2 / 0 / 0
Strength · Endurance · Athletics	5 · 9 · 0 (totals 7 · 11 · 2)
Melee Combat · Awareness	0 · 0 (total 0)
AP	As armor
BP · DB · MD · Reaction	8 · 3 · 0 · 0

Dodge 2 · Hide 2 · Move Quietly 2 · Any weapon (as the weapon)

Weapon	Skill	Init	Off	Def	Dam	Range
Unarmed	4	5	2	0	-1	-

Personalities

Alac Geoffryn

Taroc warlord ruling Mieronir; relative of the King, trusted with the defence of the kingdom. A man of honour and bravery who never shies from a challenge.

Alac Geoffryn

Name	Alac Geoffryn
Type	Warlord of Mieronir
Area	Mieronir
Race	Human
Sex	Male
Age	47
Height	186 cm
Weight	98 kg
SIZE	3.5

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Strength: 4 (Total with BODY: 7)**
- [C] **Endurance: 4 (Total with BODY: 7)**
- [C] **Athletics: 4 (Total with BODY: 7)**
- [C] **Melee Combat: 5 (Total with BODY: 8)**
- [C] **Missile Combat: 3 (Total with BODY: 6)**

MIND

- [C] **Social Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 4 (Total with MIND: 6)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Worship: 4 (Total with SPIRIT: 5)**

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 5 (Total: 12)**

BODY → Endurance

- [C] **Combat Tenacity: 4 (Total: 11)**
- [C] **Fortitude: 5 (Total: 12)**

BODY → Athletics

- [C] **Dodge: 4 (Total: 11)**
- [C] **Ride: 6 (Total: 13)**
- [C] **Swim: 5 (Total: 12)**

BODY → Melee Combat

- [C] **Battle Axe & Kite Shield: 6 (Total: 14)**
- [C] **Unarmed: 1 (Total: 9)**

BODY → Missile Combat

- [C] **Heavy Bow: 4 (Total: 10)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 7)**
- [C] **Social Lore: 4 (Total: 8)**
- [C] **Spoken Language: 2 (Total: 6)**

MIND → Practical Knowledge

- Ambush: 5 (Total: 11)
- Survival Lore: 4 (Total: 10)

MIND → Awareness

- Alertness: 2 (Total: 7)
- Reaction Speed: 2 (Total: 7)
- Sense Ambush: 5 (Total: 10)
- Sense Emotions: 2 (Total: 7)

MIND → Willpower

- Courage: 6 (Total: 12)
- Pain Tolerance: 2 (Total: 8)

SPIRIT → Worship

- Taroc: 6 (Total: 11)

Combat & Equipment

- Body Points (BP): 11 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)
- Armor: Full plate (AP 6)
- Wealth: 30000
- Equipment: Seal of Mieronir, Flotilla command horn

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	7	1	-	-
Battle Axe & Kite Shield	14	12	13	18	6	8	-
Heavy Bow	10	7	10	-	1	-	40m

Worship

- Deity: Taroc — SPIRIT$_s$ Worship$_s$ Taroc: 11

GM Notes

Merisi. Commands the flotilla; the pirates keep their distance.

Altira

Altira is Amar's greatest huntress. She is perhaps as far as any human can go along this path.

Altira - The Huntress

Name	Altira
Type	Hunter
Area	Amaronir
Sex	Female
Age	41
Height	176 cm
Weight	78 kg
SIZE	3.5
Social Status	MC

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 2**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Strength: 5 (Total with BODY: 8) - legacy Strength 10**
- [C] **Endurance: 5 (Total with BODY: 8) - legacy Endurance 15**
- [C] **Athletics: 5 (Total with BODY: 8) - legacy Coordination 18**
- [C] **Melee Combat: 5**
- [C] **Missile Combat: 5**
- [C] **Sleight: 3**

MIND

- [C] **Intelligence: 2 (Total with MIND: 4) - legacy Learning 6**
- [C] **Awareness: 5 (Total with MIND: 7) - legacy Awareness 15**
- [C] **Nature Knowledge: 4**
- [C] **Practical Knowledge: 5**
- [C] **Willpower: 4**

SPIRIT

- [C] **Casting: 2**
- [C] **Attunement: 3 (Total with SPIRIT: 5) - legacy Magical Aptitude 8**
- [C] **Worship: 5 (Anashina - Protector/Priest level 16)**

Key Skills (with Totals)

BODY → Athletics

- [C] **Balance: 4 (Total: 12)**
- [C] **Climb: 4 (Total: 15)**
- [C] **Hide: 7 (Total: 18)**
- [C] **Move Quietly: 7 (Total: 18)**
- [C] **Ride: 3 (Total: 14)**
- [C] **Swim: 0 (Total: 10)**
- [C] **Tumble: 2 (Total: 13)**

BODY → Melee Combat

- [C] **Dodge: 7 (Total: 15)**
- [C] **Whip/Buckler: 9 (Total: 17)**
- [C] **Staff: 6 (Total: 14)**
- [C] **Unarmed: 6 (Total: 14)**

BODY → Missile Combat

- [C] **Bow (Tira, +4): 14 (Total: 22)**

BODY → Sleight

- Sleight: 4 (Total: 10)
- Disarm Traps: 8 (Total: 13)

MIND → Awareness

- Tracking: 8 (Total: 15)
- Sense Animal Behavior: 8 (Total: 13)

MIND → Nature Knowledge

- Animal Lore: 4 (Total: 10)
- Medical Lore: 0 (Total: 6)
- Plant Lore: 1 (Total: 7)

MIND → Practical Knowledge

- Trapping: 11 (Total: 18)
- Tanning: 3 (Total: 10)
- Fishing: 7 (Total: 14)
- Weather Lore: 0 (Total: 3)

MIND → Social Knowledge

- Literacy: 0 (Total: 2)
- Spoken Language: 5 (Total: 7)

Combat & Equipment

- Body Points (BP): 12 (SIZE 3.5 × 2 + Fortitude/3)
- Encumbrance: 10
- Damage Bonus (DB): 4 ((SIZE + Wield Weapon)/3)
- Armor: Leather (AP 2)
- Magick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 2800

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Whip/Buckler	17	2	17	20	1	6	-
Staff	14	2	14	19	4	7	-
Unarmed	14	5	12	13	0	-	-
Bow (Tira, +4)	22	1	22	-	4	-	50/230

Worship

- Deity: Anashina (Protector/Priest level 16)
- $SPIRIT_s$ Worship $_s$ Anashina: 14

Archangelos

Archangelos is the High Lord of Amar. He is the leader of the Taroc cult, residing in the Taroc temple of Amaron.

Archangelos - High Lord of Taroc

Name	Archangelos
Type	High Lord of Taroc
Area	Amaronir
Race	Human
Sex	Male
Age	58
Height	196 cm
Weight	112 kg
SIZE	4.0

Characteristics

- [C]**BODY: 3**
- [C]**MIND: 2**
- [C]**SPIRIT: 3**

Attributes

BODY

- [C]**Strength: 5 (Total with BODY: 8)**
- [C]**Endurance: 5 (Total with BODY: 8)**
- [C]**Athletics: 3 (Total with BODY: 6)**
- [C]**Melee Combat: 5 (Total with BODY: 8)**

MIND

- [C]**Social Knowledge: 4 (Total with MIND: 6)**
- [C]**Awareness: 3 (Total with MIND: 5)**
- [C]**Willpower: 5 (Total with MIND: 7)**

SPIRIT

- [C]**Worship: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Strength

- [C]**Wield Weapon: 7 (Total: 15)**

BODY → Endurance

- [C]**Combat Tenacity: 6 (Total: 14)**
- [C]**Fortitude: 7 (Total: 15)**

BODY → Athletics

- [C]**Dodge: 5 (Total: 11)**
- [C]**Ride: 3 (Total: 9)**

BODY → Melee Combat

- [C]**Great Sword: 9 (Total: 17)**
- [C]**Unarmed: 1 (Total: 9)**

MIND → Social Knowledge

- [C]**Literacy: 3 (Total: 9)**
- [C]**Mythology: 6 (Total: 12)**
- [C]**Social Lore: 6 (Total: 12)**
- [C]**Spoken Language: 4 (Total: 10)**

MIND → Awareness

- Alertness: 2 (Total: 7)
- Reaction Speed: 2 (Total: 7)
- Sense Emotions: 2 (Total: 7)

MIND → Willpower

- Courage: 8 (Total: 15)
- Mental Fortitude: 7 (Total: 14)
- Pain Tolerance: 2 (Total: 9)

SPIRIT → Worship

- Taroc: 10 (Total: 18)

Combat & Equipment

- Body Points (BP): 13 (SIZE 4.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 5 ((Mental Fortitude + Attunement Self)/3)
- Armor: Full plate (AP 6)
- Wealth: 120000
- Equipment: The High Lord's regalia

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	7	2	-	-
Great Sword	17	14	18	20	7	16	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Enhance Strength	Earth, Life	9	2	10 min.	Touch	10 min.
Armor	Earth, Protection	11	3	1 round	Touch	5 rounds
Protection from Magic	Magic, Protection	11	3	1 min.	Touch	1 min.

Ayah

Respected adventurer, travelling with Ran-Asar and the puma Mira.

Ayah

Name	Ayah
Type	Life/Protection sorceress
Area	The Rift
Race	Human
Sex	Female
Age	37
Height	173 cm
Weight	64 kg
SIZE	3.0

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Athletics: 4 (Total with BODY: 6)**
- [C] **Melee Combat: 3 (Total with BODY: 5)**

MIND

- [C] **Nature Knowledge: 4 (Total with MIND: 6)**
- [C] **Social Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 4 (Total with MIND: 6)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 3 (Total with SPIRIT: 6)**
- [C] **Attunement: 4 (Total with SPIRIT: 7)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 5)**

BODY → Athletics

- [C] **Dodge: 4 (Total: 10)**
- [C] **Move Quietly: 5 (Total: 11)**
- [C] **Ride: 4 (Total: 10)**

BODY → Melee Combat

- [C] **Knife: 2 (Total: 7)**
- [C] **Staff: 5 (Total: 10)**
- [C] **Unarmed: 1 (Total: 6)**

MIND → Nature Knowledge

- [C] **Animal Handling: 4 (Total: 10)**
- [C] **Animal Lore: 6 (Total: 12)**
- [C] **Magick Rituals: 3 (Total: 9)**
- [C] **Medical Lore: 4 (Total: 10)**
- [C] **Plant Lore: 4 (Total: 10)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 7)**
- [C] **Mythology: 3 (Total: 7)**
- [C] **Spoken Language: 2 (Total: 6)**

MIND → Practical Knowledge

- Survival Lore: 4 (Total: 8)

MIND → Awareness

- Alertness: 5 (Total: 11)
- Reaction Speed: 1 (Total: 7)
- Sense Emotions: 5 (Total: 11)
- Sense Magick: 3 (Total: 9)

MIND → Willpower

- Mental Fortitude: 5 (Total: 11)

SPIRIT → Casting

- Area of Effect: 3 (Total: 9)
- Duration: 5 (Total: 11)
- Number of Targets: 3 (Total: 9)
- Range: 4 (Total: 10)
- Weight: 3 (Total: 9)

SPIRIT → Attunement

- Life: 6 (Total: 13)
- Self: 5 (Total: 12)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 2 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 25000
- Equipment: Mira's harness (rarely used)

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	6	8	4	4	-2	-	-
Staff	10	13	10	14	0	7	-
Knife	7	9	5	6	0	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Minor Healing	Life	6	1	1 round	Touch	1 week*
Healing	Life	9	2	1 min.	Touch	Special
Armor	Earth, Protection	11	3	1 round	Touch	5 rounds
Rain Shield	Air, Magic, Protection, Water	6	1	1 round	0m	10 min.
Protection from Magic	Magic, Protection	11	3	1 min.	Touch	1 min.
Ease Pain	Life	7	1	1 round	Touch	1 hour
Animal Sense	Air, Earth, Fire, Life, Perception, Water	9	2	5 rounds	1000m	5 min.

GM Notes

Partner: Ran-Asar.

Baron Fer Chalun

Baron of Rauinir; a Walmaer Lord and eager fisherman, said to commune with the fish and command the waters. Doesn't meddle much in politics.

Baron Fer Chalun

Name	Baron Fer Chalun
Type	Baron of Rauinir / Walmaer Lord
Area	Rauinir
Race	Human
Sex	Male
Age	56
Height	178 cm
Weight	92 kg
SIZE	3.5

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Strength: 3 (Total with BODY: 5)**
- [C] **Endurance: 3 (Total with BODY: 5)**
- [C] **Athletics: 4 (Total with BODY: 6)**
- [C] **Melee Combat: 2 (Total with BODY: 4)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Social Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 4 (Total with MIND: 6)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 3 (Total with MIND: 5)**

SPIRIT

- [C] **Worship: 5 (Total with SPIRIT: 7)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 6)**

BODY → Athletics

- [C] **Balance: 4 (Total: 10)**
- [C] **Ride: 3 (Total: 9)**
- [C] **Swim: 7 (Total: 13)**

BODY → Melee Combat

- [C] **Spear: 3 (Total: 7)**
- [C] **Unarmed: 1 (Total: 5)**

MIND → Nature Knowledge

- [C] **Animal Lore: 3 (Total: 7)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 7)**
- [C] **Mythology: 3 (Total: 7)**
- [C] **Social Lore: 4 (Total: 8)**
- [C] **Spoken Language: 2 (Total: 6)**

MIND → Practical Knowledge

- [C] **Fishing: 8 (Total: 14)**
- [C] **Survival Lore: 4 (Total: 10)**

- Weather Lore: 6 (Total: 12)

MIND → Awareness

- Alertness: 3 (Total: 8)
- Reaction Speed: 1 (Total: 6)
- Sense Emotions: 2 (Total: 7)

MIND → Willpower

- Mental Fortitude: 3 (Total: 8)

SPIRIT → Worship

- Walmaer: 8 (Total: 15)

Combat & Equipment

- Body Points (BP): 9 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 3 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 3 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 40000
- Equipment: Baron's seal of Rauinir, Blessed fishing tackle

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	5	7	3	2	-1	-	-
Spear	7	12	6	4	1	7	-

Worship

- Deity: Walmaer — SPIRIT $_s$ Worship $_s$ Walmaer: 15

GM Notes

Rauinor. Happiest on a boat.

Baron Garos Maella

Baron of Feronir; ex-Moltan initiate, now self-proclaimed ruler, judge, jury and executor. Very strict, firm grip on local law.

Baron Garos Maella

Name	Baron Garos Maella
Type	Baron of Feronir
Area	Feronir
Race	Human
Sex	Male
Age	58
Height	182 cm
Weight	90 kg
SIZE	3.5

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Strength: 4 (Total with BODY: 6)**
- [C] **Endurance: 3 (Total with BODY: 5)**
- [C] **Athletics: 3 (Total with BODY: 5)**
- [C] **Melee Combat: 5 (Total with BODY: 7)**

MIND

- [C] **Social Knowledge: 3 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Worship: 3 (Total with SPIRIT: 4)**

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 4 (Total: 10)**

BODY → Endurance

- [C] **Combat Tenacity: 3 (Total: 8)**
- [C] **Fortitude: 4 (Total: 9)**

BODY → Athletics

- [C] **Dodge: 4 (Total: 9)**
- [C] **Ride: 5 (Total: 10)**

BODY → Melee Combat

- [C] **Longsword & Round Shield: 6 (Total: 13)**
- [C] **Unarmed: 1 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**
- [C] **Social Lore: 4 (Total: 9)**

MIND → Awareness

- [C] **Alertness: 2 (Total: 7)**
- [C] **Reaction Speed: 2 (Total: 7)**
- [C] **Sense Emotions: 4 (Total: 9)**

MIND → Willpower

- Courage: 4 (Total: 10)
- Mental Fortitude: 5 (Total: 11)
- Pain Tolerance: 2 (Total: 8)

SPIRIT → Worship

- Moltan: 6 (Total: 10)

Combat & Equipment

- Body Points (BP): 10 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 4 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- Armor: Chain mail (AP 4)
- Wealth: 35000
- Equipment: Seal of Feronir, The Book of Judgements

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	8	8	6	5	0	-	-
Longsword & Round Shield	13	12	13	16	3	12	-

Worship

- Deity: Moltan — SPIRIT$_s$ Worship$_s$ Moltan: 10

GM Notes

Feron. Right hand: Moltar the Just.

Baronesse Fienna Milin

Baroness of Calaronir, the King's cousin. Determined, respected, very strict; rumoured to have strange magickal powers — some say grey at best.

Baronesse Fienna Milin

Name	Baronesse Fienna Milin
Type	Baroness of Calaronir
Area	Calaronir
Race	Human
Sex	Female
Age	41
Height	174 cm
Weight	62 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**
- [C] **Athletics: 2 (Total with BODY: 3)**

MIND

- [C] **Social Knowledge: 4 (Total with MIND: 7)**
- [C] **Willpower: 4 (Total with MIND: 7)**
- [C] **Awareness: 4 (Total with MIND: 7)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 6)**
- [C] **Worship: 2 (Total with SPIRIT: 4)**
- [C] **Attunement: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Athletics

- [C] **Ride: 3 (Total: 6)**

BODY → Melee Combat

- [C] **Knife: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Social Knowledge

- [C] **Literacy: 4 (Total: 11)**
- [C] **Spoken Language: 4 (Total: 11)**
- [C] **Social Lore: 6 (Total: 13)**

MIND → Awareness

- [C] **Alertness: 4 (Total: 11)**
- [C] **Sense Emotions: 6 (Total: 13)**
- [C] **Reaction Speed: 1 (Total: 8)**

MIND → Willpower

- [C] **Mental Fortitude: 6 (Total: 13)**

SPIRIT → Attunement

- Air: 5 (Total: 11)
- Mind: 4 (Total: 10)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 6 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 45000
- Equipment: Seal of Calaronir

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	9	0	-2	-3	-	-
Knife	3	10	1	0	-1	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Fog	Air, Water	9	2	1 min.	47m	5 min.
Control Wind	Air	11	3	1 min.	36m	5 min.
Lightningbolt	Air, Water	11	3	1 round	40m	Instant.
Read Thought	Life, Perception	13	3	1 round	17m	1 round
Change Emotion	Life, Perception, Black	7	1	1 round	86m	5 min.
Immobilize	Black, Earth, Life	13	3	1 round	49m	1 round

GM Notes

Calaron. The city's constant bad weather is laid at her door — or at her jealous brother's.

Boran

Fighter of the Wayanah-party; a mountain that walks. His intelligence is not up to many a quiz.

Boran

Name	Boran
Type	Fighter
Area	Travelling
Race	Human
Sex	Male
Age	41
Height	192 cm
Weight	110 kg
SIZE	4.0

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 0**
- [C] **SPIRIT: 0**

Attributes

BODY

- [C] **Strength: 5 (Total with BODY: 8)**
- [C] **Endurance: 5 (Total with BODY: 8)**
- [C] **Athletics: 2 (Total with BODY: 5)**
- [C] **Melee Combat: 5 (Total with BODY: 8)**

MIND

- [C] **Awareness: 2 (Total with MIND: 2)**
- [C] **Willpower: 3 (Total with MIND: 3)**

SPIRIT

Key Skills (with Totals)

BODY → Strength

- [C] **Carrying: 5 (Total: 13)**
- [C] **Wield Weapon: 6 (Total: 14)**

BODY → Endurance

- [C] **Combat Tenacity: 6 (Total: 14)**
- [C] **Fortitude: 7 (Total: 15)**

BODY → Athletics

- [C] **Dodge: 4 (Total: 9)**

BODY → Melee Combat

- [C] **Hercules Club: 8 (Total: 16)**
- [C] **Unarmed: 1 (Total: 9)**

MIND → Social Knowledge

- [C] **Spoken Language: 2 (Total: 2)**

MIND → Awareness

- [C] **Alertness: 2 (Total: 4)**
- [C] **Reaction Speed: 2 (Total: 4)**

MIND → Willpower

- [C] **Courage: 6 (Total: 9)**
- [C] **Pain Tolerance: 6 (Total: 9)**

Combat & Equipment

- [C] **Body Points (BP): 13 (SIZE 4.0 × 2 + Fortitude/3)**
- [C] **Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)**
- [C] **Magick Defense (MD): 1 ((Mental Fortitude + Attunement Self)/3)**

[C]Armor: Chain mail (AP 4)

[C]Wealth: 15000

[C]Equipment: A bigger axe, for emergencies

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	5	7	6	2	-	-
Hercules Club	16	11	16	18	8	10	-

GM Notes

Wayanah-party.

Commander Seillan Torthal

Commander of the kingdom's army; a Taroc warlord, scarred and unbending.

Commander Seillan Torthal

Name	Commander Seillan Torthal
Type	Army commander / Taroc warlord
Area	Amaronir
Race	Human
Sex	Male
Age	45
Height	185 cm
Weight	95 kg
SIZE	3.5

Characteristics

- [C]**BODY: 3**
- [C]**MIND: 2**
- [C]**SPIRIT: 1**

Attributes

BODY

- [C]**Strength: 4 (Total with BODY: 7)**
- [C]**Endurance: 4 (Total with BODY: 7)**
- [C]**Athletics: 4 (Total with BODY: 7)**
- [C]**Melee Combat: 5 (Total with BODY: 8)**
- [C]**Missile Combat: 3 (Total with BODY: 6)**

MIND

- [C]**Social Knowledge: 2 (Total with MIND: 4)**
- [C]**Practical Knowledge: 4 (Total with MIND: 6)**
- [C]**Awareness: 3 (Total with MIND: 5)**
- [C]**Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C]**Worship: 4 (Total with SPIRIT: 5)**

Key Skills (with Totals)

BODY → Strength

- [C]**Wield Weapon: 5 (Total: 12)**

BODY → Endurance

- [C]**Combat Tenacity: 5 (Total: 12)**
- [C]**Fortitude: 5 (Total: 12)**

BODY → Athletics

- [C]**Dodge: 5 (Total: 12)**
- [C]**Ride: 7 (Total: 14)**

BODY → Melee Combat

- [C]**Bastard Sword & Kite Shield: 7 (Total: 15)**
- [C]**Unarmed: 1 (Total: 9)**

BODY → Missile Combat

- [C]**Heavy Bow: 4 (Total: 10)**

MIND → Social Knowledge

- [C]**Literacy: 3 (Total: 7)**
- [C]**Social Lore: 4 (Total: 8)**
- [C]**Spoken Language: 2 (Total: 6)**

MIND → Practical Knowledge

- [C] Ambush: 5 (Total: 11)
- [C] Survival Lore: 4 (Total: 10)

MIND → Awareness

- [C] Alertness: 4 (Total: 9)
- [C] Reaction Speed: 2 (Total: 7)
- [C] Sense Ambush: 5 (Total: 10)
- [C] Sense Emotions: 2 (Total: 7)

MIND → Willpower

- [C] Courage: 6 (Total: 12)
- [C] Mental Fortitude: 4 (Total: 10)
- [C] Pain Tolerance: 4 (Total: 10)

SPIRIT → Worship

- [C] Taroc: 7 (Total: 12)

Combat & Equipment

- [C] Body Points (BP): 11 (SIZE 3.5 × 2 + Fortitude/3)
- [C] Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- [C] Magick Defense (MD): 3 ((Mental Fortitude + Attunement Self)/3)
- [C] Armor: Full plate (AP 6)
- [C] Wealth: 30000
- [C] Equipment: Commander's banner, Campaign maps

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	7	1	-	-
Bastard Sword & Kite Shield	15	13	15	20	4	14	-
Heavy Bow	10	7	10	-	1	-	40m

Worship

- [C] Deity: Taroc — SPIRIT$_s$ Worship$_s$ Taroc: 12

GM Notes

Leads from the front. Answers only to the King.

Elysian Chakorta

Elysian Chakorta is Amar's Cal Amae Overlord. A hero of the cult and respected far beyond.

File:Elysian Chakorta.jpg

Elysian Chakorta - The White Knight

Name	Elysian Chakorta
Type	The White Knight
Area	Amaronir
Race	Human
Sex	Male
Age	36
Height	186 cm
Weight	101 kg
SIZE	4.0

Characteristics

- **BODY: 3**
- **MIND: 2**
- **SPIRIT: 2**

Attributes

BODY

- **Strength: 5 (Total with BODY: 8)**
- **Endurance: 4 (Total with BODY: 7)**
- **Athletics: 4 (Total with BODY: 7)**
- **Melee Combat: 5 (Total with BODY: 8)**

MIND

- **Social Knowledge: 2 (Total with MIND: 4)**
- **Awareness: 3 (Total with MIND: 5)**
- **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- **Worship: 5 (Total with SPIRIT: 7)**

Key Skills (with Totals)

BODY → Strength

- **Wield Weapon: 6 (Total: 14)**

BODY → Endurance

- **Combat Tenacity: 6 (Total: 13)**
- **Fortitude: 6 (Total: 13)**

BODY → Athletics

- **Dodge: 6 (Total: 13)**
- **Ride: 5 (Total: 12)**

BODY → Melee Combat

- **Longsword & Shield: 8 (Total: 16)**
- **Unarmed: 1 (Total: 9)**

MIND → Social Knowledge

- **Literacy: 3 (Total: 7)**
- **Mythology: 3 (Total: 7)**
- **Social Lore: 4 (Total: 8)**
- **Spoken Language: 2 (Total: 6)**

MIND → Awareness

- **Alertness: 2 (Total: 7)**
- **Reaction Speed: 2 (Total: 7)**

- [C] Sense Emotions: 2 (Total: 7)

MIND → Willpower

- [C] Courage: 7 (Total: 13)
- [C] Mental Fortitude: 5 (Total: 11)
- [C] Pain Tolerance: 2 (Total: 8)

SPIRIT → Worship

- [C] Cal Amae: 9 (Total: 16)

Combat & Equipment

- [C] Body Points (BP): 12 (SIZE 4.0 × 2 + Fortitude/3)
- [C] Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)
- [C] Magick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- [C] Armor: Full plate (AP 6)
- [C] Wealth: 35000
- [C] Equipment: Cal Amae regalia

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	7	2	-	-
Longsword & Shield	16	12	16	20	5	12	-

Eris

Priestess of The Guards; wife of Kator. An Anashina priestess with a big heart — empathy for animals, faeries, people and dwarves alike.

Eris

Name	Eris
Type	Anashina priestess
Area	Travelling
Race	Human
Sex	Female
Age	36
Height	169 cm
Weight	60 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 2**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**
- [C] **Athletics: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Social Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 3 (Total with SPIRIT: 6)**
- [C] **Attunement: 4 (Total with SPIRIT: 7)**
- [C] **Worship: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Athletics

- [C] **Move Quietly: 2 (Total: 5)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Animal Handling: 4 (Total: 8)**
- [C] **Animal Lore: 4 (Total: 8)**
- [C] **Medical Lore: 4 (Total: 8)**
- [C] **Plant Lore: 4 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 2 (Total: 6)**
- [C] **Mythology: 3 (Total: 7)**
- [C] **Spoken Language: 2 (Total: 6)**

MIND → Practical Knowledge

- [C] **Survival Lore: 4 (Total: 8)**

MIND → Awareness

- Alertness: 1 (Total: 6)
- Reaction Speed: 1 (Total: 6)
- Sense Emotions: 4 (Total: 9)

MIND → Willpower

- Mental Fortitude: 5 (Total: 11)

SPIRIT → Casting

- Duration: 5 (Total: 11)
- Number of Targets: 4 (Total: 10)

SPIRIT → Attunement

- Life: 6 (Total: 13)
- Self: 4 (Total: 11)

SPIRIT → Worship

- Anashina: 7 (Total: 15)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 12000
- Equipment: Field shrine, Healer's kit

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	7	0	-2	-3	-	-
Staff	3	12	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Minor Healing	Life	6	1	1 round	Touch	1 week*
Healing	Life	9	2	1 min.	Touch	Special
Stop Bleeding	Life	7	1	1 round	Touch	Instant.
Ease Pain	Life	7	1	1 round	Touch	1 hour
Animal Sense	Air, Earth, Fire, Life, Perception, Water	9	2	5 rounds	1000m	5 min.
Forest Hands	Swamp, Anashina	7	1	1 round	47m	2 rounds

Worship

- Deity: Anashina — SPIRIT$_{5}$ Worship$_{5}$ Anashina: 15

GM Notes

The Guards.

Ferro

One of the three playful wizards (Fire).

Ferro

Name	Ferro
Type	Fire/Magic wizard
Area	The three towers
Race	Human
Sex	Male
Age	55
Height	173 cm
Weight	78 kg
SIZE	3.5

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 5 (Total with SPIRIT: 8)**
- [C] **Attunement: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 8)**
- [C] **Mythology: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 7)**
- [C] **Reaction Speed: 1 (Total: 7)**
- [C] **Sense Magick: 3 (Total: 9)**

MIND → Willpower

- [C] **Mental Fortitude: 5 (Total: 11)**

SPIRIT → Casting

- [C] **Area of Effect: 7 (Total: 15)**
- [C] **Duration: 5 (Total: 13)**
- [C] **Number of Targets: 3 (Total: 11)**
- [C] **Range: 7 (Total: 15)**

- Weight: 3 (Total: 11)

SPIRIT → Attunement

- Fire: 8 (Total: 16)
- Self: 5 (Total: 13)

Combat & Equipment

- Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 2 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 20000
- Equipment: Singed spellbook

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	8	0	-2	-2	-	-
Staff	3	13	3	5	0	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Fireball	Fire	11	3	1 round	21m	Instant.
Create Fire	Fire	11	3	5 rounds	29m	5 rounds
Control Fire	Fire	13	3	1 min.	39m	5 min.
Ignite	Fire	7	1	1 round	10m	Instant.
Flash	Fire	9	2	1 round	22m	Instant.
Breath Of Fire	Fire	11	3	1 round	11m	3 rounds
Hidden Flames	Fire	11	3	3 rounds	12m	3 hours
Warmth	Air, Earth, Fire, Heat, Life, Protection, Water	6	1	1 round	0m	1 hour
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Dispel Magic	Magic	3	6	1 round	15m	1 round

GM Notes

Three playful wizards.

GarThaleon

The Master Thief of Amar, GarThaleon is the "king" of the underworld.

Gar Thaleon - The Master Thief

Name	Gar Thaleon
Type	The Master Thief
Area	Amaronir
Race	Human
Sex	Male
Age	38
Height	168 cm
Weight	71 kg
SIZE	3.0

Characteristics

- **BODY: 2**
- **MIND: 2**
- **SPIRIT: 1**

Attributes

BODY

- **Endurance: 2 (Total with BODY: 4)**
- **Athletics: 5 (Total with BODY: 7)**
- **Melee Combat: 4 (Total with BODY: 6)**
- **Sleight: 5 (Total with BODY: 7)**

MIND

- **Social Knowledge: 3 (Total with MIND: 5)**
- **Practical Knowledge: 3 (Total with MIND: 5)**
- **Awareness: 5 (Total with MIND: 7)**

Key Skills (with Totals)

BODY → Endurance

- **Fortitude: 1 (Total: 5)**

BODY → Athletics

- **Balance: 7 (Total: 14)**
- **Climb: 7 (Total: 14)**
- **Dodge: 6 (Total: 13)**
- **Hide: 8 (Total: 15)**
- **Move Quietly: 8 (Total: 15)**
- **Tumble: 6 (Total: 13)**

BODY → Melee Combat

- **Knife: 6 (Total: 12)**
- **Short Sword: 6 (Total: 12)**
- **Unarmed: 1 (Total: 7)**

BODY → Sleight

- **Disarm Traps: 8 (Total: 15)**
- **Pick Pockets: 8 (Total: 15)**

MIND → Social Knowledge

- **Social Lore: 4 (Total: 9)**
- **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- **Alertness: 7 (Total: 14)**
- **Detect Traps: 8 (Total: 15)**
- **Listening: 6 (Total: 13)**
- **Reaction Speed: 1 (Total: 8)**

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 1 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 15000
- Equipment: Lockpicks of dwarven make, Three purses, none his

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	7	9	5	5	-3	-	-
Short Sword	12	11	11	13	-1	12	-
Knife	12	10	10	11	-1	8	-

High Priest Larosmarot

High Priest of the biggest Walmaer temple; very clean and proper.

High Priest Larosmarot

Name	High Priest Larosmarot
Type	Walmaer High Priest
Area	Rauinir
Race	Human
Sex	Male
Age	61
Height	175 cm
Weight	70 kg
SIZE	3.0

Characteristics

- [C]BODY: 1
- [C]MIND: 2
- [C]SPIRIT: 3

Attributes

BODY

- [C]Endurance: 2 (Total with BODY: 3)
- [C]Athletics: 2 (Total with BODY: 3)

MIND

- [C]Social Knowledge: 4 (Total with MIND: 6)
- [C]Practical Knowledge: 2 (Total with MIND: 4)
- [C]Awareness: 3 (Total with MIND: 5)
- [C]Willpower: 4 (Total with MIND: 6)

SPIRIT

- [C]Casting: 4 (Total with SPIRIT: 7)
- [C]Attunement: 4 (Total with SPIRIT: 7)
- [C]Worship: 5 (Total with SPIRIT: 8)

Key Skills (with Totals)

BODY → Endurance

- [C]Fortitude: 1 (Total: 4)

BODY → Athletics

- [C]Swim: 3 (Total: 6)

BODY → Melee Combat

- [C]Staff: 2 (Total: 3)
- [C]Unarmed: 1 (Total: 2)

MIND → Social Knowledge

- [C]Legend Lore: 3 (Total: 9)
- [C]Literacy: 5 (Total: 11)
- [C]Mythology: 6 (Total: 12)
- [C]Social Lore: 4 (Total: 10)
- [C]Spoken Language: 3 (Total: 9)

MIND → Practical Knowledge

- [C]Fishing: 3 (Total: 7)
- [C]Weather Lore: 2 (Total: 6)

MIND → Awareness

- [C]Alertness: 1 (Total: 6)
- [C]Reaction Speed: 1 (Total: 6)
- [C]Sense Emotions: 2 (Total: 7)

MIND → Willpower

- Mental Fortitude: 5 (Total: 11)

SPIRIT → Attunement

- Self: 4 (Total: 11)
- Water: 6 (Total: 13)

SPIRIT → Worship

- Walmaer: 9 (Total: 17)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 8000
- Equipment: High Priest's vestments, Ritual ewer of lake-water

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	7	0	-2	-3	-	-
Staff	3	12	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Create Water	Water	9	2	1 round	21m	Instant.
Control Water	Water	13	3	1 min.	36m	5 min.
Healing Water	Water	11	3	2 rounds	16m	3 rounds
Water Walking	Air, Water	13	3	5 rounds	42m	2 min.
Breathe in Water	Air, Life, Water	11	3	1 round	Touch	10 min.
Rain Shield	Air, Magic, Protection, Water	6	1	1 round	0m	10 min.
Protection from Water	Protection, Water	7	1	1 round	Touch	2 min.
Water O' Restoring	Water	10	2	1 min.	26m	Instant.

Worship

- Deity: Walmaer — SPIRIT $_{s}$ Worship $_{s}$ Walmaer: 17

GM Notes

Rauinor. The final word on Walmaer doctrine.

Hina

Warrior of the Wayanah-party; the shield-wall made person.

Hina

Name	Hina
Type	Warrior
Area	Travelling
Race	Human
Sex	Female
Age	33
Height	175 cm
Weight	70 kg
SIZE	3.0

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 1**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Strength: 4 (Total with BODY: 7)**
- [C] **Endurance: 5 (Total with BODY: 8)**
- [C] **Athletics: 4 (Total with BODY: 7)**
- [C] **Melee Combat: 5 (Total with BODY: 8)**

MIND

- [C] **Awareness: 3 (Total with MIND: 4)**
- [C] **Willpower: 4 (Total with MIND: 5)**

SPIRIT

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 5 (Total: 12)**

BODY → Endurance

- [C] **Combat Tenacity: 6 (Total: 14)**
- [C] **Fortitude: 6 (Total: 14)**

BODY → Athletics

- [C] **Dodge: 6 (Total: 13)**

BODY → Melee Combat

- [C] **Heavy Mace & Round Shield: 8 (Total: 16)**
- [C] **Unarmed: 1 (Total: 9)**

MIND → Social Knowledge

- [C] **Spoken Language: 2 (Total: 3)**

MIND → Awareness

- [C] **Alertness: 2 (Total: 6)**
- [C] **Reaction Speed: 2 (Total: 6)**

MIND → Willpower

- [C] **Courage: 6 (Total: 11)**
- [C] **Pain Tolerance: 5 (Total: 10)**

Combat & Equipment

- [C] **Body Points (BP): 10 (SIZE 3.0 × 2 + Fortitude/3)**
- [C] **Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)**
- [C] **Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)**

[C]Armor: Cuirbolli (AP 3)

[C]Equipment: Campaign gear

[C]Wealth: 25000

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	7	7	7	1	-	-
Heavy Mace & Round Shield	16	10	16	19	4	8	-

GM Notes

Wayanah-party.

Kator

Knight; leader of The Guards, a mercenary party.

Kator

Name	Kator
Type	Knight, leader of The Guards
Area	Travelling
Race	Human
Sex	Male
Age	44
Height	184 cm
Weight	94 kg
SIZE	3.5

Characteristics

- [C]**BODY: 2**
- [C]**MIND: 2**
- [C]**SPIRIT: 1**

Attributes

BODY

- [C]**Strength: 4 (Total with BODY: 6)**
- [C]**Endurance: 4 (Total with BODY: 6)**
- [C]**Athletics: 2 (Total with BODY: 4)**
- [C]**Melee Combat: 5 (Total with BODY: 7)**

MIND

- [C]**Social Knowledge: 3 (Total with MIND: 5)**
- [C]**Awareness: 3 (Total with MIND: 5)**
- [C]**Willpower: 4 (Total with MIND: 6)**

SPIRIT

Key Skills (with Totals)

BODY → Strength

- [C]**Wield Weapon: 5 (Total: 11)**

BODY → Endurance

- [C]**Combat Tenacity: 5 (Total: 11)**
- [C]**Fortitude: 5 (Total: 11)**

BODY → Athletics

- [C]**Dodge: 4 (Total: 8)**
- [C]**Ride: 3 (Total: 7)**

BODY → Melee Combat

- [C]**Longsword & Kite Shield: 7 (Total: 14)**
- [C]**Unarmed: 1 (Total: 8)**

MIND → Social Knowledge

- [C]**Bargain: 4 (Total: 9)**
- [C]**Literacy: 3 (Total: 8)**
- [C]**Social Lore: 4 (Total: 9)**
- [C]**Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C]**Alertness: 2 (Total: 7)**
- [C]**Reaction Speed: 2 (Total: 7)**
- [C]**Sense Emotions: 2 (Total: 7)**

MIND → Willpower

- [C]**Courage: 5 (Total: 11)**
- [C]**Pain Tolerance: 2 (Total: 8)**

Combat & Equipment

- Body Points (BP): 10 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)
- Armor: Chain mail (AP 4)
- Wealth: 30000
- Equipment: Company contract book

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	8	8	6	5	1	-	-
Longsword & Kite Shield	14	12	14	18	4	12	-

GM Notes

The Guards: Kator, Eris, Vinar, Orach, Yaloosi.

King Caolain II

King of Amar; a Walmaer worshipper. Big and sturdy, somewhat rude but trying to be elegant.

King Caolain II

Name	King Caolain II
Type	King of Amar
Area	Amaronir
Race	Human
Sex	Male
Age	52
Height	188 cm
Weight	102 kg
SIZE	4.0

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Strength: 5 (Total with BODY: 7)**
- [C] **Endurance: 4 (Total with BODY: 6)**
- [C] **Athletics: 4 (Total with BODY: 6)**
- [C] **Melee Combat: 5 (Total with BODY: 7)**

MIND

- [C] **Social Knowledge: 4 (Total with MIND: 6)**
- [C] **Practical Knowledge: 3 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 3 (Total with MIND: 5)**

SPIRIT

- [C] **Worship: 3 (Total with SPIRIT: 4)**

Key Skills (with Totals)

BODY → Strength

- [C] **Carrying: 2 (Total: 9)**
- [C] **Wield Weapon: 4 (Total: 11)**

BODY → Endurance

- [C] **Combat Tenacity: 3 (Total: 9)**
- [C] **Fortitude: 5 (Total: 11)**
- [C] **Running: 3 (Total: 9)**

BODY → Athletics

- [C] **Climb: 3 (Total: 9)**
- [C] **Dodge: 4 (Total: 10)**
- [C] **Ride: 6 (Total: 12)**
- [C] **Swim: 4 (Total: 10)**

BODY → Melee Combat

- [C] **Bastard Sword & Kite Shield: 7 (Total: 14)**
- [C] **Unarmed: 1 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 9)**
- [C] **Social Lore: 5 (Total: 11)**
- [C] **Spoken Language: 4 (Total: 10)**

MIND → Awareness

- [C] **Alertness: 4 (Total: 9)**
- [C] **Reaction Speed: 2 (Total: 7)**

- Sense Emotions: 2 (Total: 7)

MIND → Willpower

- Courage: 6 (Total: 11)
- Mental Fortitude: 4 (Total: 9)
- Pain Tolerance: 2 (Total: 7)

SPIRIT → Worship

- Walmaer: 5 (Total: 9)

Combat & Equipment

- Body Points (BP): 11 (SIZE 4.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 3 ((Mental Fortitude + Attunement Self)/3)
- Armor: Royal plate (AP 5)
- Wealth: 100000
- Equipment: Crown of Amar, Signet ring, Royal regalia

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	8	8	6	6	1	-	-
Bastard Sword & Kite Shield	14	13	14	19	4	14	-

Worship

- Deity: Walmaer — SPIRIT$_s$ Worship$_s$ Walmaer: 9

GM Notes

Rules from Amaron. Richest man in the kingdom, atop the tax hierarchy. Married to Queen Fiona.

King Gorm

King of the dwarves, ruling from Borgheim in the Dvergfjellene. Old as oaks, hard as the mountain, fair as a scale.

King Gorm

Name	King Gorm
Type	King of the Dwarves
Area	Borgheim
Race	Dwarf
Sex	Male
Age	210
Height	142 cm
Weight	95 kg
SIZE	3.5

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 2**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Strength: 5 (Total with BODY: 8)**
- [C] **Endurance: 5 (Total with BODY: 8)**
- [C] **Athletics: 2 (Total with BODY: 5)**
- [C] **Melee Combat: 5 (Total with BODY: 8)**

MIND

- [C] **Social Knowledge: 4 (Total with MIND: 6)**
- [C] **Practical Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 5 (Total with MIND: 7)**

SPIRIT

- [C] **Worship: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 6 (Total: 14)**

BODY → Endurance

- [C] **Combat Tenacity: 3 (Total: 11)**
- [C] **Fortitude: 8 (Total: 16)**

BODY → Athletics

- [C] **Dodge: 3 (Total: 8)**
- [C] **Ride: 3 (Total: 8)**

BODY → Melee Combat

- [C] **Battle Axe & Round Shield: 8 (Total: 16)**
- [C] **Unarmed: 1 (Total: 9)**

MIND → Social Knowledge

- [C] **Appraise: 7 (Total: 13)**
- [C] **Literacy: 3 (Total: 9)**
- [C] **Social Lore: 5 (Total: 11)**
- [C] **Spoken Language: 3 (Total: 9)**

MIND → Practical Knowledge

- [C] **Mining Lore: 4 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 2 (Total: 7)**
- [C] **Reaction Speed: 2 (Total: 7)**

[C]Sense Emotions: 2 (Total: 7)

MIND → Willpower

[C]Courage: 7 (Total: 14)

[C]Mental Fortitude: 6 (Total: 13)

[C]Pain Tolerance: 2 (Total: 9)

SPIRIT → Worship

[C]Alesia: 4 (Total: 10)

[C]Barg: 7 (Total: 13)

Combat & Equipment

[C]Body Points (BP): 12 (SIZE 3.5 × 2 + Fortitude/3)

[C]Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)

[C]Magick Defense (MD): 5 ((Mental Fortitude + Attunement Self)/3)

[C]Armor: Dwarven plate (AP 6)

[C]Wealth: 200000

[C]Equipment: Crown of Borgheim, Ancestor-rune hammer (ceremonial)

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	6	2	-	-
Battle Axe & Round Shield	16	12	15	18	7	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Armor	Earth, Protection	11	3	1 round	Touch	5 rounds
Divine Rune of Power	Earth	11	3	1 min.	17m	2 rounds
Repair	Earth	9	2	10 min.	Touch	Instant.

Worship

[C]Deity: Alesia — SPIRIT$_s$ Worship$_s$ Alesia: 10

[C]Deity: Barg — SPIRIT$_s$ Worship$_s$ Barg: 13

GM Notes

Borgheim. The party carries a letter of welcome from Durgan Stonehand's delegation.

Kiro

Notorious Perception wizard; one of the very few permitted to use magick inside Calaron's walls.

Kiro

Name	Kiro
Type	Perception wizard
Area	Calaronir
Race	Human
Sex	Male
Age	39
Height	175 cm
Weight	72 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **SPIRIT: 2**
- [C] **MIND: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 5 (Total with MIND: 8)**
- [C] **Social Knowledge: 3 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 6)**
- [C] **Attunement: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Knife: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 9)**
- [C] **Spoken Language: 2 (Total: 8)**
- [C] **Mythology: 3 (Total: 9)**

MIND → Awareness

- [C] **Alertness: 7 (Total: 15)**
- [C] **Sense Emotions: 5 (Total: 13)**
- [C] **Listening: 6 (Total: 14)**
- [C] **Sense Magick: 7 (Total: 15)**
- [C] **Reaction Speed: 1 (Total: 9)**

MIND → Willpower

- [C] **Mental Fortitude: 4 (Total: 10)**

SPIRIT → Casting

- [C] **Area of Effect: 3 (Total: 9)**
- [C] **Duration: 5 (Total: 11)**

- ᶜNumber of Targets: 3 (Total: 9)
- ᶜRange: 6 (Total: 12)
- ᶜWeight: 3 (Total: 9)

SPIRIT → Attunement

- ᶜMind: 6 (Total: 12)
- ᶜSelf: 5 (Total: 11)

Combat & Equipment

- ᶜBody Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- ᶜDamage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- ᶜMagick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- ᶜWealth: 15000
- ᶜEquipment: Seeing-glass

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	10	0	-2	-3	-	-
Knife	3	11	1	0	-1	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Detect Truth	Perception	9	2	1 round	15m	5 rounds
Farsee	Life, Perception	9	2	1 round	Touch	1 min.
Personal Farsee	Life, Perception	7	1	1 round	0m	1 round
Night Vision	Life, Perception	9	2	1 min.	Touch	10 min.
Enhance Awareness	Life, Perception	9	2	10 min.	Touch	10 min.
Read Thought	Life, Perception	13	3	1 round	17m	1 round
Identify Magic	Magic, Perception	10	2	10 minutes	25m	Instant.
Increase Light	Fire, Perception	6	1	1 round	19m	10 min.

GM Notes

Calaron. Sees more than anyone is comfortable with.

Lady Serena Chiall

Principal of Aleresir; a young, single Anashina priestess with a strong belief in personal freedom. A bit of an anarchist, to the King's dismay.

Lady Serena Chiall

Name	Lady Serena Chiall
Type	Principal of Aleresir / Anashina priestess
Area	Aleresir
Race	Human
Sex	Female
Age	34
Height	170 cm
Weight	58 kg
SIZE	3.0

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Athletics: 3 (Total with BODY: 5)**
- [C] **Missile Combat: 3 (Total with BODY: 5)**

MIND

- [C] **Nature Knowledge: 4 (Total with MIND: 6)**
- [C] **Social Knowledge: 3 (Total with MIND: 5)**
- [C] **Practical Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 4 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 5)**

SPIRIT

- [C] **Worship: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 5)**

BODY → Athletics

- [C] **Move Quietly: 3 (Total: 8)**
- [C] **Ride: 4 (Total: 9)**

BODY → Melee Combat

- [C] **Knife: 2 (Total: 4)**
- [C] **Unarmed: 1 (Total: 3)**

BODY → Missile Combat

- [C] **Light Bow: 4 (Total: 9)**

MIND → Nature Knowledge

- [C] **Animal Handling: 4 (Total: 10)**
- [C] **Animal Lore: 5 (Total: 11)**
- [C] **Medical Lore: 3 (Total: 9)**
- [C] **Plant Lore: 6 (Total: 12)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 8)**
- [C] **Mythology: 3 (Total: 8)**
- [C] **Social Lore: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Practical Knowledge

- Survival Lore: 4 (Total: 8)

MIND → Awareness

- Alertness: 4 (Total: 10)
- Reaction Speed: 1 (Total: 7)
- Sense Emotions: 4 (Total: 10)

MIND → Willpower

- Mental Fortitude: 3 (Total: 8)

SPIRIT → Worship

- Anashina: 7 (Total: 13)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 3 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 25000
- Equipment: Seal of Aleresir, Living-wood circlet

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	3	8	1	0	-3	-	-
Light Bow	9	7	9	-	-1	-	30m
Knife	4	9	2	2	-1	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Animal Sense	Air, Earth, Fire, Life, Perception, Water	9	2	5 rounds	1000m	5 min.
Camouflage	Earth, Perception	11	3	1 round	32m	3 rounds
Forest Hands	Swamp, Anashina	7	1	1 round	47m	2 rounds
Minor Healing	Life	6	1	1 round	Touch	1 week*
Night Vision	Life, Perception	9	2	1 min.	Touch	10 min.

Worship

- Deity: Anashina — SPIRIT$_s$ Worship$_s$ Anashina: 13

GM Notes

Alesir. Faeries are seen near her hall.

Lagioracharan

Scout of the Wayanah-party; the first in and the last seen.

Lagioracharan

Name	Lagioracharan
Type	Scout
Area	Travelling
Race	Human
Sex	Male
Age	35
Height	177 cm
Weight	72 kg
SIZE	3.0

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Athletics: 5 (Total with BODY: 7)**
- [C] **Melee Combat: 3 (Total with BODY: 5)**
- [C] **Sleight: 4 (Total with BODY: 6)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 4 (Total with MIND: 6)**
- [C] **Awareness: 5 (Total with MIND: 7)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 5)**

BODY → Athletics

- [C] **Climb: 6 (Total: 13)**
- [C] **Hide: 7 (Total: 14)**
- [C] **Move Quietly: 7 (Total: 14)**
- [C] **Tumble: 5 (Total: 12)**

BODY → Melee Combat

- [C] **Short Sword: 5 (Total: 10)**
- [C] **Unarmed: 1 (Total: 6)**

BODY → Missile Combat

- [C] **Light Bow: 3 (Total: 5)**

BODY → Sleight

- [C] **Disarm Traps: 6 (Total: 12)**
- [C] **Pick Pockets: 4 (Total: 10)**

MIND → Nature Knowledge

- [C] **Animal Lore: 3 (Total: 7)**

MIND → Social Knowledge

- [C] **Spoken Language: 2 (Total: 4)**

MIND → Practical Knowledge

- [C] **Ambush: 5 (Total: 11)**
- [C] **Survival Lore: 5 (Total: 11)**

- [C] Trapping: 2 (Total: 8)

MIND → Awareness

- [C] Alertness: 6 (Total: 13)
- [C] Detect Traps: 6 (Total: 13)
- [C] Listening: 2 (Total: 9)
- [C] Reaction Speed: 1 (Total: 8)
- [C] Sense Ambush: 6 (Total: 13)
- [C] Sense of Direction: 2 (Total: 9)
- [C] Tracking: 6 (Total: 13)

Combat & Equipment

- [C] Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- [C] Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- [C] Magick Defense (MD): 1 ((Mental Fortitude + Attunement Self)/3)
- [C] Armor: Leather (AP 2)
- [C] Wealth: 18000
- [C] Equipment: Scout's kit, Climbing gear

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	6	9	4	3	-3	-	-
Short Sword	10	11	9	10	-1	12	-
Light Bow	5	8	5	-	-1	-	30m

GM Notes

Wayanah-party.

Lor Aigilos

Lor Aigilos is perhaps the greatest warrior in Amar. Although the greatest of Taroc's human minions, he does not have an official role in the cult.

File:Lor Aigilos.jpg

Lor Aigilos - The Warrior

Name	Lor Aigilos
Type	The Warrior
Area	Amaronir
Race	Human
Sex	Male
Age	47
Height	188 cm
Weight	127 kg
SIZE	4.5

Characteristics

- [C]BODY: 3
- [C]MIND: 2
- [C]SPIRIT: 2

Attributes

BODY

- [C]Strength: 5 (Total with BODY: 8)
- [C]Endurance: 5 (Total with BODY: 8)
- [C]Athletics: 4 (Total with BODY: 7)
- [C]Melee Combat: 5 (Total with BODY: 8)

MIND

- [C]Awareness: 3 (Total with MIND: 5)
- [C]Willpower: 4 (Total with MIND: 6)

SPIRIT

- [C]Worship: 4 (Total with SPIRIT: 6)

Key Skills (with Totals)

BODY → Strength

- [C]Wield Weapon: 7 (Total: 15)

BODY → Endurance

- [C]Combat Tenacity: 7 (Total: 15)
- [C]Fortitude: 7 (Total: 15)

BODY → Athletics

- [C]Dodge: 6 (Total: 13)
- [C]Ride: 5 (Total: 12)

BODY → Melee Combat

- [C]Bastard Sword & Kite Shield: 9 (Total: 17)
- [C]Great Sword: 7 (Total: 15)
- [C]Unarmed: 1 (Total: 9)

MIND → Social Knowledge

- [C]Spoken Language: 2 (Total: 4)

MIND → Awareness

- [C]Alertness: 2 (Total: 7)
- [C]Reaction Speed: 2 (Total: 7)

MIND → Willpower

- Courage: 8 (Total: 14)
- Pain Tolerance: 6 (Total: 12)

SPIRIT → Worship

- Taroc: 6 (Total: 12)

Combat & Equipment

- Body Points (BP): 14 (SIZE 4.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)
- Armor: Full plate (AP 6)
- Wealth: 40000
- Equipment: Trophies of countless duels

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	8	7	7	2	-	-
Bastard Sword & Kite Shield	17	13	17	22	5	14	-
Great Sword	15	14	16	18	7	16	-

Lord Nalchir Emaron

Lord of Land in Tsenkir, the largest village in Amar and the kingdom's most important place of trading. Himself an important trader; little happens on the trade routes without his knowing.

Lord Nalchir Emaron

Name	Lord Nalchir Emaron
Type	Lord of Land / trader
Area	Tsenkir
Race	Human
Sex	Male
Age	51
Height	177 cm
Weight	84 kg
SIZE	3.5

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Strength: 2 (Total with BODY: 3)**
- [C] **Endurance: 2 (Total with BODY: 3)**
- [C] **Athletics: 2 (Total with BODY: 3)**
- [C] **Melee Combat: 2 (Total with BODY: 3)**

MIND

- [C] **Social Knowledge: 5 (Total with MIND: 8)**
- [C] **Practical Knowledge: 4 (Total with MIND: 7)**
- [C] **Awareness: 4 (Total with MIND: 7)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Worship: 3 (Total with SPIRIT: 4)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Athletics

- [C] **Ride: 4 (Total: 7)**

BODY → Melee Combat

- [C] **Rapier: 3 (Total: 6)**
- [C] **Unarmed: 1 (Total: 4)**

MIND → Social Knowledge

- [C] **Appraise: 7 (Total: 15)**
- [C] **Bargain: 8 (Total: 16)**
- [C] **Literacy: 4 (Total: 12)**
- [C] **Social Lore: 6 (Total: 14)**
- [C] **Spoken Language: 4 (Total: 12)**

MIND → Practical Knowledge

- [C] **Survival Lore: 3 (Total: 10)**

MIND → Awareness

- [C] **Alertness: 4 (Total: 11)**
- [C] **Reaction Speed: 1 (Total: 8)**
- [C] **Sense Emotions: 5 (Total: 12)**

MIND → Willpower

- Mental Fortitude: 4 (Total: 10)

SPIRIT → Worship

- McGillan: 5 (Total: 9)

Combat & Equipment

- Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 2 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 80000
- Equipment: Trade ledgers, Caravan seals, Strongbox keys

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	4	9	2	0	-2	-	-
Rapier	6	12	6	5	0	7	-

Worship

- Deity: McGillan — SPIRIT$_{s}$ Worship$_{s}$ McGillan: 9

GM Notes

Tsenkir (Amaronir district). The trade hub's quiet power; a useful friend and a costly enemy.

Lord Thainir Laidhos

The King's cousin, looked upon as the Mayor of Amaron; directly responsible for law and order in the capital. An important trader.

Lord Thainir Laidhos

Name	Lord Thainir Laidhos
Type	Mayor of Amaron / trader
Area	Amaronir
Race	Human
Sex	Male
Age	49
Height	180 cm
Weight	86 kg
SIZE	3.5

Characteristics

- [C]**BODY: 1**
- [C]**SPIRIT: 1**
- [C]**MIND: 3**

Attributes

BODY

- [C]**Endurance: 2 (Total with BODY: 3)**
- [C]**Melee Combat: 2 (Total with BODY: 3)**
- [C]**Athletics: 2 (Total with BODY: 3)**

MIND

- [C]**Social Knowledge: 5 (Total with MIND: 8)**
- [C]**Awareness: 4 (Total with MIND: 7)**
- [C]**Practical Knowledge: 3 (Total with MIND: 6)**
- [C]**Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C]**Worship: 2 (Total with SPIRIT: 3)**

Key Skills (with Totals)

BODY → Endurance

- [C]**Fortitude: 1 (Total: 4)**

BODY → Athletics

- [C]**Ride: 4 (Total: 7)**

BODY → Melee Combat

- [C]**Rapier: 3 (Total: 6)**
- [C]**Unarmed: 1 (Total: 4)**

MIND → Social Knowledge

- [C]**Appraise: 3 (Total: 11)**
- [C]**Social Lore: 7 (Total: 15)**
- [C]**Bargain: 6 (Total: 14)**
- [C]**Spoken Language: 4 (Total: 12)**
- [C]**Literacy: 4 (Total: 12)**

MIND → Awareness

- [C]**Alertness: 3 (Total: 10)**
- [C]**Sense Emotions: 5 (Total: 12)**
- [C]**Reaction Speed: 1 (Total: 8)**

MIND → Willpower

- [C]**Mental Fortitude: 4 (Total: 10)**

SPIRIT → Worship

- Moltan: 4 (Total: 7)

Combat & Equipment

- Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 2 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 60000
- Equipment: Mayor's chain, Trade ledgers, Seal of Amaron

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	4	9	2	0	-2	-	-
Rapier	6	12	6	5	0	7	-

Worship

- Deity: Moltan — SPIRIT$_{5}$ Worship$_{5}$ Moltan: 7

GM Notes

Amaron. Also a power in Tsenkir's trade.

Manir

One of the three playful wizards (Life).

Manir

Name	Manir
Type	Life/Magic wizard
Area	The three towers
Race	Human
Sex	Male
Age	60
Height	168 cm
Weight	70 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 5 (Total with SPIRIT: 8)**
- [C] **Attunement: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**
- [C] **Medical Lore: 4 (Total: 9)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 8)**
- [C] **Mythology: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 7)**
- [C] **Reaction Speed: 1 (Total: 7)**
- [C] **Sense Magick: 3 (Total: 9)**

MIND → Willpower

- [C] **Mental Fortitude: 5 (Total: 11)**

SPIRIT → Casting

- [C] **Area of Effect: 3 (Total: 11)**
- [C] **Duration: 7 (Total: 15)**
- [C] **Number of Targets: 6 (Total: 14)**
- [C] **Range: 6 (Total: 14)**

- Weight: 3 (Total: 11)

SPIRIT → Attunement

- Life: 8 (Total: 16)
- Self: 5 (Total: 13)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 20000
- Equipment: Healing herbs, mostly used on the other two

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	8	0	-2	-3	-	-
Staff	3	13	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Healing	Life	9	2	1 min.	Touch	Special
Minor Healing	Life	6	1	1 round	Touch	1 week*
Regeneration	Life	15	5	1 hour	Touch	Special
Sleep	Black, Life	11	3	1 min.	47m	2 rounds
Charm I	Life	11	3	1 round	16m	5 rounds
Enhance Endurance	Life	9	2	10 min.	Touch	10 min.
Stop Bleeding	Life	7	1	1 round	Touch	Instant.
Pleasant Sleep	Life	6	1	1 round	0m	1 period of sleep
Polymorph	Life, Water	15	5	1 min.	Touch	5 min.

GM Notes

Three playful wizards.

Mizamir

Archeress of the Wayanah-party; threads a bowstring through a keyhole at two hundred paces.

Mizamir

Name	Mizamir
Type	Archeress
Area	Travelling
Race	Human
Sex	Female
Age	30
Height	171 cm
Weight	60 kg
SIZE	3.0

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Athletics: 4 (Total with BODY: 6)**
- [C] **Missile Combat: 5 (Total with BODY: 7)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 3 (Total with MIND: 5)**
- [C] **Awareness: 5 (Total with MIND: 7)**
- [C] **Willpower: 3 (Total with MIND: 5)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 5)**

BODY → Athletics

- [C] **Climb: 4 (Total: 10)**
- [C] **Hide: 5 (Total: 11)**
- [C] **Move Quietly: 5 (Total: 11)**

BODY → Melee Combat

- [C] **Short Sword: 3 (Total: 5)**
- [C] **Unarmed: 1 (Total: 3)**

BODY → Missile Combat

- [C] **Heavy Bow: 9 (Total: 16)**

MIND → Nature Knowledge

- [C] **Animal Lore: 3 (Total: 7)**

MIND → Social Knowledge

- [C] **Spoken Language: 2 (Total: 4)**

MIND → Practical Knowledge

- [C] **Survival Lore: 4 (Total: 9)**
- [C] **Trapping: 2 (Total: 7)**

MIND → Awareness

- [C] **Alertness: 6 (Total: 13)**
- [C] **Reaction Speed: 1 (Total: 8)**
- [C] **Sense Ambush: 5 (Total: 12)**
- [C] **Sense of Direction: 2 (Total: 9)**

- Tracking: 5 (Total: 12)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 20000
- Equipment: Master-fletched arrows

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	3	9	1	0	-3	-	-
Heavy Bow	16	8	16	-	1	-	40m
Short Sword	5	11	4	5	-1	12	-

GM Notes

Wayanah-party.

Moltar the Just

An off beat Moltan priest; right hand of Baron Garos Maella. Sees guilt where others see faces.

Moltar the Just

Name	Moltar the Just
Type	Moltan priest
Area	Feronir
Race	Human
Sex	Male
Age	44
Height	176 cm
Weight	78 kg
SIZE	3.5

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 2**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Social Knowledge: 3 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 5)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 2 (Total with SPIRIT: 5)**
- [C] **Attunement: 3 (Total with SPIRIT: 6)**
- [C] **Worship: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Social Knowledge

- [C] **Literacy: 4 (Total: 9)**
- [C] **Mythology: 3 (Total: 8)**
- [C] **Social Lore: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 6)**
- [C] **Reaction Speed: 1 (Total: 6)**
- [C] **Sense Emotions: 6 (Total: 11)**

MIND → Willpower

- [C] **Mental Fortitude: 5 (Total: 11)**

SPIRIT → Worship

- [C] **Moltan: 8 (Total: 16)**

Combat & Equipment

- [C] **Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)**
- [C] **Damage Bonus (DB): 2 ((SIZE + Wield Weapon)/3)**

- Magick Defense (MD): 6 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 4000
- Equipment: Scales of Moltan, Judgement bell

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	7	0	-2	-2	-	-
Staff	3	12	3	5	0	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Detect Truth	Perception	9	2	1 round	15m	5 rounds
Read Thought	Life, Perception	13	3	1 round	17m	1 round
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Change Emotion	Life, Perception, Black	7	1	1 round	86m	5 min.
Command	Black, Life	11	3	1 round	29m	1 round

Worship

- Deity: Moltan — SPIRIT$_s$ Worship$_s$ Moltan: 16

GM Notes

Feron.

Naraghin

Wizard with a magick shop; trades spells. Has a famously poor memory.

Naraghin

Name	Naraghin
Type	Wizard / magick shop owner
Area	Amaronir
Race	Human
Sex	Male
Age	66
Height	169 cm
Weight	66 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 4 (Total with MIND: 7)**
- [C] **Awareness: 2 (Total with MIND: 5)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 6)**
- [C] **Attunement: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Appraise: 3 (Total: 10)**
- [C] **Bargain: 5 (Total: 12)**
- [C] **Literacy: 6 (Total: 13)**
- [C] **Mythology: 5 (Total: 12)**
- [C] **Social Lore: 3 (Total: 10)**
- [C] **Spoken Language: 3 (Total: 10)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 6)**
- [C] **Reaction Speed: 1 (Total: 6)**
- [C] **Sense Magick: 3 (Total: 8)**

MIND → Willpower

- [C] **Mental Fortitude: 4 (Total: 10)**

SPIRIT → Casting

- ᶜArea of Effect: 3 (Total: 9)
- ᶜDuration: 5 (Total: 11)
- ᶜNumber of Targets: 3 (Total: 9)
- ᶜRange: 6 (Total: 12)
- ᶜWeight: 4 (Total: 10)

SPIRIT → Attunement

- ᶜAir: 4 (Total: 10)
- ᶜFire: 5 (Total: 11)
- ᶜSelf: 4 (Total: 10)

Combat & Equipment

- ᶜBody Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- ᶜDamage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- ᶜMagick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- ᶜWealth: 30000
- ᶜEquipment: Magick shop inventory, Spell scrolls, A forgotten shopping list

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	7	0	-2	-3	-	-
Staff	3	12	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Identify Magic	Magic, Perception	10	2	10 minutes	25m	Instant.
Enchant Item	Magic	8	2	12 hours	Touch	Perm.
Enchant Weapon	Magic	11	3	1 round	Touch	2 rounds
Dispel Magic	Magic	3	6	1 round	15m	1 round
Light	Fire, Perception	7	1	1 round	17m	5 rounds
Warding	Magic	-	6	10 min.	Touch	1 day
Memorize	Life, Magic, Perception	6	1	1 round	0m	1 week

GM Notes

Amaron. Will buy curiosities; may forget he owns them.

Orach

Warrior of The Guards; the company's anvil.

Orach

Name	Orach
Type	Warrior
Area	Travelling
Race	Human
Sex	Male
Age	41
Height	188 cm
Weight	104 kg
SIZE	4.0

Characteristics

- [C]**BODY: 3**
- [C]**MIND: 1**
- [C]**SPIRIT: 0**

Attributes

BODY

- [C]**Strength: 5 (Total with BODY: 8)**
- [C]**Endurance: 4 (Total with BODY: 7)**
- [C]**Athletics: 2 (Total with BODY: 5)**
- [C]**Melee Combat: 4 (Total with BODY: 7)**

MIND

- [C]**Awareness: 2 (Total with MIND: 3)**
- [C]**Willpower: 3 (Total with MIND: 4)**

SPIRIT

Key Skills (with Totals)

BODY → Strength

- [C]**Carrying: 4 (Total: 12)**
- [C]**Wield Weapon: 6 (Total: 14)**

BODY → Endurance

- [C]**Combat Tenacity: 5 (Total: 12)**
- [C]**Fortitude: 6 (Total: 13)**

BODY → Athletics

- [C]**Dodge: 3 (Total: 8)**

BODY → Melee Combat

- [C]**Halberd: 7 (Total: 14)**
- [C]**Unarmed: 1 (Total: 8)**

MIND → Social Knowledge

- [C]**Spoken Language: 2 (Total: 3)**

MIND → Awareness

- [C]**Alertness: 2 (Total: 5)**
- [C]**Reaction Speed: 2 (Total: 5)**

MIND → Willpower

- [C]**Courage: 5 (Total: 9)**
- [C]**Pain Tolerance: 5 (Total: 9)**

Combat & Equipment

- [C]**Body Points (BP): 12 (SIZE 4.0 × 2 + Fortitude/3)**
- [C]**Damage Bonus (DB): 6 ((SIZE + Wield Weapon)/3)**
- [C]**Magick Defense (MD): 1 ((Mental Fortitude + Attunement Self)/3)**

[C]Armor: Chain mail (AP 4)
[C]Wealth: 10000
[C]Equipment: Wall-breaker maul (on the mule)

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	8	6	6	5	2	-	-
Halberd	14	12	14	17	7	7	-

GM Notes

The Guards.

Povi

One of the three playful wizards (Air). The three prank each other from towers a hundred metres apart.

Povi

Name	Povi
Type	Air/Magic wizard
Area	The three towers
Race	Human
Sex	Male
Age	58
Height	170 cm
Weight	65 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 5 (Total with SPIRIT: 8)**
- [C] **Attunement: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 8)**
- [C] **Mythology: 4 (Total: 9)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 7)**
- [C] **Reaction Speed: 1 (Total: 7)**
- [C] **Sense Magick: 3 (Total: 9)**

MIND → Willpower

- [C] **Mental Fortitude: 5 (Total: 11)**

SPIRIT → Casting

- [C] **Area of Effect: 6 (Total: 14)**
- [C] **Duration: 6 (Total: 14)**
- [C] **Number of Targets: 3 (Total: 11)**
- [C] **Range: 7 (Total: 15)**

- Weight: 3 (Total: 11)

SPIRIT → Attunement

- Air: 8 (Total: 16)
- Self: 5 (Total: 13)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 20000
- Equipment: Tower key, Half-finished prank apparatus

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	8	0	-2	-3	-	-
Staff	3	13	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Puff of Wind	Air	6	1	1 round	27m	Instant.
Fly	Air	15	5	1 round	Touch	5 rounds
Levitation	Air	11	3	1 round	16m	2 rounds
Invisibility	Air	13	3	1 round	Touch	5 rounds
Lightningbolt	Air, Water	11	3	1 round	40m	Instant.
Telekinesis	Air	13	3	1 round	24m	1 round
Tornado	Air, Water	11	3	1 round	49m	1 round
Push	Air	7	1	1 round	26m	Instant.
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Dispel Magic	Magic	3	6	1 round	15m	1 round

GM Notes

Three playful wizards: Povi, Ferro, Manir.

Prince Vaiangor

The prince; a sports enthusiast and idol figure for healthy living. Darling of the Coliseum crowds.

Prince Vaiangor

Name	Prince Vaiangor
Type	Prince / athlete
Area	Amaronir
Race	Human
Sex	Male
Age	23
Height	190 cm
Weight	88 kg
SIZE	3.5

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 1**
- [C] **SPIRIT: 0**

Attributes

BODY

- [C] **Strength: 4 (Total with BODY: 7)**
- [C] **Endurance: 4 (Total with BODY: 7)**
- [C] **Athletics: 5 (Total with BODY: 8)**
- [C] **Melee Combat: 4 (Total with BODY: 7)**
- [C] **Missile Combat: 3 (Total with BODY: 6)**

MIND

- [C] **Social Knowledge: 2 (Total with MIND: 3)**
- [C] **Awareness: 2 (Total with MIND: 3)**

SPIRIT

- [C] **Worship: 2 (Total with SPIRIT: 2)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 4 (Total: 11)**
- [C] **Running: 6 (Total: 13)**

BODY → Athletics

- [C] **Climb: 4 (Total: 12)**
- [C] **Dodge: 5 (Total: 13)**
- [C] **Jump: 6 (Total: 14)**
- [C] **Ride: 5 (Total: 13)**
- [C] **Swim: 5 (Total: 13)**
- [C] **Tumble: 4 (Total: 12)**

BODY → Melee Combat

- [C] **Longsword: 4 (Total: 11)**
- [C] **Unarmed: 1 (Total: 8)**

BODY → Missile Combat

- [C] **Medium Bow: 3 (Total: 9)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 6)**
- [C] **Social Lore: 4 (Total: 7)**
- [C] **Spoken Language: 2 (Total: 5)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 4)**
- [C] **Reaction Speed: 1 (Total: 4)**
- [C] **Sense Emotions: 2 (Total: 5)**

SPIRIT → Worship

- Recolar: 4 (Total: 6)

Combat & Equipment

- Body Points (BP): 10 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 3 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 0 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 20000
- Equipment: Athlete's gear, Racing tack

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	8	5	6	6	-1	-	-
Longsword	11	9	11	13	2	12	-
Medium Bow	9	4	9	-	0	-	35m

Worship

- Deity: Recolar — SPIRIT $_{s}$ Worship $_{s}$ Recolar: 6

GM Notes

Amaron. Favourite to win his own games.

Princess Ianira

The princess; singer, painter, poet and flautist. An Ielina initiate with the Moon-goddess's quiet in her.

Princess Ianira

Name	Princess Ianira
Type	Princess / Ielina initiate
Area	Amaronir
Race	Human
Sex	Female
Age	21
Height	168 cm
Weight	54 kg
SIZE	3.0

Characteristics

- **BODY: 1**
- **MIND: 3**
- **SPIRIT: 2**

Attributes

BODY

- **Endurance: 2 (Total with BODY: 3)**
- **Athletics: 2 (Total with BODY: 3)**

MIND

- **Social Knowledge: 5 (Total with MIND: 8)**
- **Willpower: 2 (Total with MIND: 5)**
- **Awareness: 4 (Total with MIND: 7)**

SPIRIT

- **Attunement: 2 (Total with SPIRIT: 4)**
- **Worship: 3 (Total with SPIRIT: 5)**

Key Skills (with Totals)

BODY → Endurance

- **Fortitude: 1 (Total: 4)**

BODY → Athletics

- **Ride: 3 (Total: 6)**

BODY → Melee Combat

- **Unarmed: 1 (Total: 2)**

MIND → Social Knowledge

- **Legend Lore: 3 (Total: 11)**
- **Social Lore: 4 (Total: 12)**
- **Literacy: 5 (Total: 13)**
- **Spoken Language: 4 (Total: 12)**
- **Mythology: 4 (Total: 12)**

MIND → Awareness

- **Alertness: 1 (Total: 8)**
- **Reaction Speed: 1 (Total: 8)**
- **Listening: 3 (Total: 10)**
- **Sense Emotions: 4 (Total: 11)**

MIND → Willpower

- **Mental Fortitude: 3 (Total: 8)**

SPIRIT → Worship

- Ielina: 5 (Total: 10)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 20000
- Equipment: Flute, Paints and brushes, Poetry journals

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	9	0	-2	-3	-	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Night Vision	Life, Perception	9	2	1 min.	Touch	10 min.
Pleasant Sleep	Life	6	1	1 round	0m	1 period of sleep
Change Emotion	Life, Perception, Black	7	1	1 round	86m	5 min.
Charm I	Life	11	3	1 round	16m	5 rounds

Worship

- Deity: Ielina — SPIRIT$_{5}$ Worship$_{5}$ Ielina: 10

GM Notes

Amaron. Open ear at the Ielina temple — she knows the initiates.

Queen Fiona

Queen of Amar; a Shalissa priestess. A very elegant lady, spiritually aware.

Queen Fiona

Name	Queen Fiona
Type	Queen of Amar / Shalissa priestess
Area	Amaronir
Race	Human
Sex	Female
Age	47
Height	172 cm
Weight	60 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 2**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**
- [C] **Athletics: 3 (Total with BODY: 4)**

MIND

- [C] **Social Knowledge: 4 (Total with MIND: 6)**
- [C] **Practical Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 5 (Total with MIND: 7)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 7)**
- [C] **Attunement: 5 (Total with SPIRIT: 8)**
- [C] **Worship: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Athletics

- [C] **Balance: 3 (Total: 7)**
- [C] **Ride: 4 (Total: 8)**

BODY → Melee Combat

- [C] **Knife: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Social Knowledge

- [C] **Literacy: 4 (Total: 10)**
- [C] **Mythology: 3 (Total: 9)**
- [C] **Social Lore: 6 (Total: 12)**
- [C] **Spoken Language: 4 (Total: 10)**

MIND → Practical Knowledge

- [C] **Weather Lore: 3 (Total: 7)**

MIND → Awareness

- [C] **Alertness: 3 (Total: 10)**
- [C] **Reaction Speed: 1 (Total: 8)**
- [C] **Sense Emotions: 6 (Total: 13)**

MIND → Willpower

- [C] Courage: 3 (Total: 9)
- [C] Mental Fortitude: 5 (Total: 11)

SPIRIT → Casting

- [C] Duration: 4 (Total: 11)
- [C] Range: 4 (Total: 11)

SPIRIT → Attunement

- [C] Air: 6 (Total: 14)
- [C] Self: 5 (Total: 13)

SPIRIT → Worship

- [C] Shalissa: 8 (Total: 16)

Combat & Equipment

- [C] Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- [C] Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- [C] Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- [C] Wealth: 50000
- [C] Equipment: Priestess vestments, Silver circlet

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	9	0	-2	-3	-	-
Knife	3	10	1	0	-1	8	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Control Wind	Air	11	3	1 min.	36m	5 min.
Whispering Wind	Air	7	1	1 round	250m	Instant
Clear Air	Air	5	1	1 round	27m	10 min.
Fog	Air, Water	9	2	1 min.	47m	5 min.
Silence	Air	11	3	1 round	Touch	10 rounds
Rain Shield	Air, Magic, Protection, Water	6	1	1 round	0m	10 min.
Minor Healing	Life	6	1	1 round	Touch	1 week*

Worship

- [C] Deity: Shalissa — SPIRIT $_{s}$ Worship $_{s}$ Shalissa: 16

GM Notes

Amaron. The spiritual counterweight to her husband's bluntness.

Ran-Asar

Respected adventurer, travelling with Ayah and the puma Mira; likely pursuing mysterious missions.

Ran-Asar

Name	Ran-Asar
Type	Adventurer
Area	The Rift
Race	Human
Sex	Male
Age	42
Height	181 cm
Weight	84 kg
SIZE	3.5

Characteristics

- [C] **BODY: 2**
- [C] **SPIRIT: 2**
- [C] **MIND: 3**

Attributes

BODY

- [C] **Strength: 2 (Total with BODY: 4)**
- [C] **Melee Combat: 4 (Total with BODY: 6)**
- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Missile Combat: 4 (Total with BODY: 6)**
- [C] **Athletics: 4 (Total with BODY: 6)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 5 (Total with MIND: 8)**
- [C] **Social Knowledge: 3 (Total with MIND: 6)**
- [C] **Willpower: 4 (Total with MIND: 7)**
- [C] **Practical Knowledge: 4 (Total with MIND: 7)**

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 4 (Total: 8)**

BODY → Endurance

- [C] **Combat Tenacity: 3 (Total: 7)**
- [C] **Fortitude: 4 (Total: 8)**

BODY → Athletics

- [C] **Climb: 4 (Total: 10)**
- [C] **Move Quietly: 3 (Total: 9)**
- [C] **Dodge: 5 (Total: 11)**
- [C] **Ride: 5 (Total: 11)**
- [C] **Hide: 3 (Total: 9)**

BODY → Melee Combat

- [C] **Spear: 6 (Total: 12)**
- [C] **Unarmed: 1 (Total: 7)**

BODY → Missile Combat

- [C] **Medium Bow: 5 (Total: 11)**

MIND → Nature Knowledge

- [C] **Animal Lore: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Legend Lore: 5 (Total: 11)**
- [C] **Spoken Language: 4 (Total: 10)**

MIND → Practical Knowledge

- ᶜSurvival Lore: 6 (Total: 13)
- ᶜTrapping: 2 (Total: 9)

MIND → Awareness

- ᶜAlertness: 6 (Total: 14)
- ᶜReaction Speed: 2 (Total: 10)
- ᶜSense Ambush: 6 (Total: 14)
- ᶜSense of Direction: 2 (Total: 10)
- ᶜTracking: 5 (Total: 13)

MIND → Willpower

- ᶜCourage: 5 (Total: 12)
- ᶜMental Fortitude: 5 (Total: 12)
- ᶜPain Tolerance: 2 (Total: 9)

Combat & Equipment

- ᶜBody Points (BP): 9 (SIZE 3.5 × 2 + Fortitude/3)
- ᶜDamage Bonus (DB): 3 ((SIZE + Wield Weapon)/3)
- ᶜMagick Defense (MD): 4 ((Mental Fortitude + Attunement Self)/3)
- ᶜArmor: Leather/Cuirbolli (AP 3)
- ᶜWealth: 25000
- ᶜEquipment: Maps annotated in cipher

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	7	11	5	5	-1	-	-
Spear	12	17	12	16	2	7	-
Medium Bow	11	10	11	-	0	-	35m

GM Notes

Partner: Ayah. The puma Mira is never far.

Salidus Taramostran

Salidus Taramostran is rumored to be the greatest living wizard in Amar.

File:Salidus Taramostran.jpg

Salidus Taramostran - Greatest Wizard

Name	Salidus Taramostran
Type	Greatest Wizard
Area	Amaronir
Race	Human
Sex	Male
Age	89
Height	182 cm
Weight	84 kg
SIZE	3.5

Characteristics

- [C]**BODY: 1**
- [C]**MIND: 3**
- [C]**SPIRIT: 3**

Attributes

BODY

- [C]**Endurance: 2 (Total with BODY: 3)**

MIND

- [C]**Nature Knowledge: 2 (Total with MIND: 5)**
- [C]**Social Knowledge: 4 (Total with MIND: 7)**
- [C]**Awareness: 4 (Total with MIND: 7)**
- [C]**Willpower: 5 (Total with MIND: 8)**

SPIRIT

- [C]**Casting: 5 (Total with SPIRIT: 8)**
- [C]**Attunement: 5 (Total with SPIRIT: 8)**

Key Skills (with Totals)

BODY → Endurance

- [C]**Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C]**Staff: 2 (Total: 3)**
- [C]**Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C]**Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C]**Legend Lore: 3 (Total: 10)**
- [C]**Literacy: 7 (Total: 14)**
- [C]**Mythology: 8 (Total: 15)**
- [C]**Spoken Language: 4 (Total: 11)**

MIND → Awareness

- [C]**Alertness: 1 (Total: 8)**
- [C]**Reaction Speed: 1 (Total: 8)**
- [C]**Sense Magick: 3 (Total: 10)**

MIND → Willpower

- [C]**Mental Fortitude: 9 (Total: 17)**

SPIRIT → Casting

- Area of Effect: 8 (Total: 16)
- Duration: 8 (Total: 16)
- Number of Targets: 7 (Total: 15)
- Range: 9 (Total: 17)
- Weight: 7 (Total: 15)

SPIRIT → Attunement

- Air: 7 (Total: 15)
- Fire: 8 (Total: 16)
- Mind: 7 (Total: 15)
- Self: 8 (Total: 16)

Combat & Equipment

- Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 11 ((Mental Fortitude + Attunement Self)/3)
- Armor: None (AP 0)
- Wealth: 90000
- Equipment: Staff of office, A library the Circle envies

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	9	0	-2	-3	-	-
Staff	3	14	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Fireball	Fire	11	3	1 round	21m	Instant.
Lightningbolt	Air, Water	11	3	1 round	40m	Instant.
Teleport	Air	17	6	1 round	500m	Instant.
Wall of Force	Air, Magic	13	3	1 round	19m	1 round
Invisibility	Air	13	3	1 round	Touch	5 rounds
Fly	Air	15	5	1 round	Touch	5 rounds
Dispel Magic	Magic	3	6	1 round	15m	1 round
Detect Magic	Magic, Perception	6	1	1 round	Touch	1 round
Identify Magic	Magic, Perception	10	2	10 minutes	25m	Instant.
Enchant Item	Magic	8	2	12 hours	Touch	Perm.
Read Thought	Life, Perception	13	3	1 round	17m	1 round
Telekinesis	Air	13	3	1 round	24m	1 round
Permanency	Magic	5	1	12 hours	Touch	Special
Protection from Magic	Magic, Protection	11	3	1 min.	Touch	1 min.

GM Notes

The Rai might dispute the rumour.

The Rai

Leader of the Magick Circle, the eight most powerful wizards of Amar; a summoning specialist.

The Rai

Name	The Rai
Type	Leader of the Magick Circle
Area	Unknown
Race	Human
Sex	Male
Age	73
Height	177 cm
Weight	68 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 4 (Total with MIND: 7)**
- [C] **Awareness: 4 (Total with MIND: 7)**
- [C] **Willpower: 5 (Total with MIND: 8)**

SPIRIT

- [C] **Casting: 5 (Total with SPIRIT: 8)**
- [C] **Attunement: 5 (Total with SPIRIT: 8)**
- [C] **Worship: 2 (Total with SPIRIT: 5)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Legend Lore: 3 (Total: 10)**
- [C] **Literacy: 6 (Total: 13)**
- [C] **Mythology: 7 (Total: 14)**
- [C] **Spoken Language: 4 (Total: 11)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 8)**
- [C] **Reaction Speed: 1 (Total: 8)**
- [C] **Sense Magick: 3 (Total: 10)**

MIND → Willpower

- [C] **Mental Fortitude: 8 (Total: 16)**

SPIRIT → Casting

- [C] **Area of Effect: 7 (Total: 15)**
- [C] **Duration: 7 (Total: 15)**

- Number of Targets: 7 (Total: 15)
- Range: 8 (Total: 16)
- Weight: 6 (Total: 14)

SPIRIT → Attunement

- Air: 6 (Total: 14)
- Death: 5 (Total: 13)
- Mind: 8 (Total: 16)
- Self: 7 (Total: 15)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 10 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 50000
- Equipment: Staff of summoning, The Circle's signet

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	9	0	-2	-3	-	-
Staff	3	14	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Summoning	Black, Summoning	11	3	5 min.	11m	2 min.
Summon Elemental	Air, Earth, Fire, Summoning, Water, Ice	11	3	5 min.	14m	2 min.
Command Demon	Black, Summoning	11	3	1 round	21m	Special
Banish	Air, Black, Earth, Fire, Life, Summoning, Water	13	3	1 round	35m	Instant.
Call	Black, Summoning	11	3	5 min.	23m	2 min.
Control Elemental	Air, Earth, Fire, Summoning, Water, Ice	9	2	1 round	32m	2 min.
Protection from Demons	Black, Life, Protection, Summoning	11	3	1 round	Touch	1 min.
Dispel Summoning Magic	Summoning	3	6	1 round	23m	1 round
Teleport	Air	17	6	1 round	500m	Instant.
Wall of Force	Air, Magic	13	3	1 round	19m	1 round
Read Thought	Life, Perception	13	3	1 round	17m	1 round
Dispel Magic	Magic	3	6	1 round	15m	1 round

GM Notes

The Circle's tower is invisible and invulnerable.

Vinar

Ranger of The Guards; reads the land like a ledger.

Vinar

Name	Vinar
Type	Ranger
Area	Travelling
Race	Human
Sex	Male
Age	39
Height	178 cm
Weight	76 kg
SIZE	3.5

Characteristics

- [C] **BODY: 2**
- [C] **MIND: 2**
- [C] **SPIRIT: 1**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 4)**
- [C] **Athletics: 4 (Total with BODY: 6)**
- [C] **Missile Combat: 5 (Total with BODY: 7)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Practical Knowledge: 4 (Total with MIND: 6)**
- [C] **Awareness: 4 (Total with MIND: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 5)**

BODY → Athletics

- [C] **Hide: 5 (Total: 11)**
- [C] **Move Quietly: 5 (Total: 11)**

BODY → Melee Combat

- [C] **Short Sword: 3 (Total: 5)**
- [C] **Unarmed: 1 (Total: 3)**

BODY → Missile Combat

- [C] **Heavy Bow: 7 (Total: 14)**

MIND → Nature Knowledge

- [C] **Animal Lore: 3 (Total: 7)**

MIND → Social Knowledge

- [C] **Spoken Language: 2 (Total: 4)**

MIND → Practical Knowledge

- [C] **Ambush: 4 (Total: 10)**
- [C] **Survival Lore: 6 (Total: 12)**
- [C] **Trapping: 2 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 5 (Total: 11)**
- [C] **Reaction Speed: 1 (Total: 7)**
- [C] **Sense Ambush: 5 (Total: 11)**
- [C] **Sense of Direction: 2 (Total: 8)**

- Tracking: 6 (Total: 12)

Combat & Equipment

- Body Points (BP): 8 (SIZE 3.5 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 1 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 12000
- Equipment: Ranger's kit

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	3	8	1	0	-3	-	-
Heavy Bow	14	7	14	-	1	-	40m
Short Sword	5	10	4	5	-1	12	-

GM Notes

The Guards.

Wayanah

Warrior-sorceress; leader of the renowned Wayanah-party of high-level adventurers. Steel in one hand, the strength of the earth in the other.

Wayanah

Name	Wayanah
Type	Warrior-sorceress
Area	Travelling
Race	Human
Sex	Female
Age	38
Height	179 cm
Weight	72 kg
SIZE	3.0

Characteristics

- [C] **BODY: 3**
- [C] **MIND: 2**
- [C] **SPIRIT: 3**

Attributes

BODY

- [C] **Strength: 4 (Total with BODY: 7)**
- [C] **Endurance: 4 (Total with BODY: 7)**
- [C] **Athletics: 4 (Total with BODY: 7)**
- [C] **Melee Combat: 5 (Total with BODY: 8)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 4)**
- [C] **Social Knowledge: 2 (Total with MIND: 4)**
- [C] **Awareness: 4 (Total with MIND: 6)**
- [C] **Willpower: 4 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 7)**
- [C] **Attunement: 4 (Total with SPIRIT: 7)**

Key Skills (with Totals)

BODY → Strength

- [C] **Wield Weapon: 6 (Total: 13)**

BODY → Endurance

- [C] **Combat Tenacity: 5 (Total: 12)**
- [C] **Fortitude: 6 (Total: 13)**

BODY → Athletics

- [C] **Dodge: 6 (Total: 13)**

BODY → Melee Combat

- [C] **Great Sword: 9 (Total: 17)**
- [C] **Unarmed: 1 (Total: 9)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 7)**

MIND → Social Knowledge

- [C] **Literacy: 3 (Total: 7)**
- [C] **Mythology: 3 (Total: 7)**
- [C] **Spoken Language: 2 (Total: 6)**

MIND → Awareness

- Alertness: 5 (Total: 11)
- Reaction Speed: 2 (Total: 8)
- Sense Ambush: 4 (Total: 10)
- Sense Magick: 3 (Total: 9)

MIND → Willpower

- Courage: 7 (Total: 13)
- Mental Fortitude: 6 (Total: 12)
- Pain Tolerance: 2 (Total: 8)

SPIRIT → Casting

- Area of Effect: 5 (Total: 12)
- Duration: 5 (Total: 12)
- Number of Targets: 3 (Total: 10)
- Range: 6 (Total: 13)
- Weight: 3 (Total: 10)

SPIRIT → Attunement

- Earth: 6 (Total: 13)
- Self: 5 (Total: 12)

Combat & Equipment

- Body Points (BP): 10 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 5 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 8 ((Mental Fortitude + Attunement Self)/3)
- Armor: Enchanted chain (AP 5)
- Wealth: 80000
- Equipment: Runed great sword, Trophies of a dozen campaigns

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	9	9	7	7	1	-	-
Great Sword	17	15	18	20	6	16	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Armor	Earth, Protection	11	3	1 round	Touch	5 rounds
Enhance Strength	Earth, Life	9	2	10 min.	Touch	10 min.
Quicksand Trap	Earth	9	2	1 min	29m	10 min
Glue	Earth	9	2	1 round	18m	1 round
Immobilize	Black, Earth, Life	13	3	1 round	49m	1 round
Camouflage	Earth, Perception	11	3	1 round	32m	3 rounds
Repair	Earth	9	2	10 min.	Touch	Instant.
Warmth	Air, Earth, Fire, Heat, Life, Protection, Water	6	1	1 round	0m	1 hour

GM Notes

Wayanah-party: Hina, Mizamir, Boran, Lagioracharan.

Yaloosi

Wizard of The Guards; a Life and Protection wizard, full of humour and joy, loves all kinds of games.

Yaloosi

Name	Yaloosi
Type	Life/Protection wizard
Area	Travelling
Race	Human
Sex	Male
Age	47
Height	172 cm
Weight	68 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **MIND: 3**
- [C] **SPIRIT: 2**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 2 (Total with MIND: 5)**
- [C] **Social Knowledge: 2 (Total with MIND: 5)**
- [C] **Awareness: 3 (Total with MIND: 6)**
- [C] **Willpower: 3 (Total with MIND: 6)**

SPIRIT

- [C] **Casting: 4 (Total with SPIRIT: 6)**
- [C] **Attunement: 4 (Total with SPIRIT: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

MIND → Nature Knowledge

- [C] **Magick Rituals: 3 (Total: 8)**

MIND → Social Knowledge

- [C] **Literacy: 4 (Total: 9)**
- [C] **Mythology: 3 (Total: 8)**
- [C] **Spoken Language: 3 (Total: 8)**

MIND → Awareness

- [C] **Alertness: 1 (Total: 7)**
- [C] **Reaction Speed: 1 (Total: 7)**
- [C] **Sense Magick: 3 (Total: 9)**

MIND → Willpower

- [C] **Mental Fortitude: 4 (Total: 10)**

SPIRIT → Casting

- [C] **Area of Effect: 5 (Total: 11)**
- [C] **Duration: 4 (Total: 10)**
- [C] **Number of Targets: 3 (Total: 9)**
- [C] **Range: 6 (Total: 12)**

- Weight: 4 (Total: 10)

SPIRIT → Attunement

- Life: 5 (Total: 11)
- Self: 4 (Total: 10)

Combat & Equipment

- Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)
- Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)
- Magick Defense (MD): 7 ((Mental Fortitude + Attunement Self)/3)
- Wealth: 15000
- Equipment: Component pouches, Contract copies (annotated)

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	8	0	-2	-3	-	-
Staff	3	13	3	5	-1	7	-

Spells

Spell	Domain	DR	Cost	Casting time	Distance	Duration
Minor Healing	Life	6	1	1 round	Touch	1 week*
Healing	Life	9	2	1 min.	Touch	Special
Armor	Earth, Protection	11	3	1 round	Touch	5 rounds
Protection from Magic	Magic, Protection	11	3	1 min.	Touch	1 min.
Rain Shield	Air, Magic, Protection, Water	6	1	1 round	0m	10 min.
Sleep	Black, Life	11	3	1 min.	47m	2 rounds
Bug Shield	Air, Fire, Life, Magic, Protection	8	2	1 round	0m	2 hours

GM Notes

The Guards.

Zarin

Travelling alchemist; merchant in useful potions with fair pricing.

Zarin

Name	Zarin
Type	Travelling alchemist
Area	The roads of Amar
Race	Human
Sex	Male
Age	50
Height	171 cm
Weight	74 kg
SIZE	3.0

Characteristics

- [C] **BODY: 1**
- [C] **SPIRIT: 1**
- [C] **MIND: 3**

Attributes

BODY

- [C] **Endurance: 2 (Total with BODY: 3)**
- [C] **Athletics: 2 (Total with BODY: 3)**

MIND

- [C] **Nature Knowledge: 5 (Total with MIND: 8)**
- [C] **Awareness: 3 (Total with MIND: 6)**
- [C] **Social Knowledge: 4 (Total with MIND: 7)**
- [C] **Willpower: 2 (Total with MIND: 5)**
- [C] **Practical Knowledge: 3 (Total with MIND: 6)**

Key Skills (with Totals)

BODY → Endurance

- [C] **Fortitude: 1 (Total: 4)**

BODY → Melee Combat

- [C] **Staff: 2 (Total: 3)**
- [C] **Unarmed: 1 (Total: 2)**

BODY → Missile Combat

- [C] **Sling: 3 (Total: 4)**

MIND → Nature Knowledge

- [C] **Alchemy: 8 (Total: 16)**
- [C] **Plant Lore: 6 (Total: 14)**
- [C] **Medical Lore: 5 (Total: 13)**

MIND → Social Knowledge

- [C] **Appraise: 3 (Total: 10)**
- [C] **Social Lore: 4 (Total: 11)**
- [C] **Bargain: 6 (Total: 13)**
- [C] **Spoken Language: 4 (Total: 11)**

MIND → Practical Knowledge

- [C] **Survival Lore: 4 (Total: 10)**

MIND → Awareness

- [C] **Alertness: 3 (Total: 9)**
- [C] **Reaction Speed: 1 (Total: 7)**

Combat & Equipment

- [C] **Body Points (BP): 7 (SIZE 3.0 × 2 + Fortitude/3)**
- [C] **Damage Bonus (DB): 1 ((SIZE + Wield Weapon)/3)**

- Magick Defense (MD): 2 ((Mental Fortitude + Attunement Self)/3)
- Armor: Leather (AP 2)
- Wealth: 12000
- Equipment: Potion cart, Alchemy kit, Fair scales

Weapons

Weapon	Skill	I/SR	Off	Def	Dam	HP	Range
Unarmed	2	8	0	-2	-3	-	-
Staff	3	13	3	5	-1	7	-
Sling	4	7	1	-	-3	-	40m

GM Notes

On the roads of Amar; the party knows him from the road to Old Palthar Keep.

Antonio The Magician

Antonio was a magician from Giellor. He died many years ago but he was known for the creator of the spell Fuse, and had learned every forbidden spell. The fuse spell was a genius creation by Antonio and it helped the people of Giellor build up their homes. But when a project was close to finished a terrible mistake happend. Antonio sent the stone to fast into the tower when he used the fuse spell, and the whole building collapsed. The people of Giellor became furious at Antonio and he was told to leave and never turn again. His spell fuse was also banished in Giellor.

Antonio flew away from Griellor and moved to a cave where he practiced the forbidden spells to become powerful. He promised himself that one day he would destroy Giellor. Antonio is also the master of Xetus, The Raven Demon.

The days went and the news about the fuse spell and Antonio spread around in Amar, and after a week the fuse spell was banished from the kingdom Amar. It goes rumors about the ghost of Antonio is still in Giellor and he uses forbidden spells to transfer his soul into new bodies to make him immortal. Who knows?

Arius

Physical description

the Arius are small humanoid ceturs arund 1 m tall, with wings.

Social structure

the Arius is a peaceful rase that sometiems fals from the sky

Occupations

the Arius usually get captured and sold as slaves to the rich, or as gladiators in sky arenas.

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