

The Sokolovia Campaign

Men & Magic of Balazar

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CREATING A CHARACTER

Grab a character sheet and start filling it out as follows.

Ability Scores (Strength, Intelligence, etc.): Roll three six-sided dice (3d6) for each, in order.

Race is “Human”. Dwarves, elves, and other races may later be unlocked.

Class: Write down either “Fighter,” “Magic-User,” or “Cleric.” However, note that class will not really matter in this campaign. All characters will be able to fight and all characters will be able to use magic. However, I am interested in seeing whether your character is more interested in martial prowess, spell mastery, or healing.

Age: Starting age for all characters is 16.

Bonuses (Base Strike Rank, Experience Bonus, etc.): There are a lot of these to generate based on your ability scores. Use the tables on page 6.

Hit Points: Total HP is your CON plus or minus your HP Bonus. Fill out HP for each location according to the following table:

Location	Total Hit Points						Each +3
	01-06	07-09	10-12	13-15	16-18	19-21	
Each Leg	2	3	4	5	6	7	+1
Abdomen	2	3	4	5	6	7	+1
Chest	3	4	5	6	7	8	+1
Each Arm	1	2	3	4	5	6	+1
Head	2	3	4	5	6	7	+1

Skills: Fill out your starting skills. Apply bonus from the applicable category.

KNOWLEDGE SKILLS

evaluate treasure	5%
read own language	0%
first aid	25%
find healing plants	10%
train dog	25%

MANIPULATION SKILLS

climbing	50%
hide item	10%
jumping	45%
lock picking	0%
map making	0%
riding	0%
swimming	45%
trap set/disarm	30%
peaceful cut	50%

PERCEPTION SKILLS

listen	25%
spot hidden item	10%
spot trap	10%
tracking	35%

STEALTH SKILLS

camouflage	40%
hide in cover	55%
move quietly	15%
pick pockets	0%

Note: A notation of 0% means that the skill always begins at 0%, even though the normal bonus may be higher.

	SIZ	SR	DEX	SR
<i>Base Strike Rank:</i>	15-18	1	16-18	1
<i>(add the two results)</i>	7-14	2	13-15	2
	3-6	3	9-12	3
			6-8	4
			3-5	5

<i>Experience Bonus:</i>	+3% for each point of INT above 12
	-3% for each point of INT below 9

		3-4	5-8	9-12	13-16	17-18
<i>Attack Bonus:</i>	STR	-5%				+5%
	INT	-10%	-5%		+5%	+10%
	POW	-5%				+5%
	DEX	-10%	-5%		+5%	+10%
<i>Parry Bonus:</i>	STR	-5%				+5%
	SIZ	+5%				-5%
	POW	-5%				+5%
	DEX	-10%	-5%		+5%	+10%
<i>Defense Bonus:</i>	SIZ	+5%				-5%
	INT	-10%	-5%		+5%	+10%
	POW	-5%				+5%
	DEX	-10%	-5%		+5%	+10%

		3-6	7-12	13-16	17-18
<i>Damage Bonus:</i>	$(STR + SIZ)/2$	-1d4		+1d4	+1d6

		3-4	5-8	9-12	13-16	17-18
<i>Knowledge Bonus:</i>	INT	-10%	-5%		+5%	+10%
	POW	-5%				+5%
<i>Manipulation Bonus:</i>	STR	-5%				+5%
	INT	-10%	-5%		+5%	+10%
	POW	-5%				+5%
	DEX	-10%	-5%		+5%	+10%
<i>Perception Bonus:</i>	INT	-10%	-5%		+5%	+10%
	POW	-5%	+5%			
<i>Stealth Bonus:</i>	SIZ	+10%	+5%		-5%	-10%
	INT	-10%	-5%		+5%	+10%
	POW	+5%	-5%			
	DEX	-10%	-5%		+5%	+10%
<i>Hit Points Bonus:</i>	SIZ	-2	-1		+1	+2
	POW	-1				+1

EXPLANATION OF SKILLS

EVALUATE TREASURE

This skill gives knowledge of what things are worth at a particular place. A successful roll on d100 indicates that the character knows approximately what the value of an item is. This must be controlled by the referee (who should roll the dice) as the character may learn what it is worth but not what it is for.

READ OWN LANGUAGE

Basic reading and writing training.

FIRST AID

This skill concerns the immediate treatment of wounds and broken bones to alleviate pain and allow normal healing. Successful use of First Aid on a bleeding hit location can stop bleeding (although two points of damage are NOT healed) and keep the victim from dying.

Also, the user can rouse someone who is unconscious if he has been knocked out by something other than the loss of more points in an area than the location can take. NOTE: A "Critical Hit" with this skill means that two points ARE healed.

FIND HEALING PLANTS

The skill teaches the finding of plants and how to use them. If a character can find a plant, he will by definition also know how to use it. The referee will walk you through the full procedure. Potential problems that the plant will heal include:

- | | |
|---------------------|---------------------|
| (1) Soul Waste | (6) Systemic Poison |
| (2) Shakes | (7) Blade Venom |
| (3) Brain Fever | (8) Wounds |
| (4) Wasting Disease | (9) Wounds |
| (5) Creeping Chills | (10) Wounds |

TRAIN DOG

This skill gives the chance of telling the dog, in clear, unmistakable terms, a command. When a character wishes to give a dog a command, he must roll his Train Dog skill. If made, he has used his skill properly and communicated his desires.

These are the only commands that can be given to dogs: attack (versus whoever seems to be that target); hide; silence; run away; go home; follow (Track); and come with me.

Dogs can only remember up to three commands at a time. If given a fourth, they will forget the command they have remembered the longest, substituting the newest for it.

CLIMBING

The ability to climb walls, ropes, cliffs, and the like. It deals with things like center of gravity, position, hand and foot holds, and mental attitude. A successful roll on d100 allows the climbing of a normal obstacle. Especially difficult climbs should be adjusted downwards. Sheer walls cannot be climbed. A Master of the craft (90% ability) could climb a sheer wall using only a corner, whether angled in or out.

HIDE ITEM

Allows one to secretly pocket, cover over, or make inconspicuous items under 3 inches in each dimension. Useful when examining chests full of treasure, or after successfully picking a pocket.

JUMPING

The ability to jump for height or distance or over obstacles, such as bodies in melee. Generally speaking, a successful roll on d100 allows the character to jump twice his height horizontally or up to his height vertically with a running start. Armor, heavy loads, or a standing start reduce the distance jumped. An unsuccessful roll means that the distance was not traveled.

LOCK PICKING

The skill of opening locks without the proper key. A successful roll opens the lock. If the lock was made by someone with over 100% ability in building locks, the character's chance of Lock Picking faced with a lock built by a Master with 120% ability has only a 10% chance of picking it.

In short, a lock made by a lockmaker with 120% ability could be said to have a 20% "defense" against the "attack" of the lock picker.

MAP MAKING

This is the skill of keeping proper referents and perspectives on a piece of paper without actually measuring the terrain foot by foot.

RIDING

Riding a horse (or other riding animal) is simple, as long as the animal goes no faster than a walk and is trained to accept a rider. To compel a horse to go any faster than a congenial amble for the horse, one must learn to ride.

Learning Riding gives a character the ability to stay on a horse in any gait, if he is supported by a saddle with stirrups. If a horse does something unexpected (bolt, shy, etc.), the rider will lose control and must make a Riding ability roll each melee round until the roll is successful, at which time he regains control of the horse. A fumble roll during this attempt to regain control means that the character will fall off.

Ability in Riding also serves as his percentage chance of making a horse do something it isn't trained for, such as jumping a barrier.

SWIMMING

The ability to stay afloat and move in a desired direction. The roll must be made every 2 full turns, or the character starts to drown.

This is also a measure of the ability of the character to get out of armor when he hits the water. Again, a failure to make the roll means a drowning character.

A swimming character has only ½ his normal ENC ability. Thus, a 12 STR character would have a maximum ENC of 6 in the water. For every “thing” he carries over that 6, he would be reduced 5% in every DEX based skill, including swimming.

TRAP SET/DISARM

A successful roll on d100 means that the set trap will work as designed. When disarming a trap, a successful die roll on d100 disarms the trap. It is possible to fumble while trying to disarm a trap. The chance of doing so is the same as the chance of a fumble in combat and depends on the ability of a would-be disarmer. If a character fumbles while attempting to disarm a trap, he is caught by it. As with Lock-Picking, a trap set by someone with over a 100% ability in Trap Set will reduce the would-be trap disarmer's chance of success by the amount over 100% to which his ability extends.

This ability encompasses all types of mechanical traps.

PEACEFUL CUT

This is an ability and a prayer which will let the sacrificed herd beast die peacefully and without fear, and also includes butchering the creature properly, without wastage.

LISTEN

The ability to listen at doorways, down corridors, etc., to get an idea of what, how many, what size, etc., about anything making noise. However, even 4 trolls in armor may be fairly quiet.

Generally, a successful Listen ability roll will take precedence over a character's Move Quietly (explained later) except in unusual circumstances such as thickness of doors, loud background noise, or a recent history of explosions near the listener's ear.

SPOT HIDDEN ITEM

The skill of being able to find things that are hidden. It ranges from spotting secret doors to what kind of armor a man is wearing under his tunic to finding a secret compartment in a chest full of bones. It will give no indication of the contents of the compartment, a character's pockets, etc.

SPOT TRAP

A specialized form of Spot Hidden Items. Allows the character to spot the signs of a trap, or detect the workings of it or its trigger, before being caught in it.

TRACKING

The ability to follow a track through normal terrain and pick it up again if it is interrupted by a river, etc.

Reduce the chance of success for each day passed since the trail was made. The referee may wish to add other modifiers.

Of course, if there are no tracks to be found, tracking is impossible.

CAMOUFLAGE

The ability to use materials either from the immediate area or brought into the area to disguise oneself or other objects to look like part of the terrain. Also applies to such things as blackening the face for nighttime movement, etc. A successful roll for Camouflage means that no one without a successful roll on Spot Hidden Items will notice the camouflaged item or character.

HIDE IN COVER

The skill of using natural cover to hide oneself. Differs from Camouflage in that it can be used instantly and lets one hide behind or among things rather than use them to cover yourself. Cover must be available. It is possible to hide in a room full of furniture. It is not possible to hide in an empty room or a smooth walled corridor, unless there are deep shadows present.

It is possible to move and stay hidden at $\frac{1}{2}$ the die roll on d100 needed for simple Hide in Cover.

MOVE QUIETLY

The ability to move quietly for purposes of sneaking up on opponents, game animals, etc. On a successful roll an opponent will be surprised unless he is using the Listen ability and makes a successful roll.

This ability is reduced by wearing of armor. If several different types of armor are worn, the noisiest should be used for modification purposes. Note that there is still a 5% chance of being quiet.

PICK POCKETS

This ability includes both picking pockets and slitting purses. It also includes the removal of jewelry such as brooches and badges. Items in direct contact with the skin, such as rings, cause the ability to function at $\frac{1}{2}$ its normal level.

THE MONETARY SYSTEM

The basic unit of exchange is the *silver piece* (s.p. hereafter), commonly called a "guilder." There are coins of lesser and greater value, and these are shown below. It is also common to use gems of various sorts and values as coin.

10 lead "bolgs" (l.p.)	= 1 copper piece
10 copper "clacks" (c.p.)	= 1 s.p.
1 gold "wheel" (g.p.)	= 20 s.p.

Thus:

$$100 \text{ l.p.} = 10 \text{ c.p.} = 1 \text{ s.p.} = 1/20 \text{ g.p.}$$

STARTING MONEY

Roll for your Social Class and then roll for starting money:

01-12	pig tender (peasant)	3-30 s.p. (3d10)
13-18	townsman	1-100 s.p. (1d100)
19-97	hunter	5-50 s.p. (5d10)
98-99	chieftain's hearth	2-200 s.p. (2d100)
00	citadel king's hearth	5-500 s.p./game year (5d100)

Put this number under your "wealth & treasure" for now. You are assumed to have this many guilders' worth in trade goods.

STARTING EQUIPMENT

Depending on social status, you will also start with some clothes and basic equipment. Check this list against BASIC EQUIPMENT AND SUPPLIES COSTS for more information.

PIG HERDER

Belt knife
Fire making gear
Snares
Drinking skin
Basic camp gear
Torches

TOWNSMAN

Belt knife
Fire making gear
Flasks
Torches
Lamps
Rope
Assorted tools (mallets, spikes, etc.)

HUNTER or CHIEFTAIN'S HEARTH

Belt knife

Fire making gear

Snares

Rope

Torches

Riding Gear

Week's rations

Cooking gear

Camping gear (tent, bedroll, etc.)

Additionally, they can be expected to have leather armor and basic tribal weapons: usually javelins, bow and arrow, and a choice of flint-tipped spears, wooden or stone-headed clubs, or stone axes.

CITADEL KING'S HEARTH

A basic weapon (such as broadsword)

Ring mail hauberk

Open helm

A 2-handed or missile weapon, depending on DEX

BASIC EQUIPMENT AND SUPPLIES COSTS

WEAPONS

Flint Weapons

Arrowhead	1 c.p.	Spearhead	7-10 s.p.
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Bronze Weapons (iron is ten times)

Battle axe	120 s.p.	Shortsword	50 s.p.
Great axe	150 s.p.	Spearhead	40 s.p.
Pole axe	225 s.p.	Bastard sword	225 s.p.
Dagger	30 s.p.	Broadsword	150 s.p.
1H war hammer	150 s.p.	Greatsword	450 s.p.
2H great hammer	150 s.p.	Arbalest	500 s.p.
Heavy mace	120 s.p.	Heavy crossbow	300 s.p.
Light mace	45 s.p.	Light crossbow	200 s.p.
Maul	120 s.p.	Bolts (4 arbalest,	
Rapier	300 s.p.	6 heavy, or 10 light)	100 s.p.

ARMOR

By the Suit

Light leather	40 s.p.	Light scale	700 s.p.
Heavy leather	80 s.p.	Heavy scale	1000 s.p.
Cuirbouilli	600 s.p.	Chainmail	2000 s.p.
Ring mail	1275 s.p.	Plate	3000 s.p.

By the Piece

Plate greaves (pair)	600 s.p.	Chainmail byrnie	600 s.p.
Chain trews	600 s.p.	Heavy scale cuirass	200 s.p.
Light scale skirt	150 s.p.	Brigandine cuirass	875 s.p.
Heavy scale skirt	300 s.p.	Platemail cuirass	1000 s.p.
Chainmail skirt	500 s.p.	Chainmail sleeves (pair)	375 s.p.
Ringmail hauberk	400 s.p.	Plate vanbraces (pair)	500 s.p.
Light scale hauberk	200 s.p.	Composite helm	50 s.p.
Heavy scale hauberk	300 s.p.	Open helm	75 s.p.
Chainmail hauberk	1000 s.p.	Closed helm	150 s.p.
Ringmail byrnie	250 s.p.	Full helm	250 s.p.

LIVING COSTS

Food

Cheap meal	5 c.p.	Banquet (per person)	3 s.p.
Good meal	1 s.p.	Pemmican (per week)	5 s.p.

Drink (not including container)

Mug beer	½ c.p.	Mug wine	8 c.p.
Mug ale	1½ c.p.	Cask wine	7 s.p.
Cask ale	12 c.p.	Keg wine	20 s.p.
Keg ale	20 c.p.		

Room (per day)

Common room floor	2 c.p.	Private room	4 s.p.
Dormitory	1 s.p.	Hot water	3 c.p.
Shared room (per person)	2 s.p.		

Stable Costs (per day)

Stall	2 c.p.	Grain feeding	1½ s.p.
Stall and fodder	1 s.p.	Trail oats (week)	10 s.p.

CLOTHING

Suit of clothes

Local linen*	20 s.p.	Leather	5 s.p.
Imported linen	100 s.p.	Cotton	25 s.p.
Wool	50 s.p.		

* – linen is made from local wild flax, so is inferior to that made from cultivated flax, but it's something of a status symbol in Balazar, hence its cost.

Winter cloaks

Deer	10 s.p.	Smilodon	80 s.p.
Bison	30 s.p.	Imported (light)	100 s.p.
Bear	65 s.p.	Imported (heavy)	200+ s.p.

RIDING GEAR

Saddle	50-500 s.p.	Tack	5-50 s.p.
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ANIMALS

Riding horse	500 s.p.	Mature pig	20 s.p.
Cavalry horse	4000 s.p.	Wild hawk*	100 s.p.
Mule	700 s.p.	Live small animal	100 s.p.

* – suitable for binding spirits.

TOOLS

Woodworking set	150 s.p.	Hasp locks	40-100 s.p.
Stone mason set	120 s.p.	Shovel	50 s.p.
Fish hooks (bone)	2 per 1 c.p.	Pick	60 s.p.
Writing tools	20 s.p.	50 foot rope	6 s.p.
Paper (sheet)	1 s.p.		

CAMPING GEAR

Metal pot or pan	7 s.p.	Adventurer's pack*	65 s.p.
Small tent	10 s.p.	Lamp	10 s.p.
Medium tent	25 s.p.	Small sack	2 c.p.
Large tent	40 s.p.	Lamp oil (per load)	35 s.p.
Fire-starter	1 s.p.	Candle	1 c.p.
Back pack	2 s.p.	Large sack	5 c.p.
Climbing pack	120 s.p.	Blanket	10 s.p.

* – includes pack, waterskin, 100' rope, peasant clothes, hand axe, hammer, stakes, fishhooks, line, sack, cheap knife, bandages, cooking gear, and blanket.

EXOTIC ITEMS

Dyes (per batch)	50 s.p.	Spices (per ounce)	50 s.p.
Mordants (per batch)	50 s.p.	5' x 20' cotton cloth	75 s.p.
Good salt (per ounce)	1 s.p.		

CONTAINERS

Wine skin	1 s.p.	Cask (1½ gallon)	10 s.p.
Flask	1 s.p.	Keg (4 gallon)	30 s.p.
Jug (½ gallon)	2 s.p.	Barrel (13 gallon)	50 s.p.

POTIONS (per point of potency)

Acid	100 s.p.	Battle magic	400 s.p.
Antidote	as countered agent	Healing	400 s.p.
Blade venom	200 s.p.	POW restoring	900 s.p.
Systemic poison	80 s.p.		

HEALING PLANTS (per point of possible potency)

400 s.p.

WEAPONS TABLE

<i>Weapon</i>	<i>Type</i>	<i>Beginning Attack and Parry</i>	<i>Damage</i>	<i>Breakage Points</i>
Hatchet	Cutting - 1H	20%	1d6+1	15
Battle axe	Cutting	*	1d8+2	15
Great axe	Cutting - 2H	15%	2d6+2	15
Pole axe	Cutting - 2H	15%	3d6	12
Broadsword	Cutting - 1H	10%	1d8+1	20
Bastard sword	Cutting	*	1d10+1	20
Greatsword	Cutting - 2H	5%	2d8	15
Fist	Hand to hand	25%	1d3	
Kick	Hand to hand	25%	1d6	
Dagger†	Hand to hand	25%	1d4+2	12
War hammer	Smashing - 1H	20%	1d6+2	20
Great hammer	Smashing - 2H	5%	1d12+2	15
Light mace	Smashing - 1H	25%	1d6+2	20
Heavy mace	Smashing	*	1d8+2	20
Quarterstaff	Smashing - 2H	20%	1d8	15
Maul	Smashing - 2H	20%	2d8	15
Rapier†	Cut and thrust	5%	1d6+1	12
Shortsword†	Cut and thrust	15%	1d6+1	20
Short spear†	Thrusting - 1H	10%	1d6+1	15
Short spear†	Thrusting - 2H	20%	1d6+1	15
Long spear†	Thrusting - 1H	10%	1d8+1	15
Long spear†	Thrusting - 2H	20%	1d8+1	15
Rock	Thrown	25%	1d4	
Javelin	Thrown	15%	1d10	10
Sling	Projectile - 1H	10%	1d8	
Self bow	Projectile - 2H	10%	1d6+1	6
Arbalest	Projectile - 2H	20%	3d6+1	10
Heavy crossbow	Projectile - 2H	20%	2d6+2	10
Light crossbow	Projectile - 2H	20%	2d4+2	6
Medium shield	Shield	10%		12

* – As previous entry if used one-handed; as next entry if used two-handed.

† – these types of weapons can impale.

ARMOR TABLE

<i>Area Protected</i>	<i>Type</i>	<i>Material</i>	<i>Absorbs</i>
Legs	Greaves	Leather	1
		Cuirbouilli	3
		Plate	6
Abdomen and Legs	Pants/Trews	Leather	1
		Leather	2
		Chainmail	5
Abdomen	Skirts	Leather	1
		Leather	2
		Light Scale	4
		Heavy Scale	5
		Chainmail	5
Chest and Abdomen	HauberK	Leather	1
		Leather	2
		Linen	3
		Ring Mail	4
		Light Scale	4
		Heavy Scale	5
		Chainmail	5
Chest	Byrnie	Leather	1
		Leather	2
		Ring Mail	4
		Chainmail	5
		Cuirass	5
	Cuirass	Cuirbouilli	3
		Linen	3
		Heavy Scale	5
		Brigandine	5
		Plate	6
Arms	Sleeves	Chainmail	5
	Vambraces	Leather	1
		Cuirbouilli	3
		Plate	6
Head	Hood	Leather	1
	Cap	Leather	2
	Helm	Composite	3
		Open	4
		Closed	5
		Full	6

SPELLS TABLE

Battle Magic

One Point

1. Befuddle
2. Binding
3. Demoralize
4. Detect Detection
5. Detect Enemies
6. Detect Life
7. Detect Magic
8. Detect Silver
9. Detect Spirit
10. Detect Undead
11. Disruption
12. Farssee
13. Ignite
14. Light
15. Mobility
16. Silence
17. Speedart
18. Spirit Binding

Two Point

1. Coordination
2. Darkwall
3. Detect Gems
4. Detect Traps
5. Extinguish
6. Firearrow
7. Glamor
8. Harmonize
9. Repair
10. Strength

Three Point

1. Invisibility

Four Point

1. Fireblade
2. Lightwall
3. Vigor

Variable POW

1. Bladesharp
2. Bludgeon
3. Countermagic
4. Detection Blank
5. Dispel Magic
6. Dullblade
7. Fanaticism
8. Glue
9. Healing
10. Ironhand
11. Mind Speech
12. Multimissile
13. Protection
14. Shimmer
15. Speedart
16. Spirit Shield
17. Xenohealing

EXPLANATION OF SPELLS

Battle Magic

BEFUDDLE

Range—250 feet

POW used—1 point

Type—focused, passive, temporal

This spell confuses an opponent who succumbs to it. It causes him to wonder such things as: Is that a friend? Which ones are my enemies? Why is everyone fighting? A Befuddled enemy will not attack, cast an offensive spell, sound the alarm, etc. If attacked he will parry and defend at full value, and beginning next round his confusion will go away (the guy that attacked me is my enemy, and after he is dead his obvious allies are my enemies). Thus, with some clever management, a Befuddled opponent might end up attacking his own party for as long as the spell is in effect.

BINDING

Range—250 feet

POW Used—1 point

Type—focused, passive, temporal

This spell halves the movement class of those affected by it. It can never reduce the movement class below “one.” It is often carried by huntsmen, police, and intelligent beasts of prey, such as baboons.

DETECT LIFE

Range—125 feet

POW Used—1 point

Type—focused, instant

Detects the existence of human or larger size life. Gives direction and distance from the spellcaster. Divides life forms detected into two classes, those of human size (between 3 and 21), and those of large size (from 22 on up). Life smaller than SIZ 3 is ignored. It is stopped by more than 10 feet of solid rock or metal.

DETECT TRAPS

Range—125 feet

POW Used—2 points

Type—focused, instant

This spell detects the intent to trap. Thus, it would detect an ambush, magical trap, or physical trap. It would not detect a naturally occurring pit, or poison, which is not in itself a trap. It makes a 10 foot diameter circle around the trap glow. It does not give the exact location or type of the trap. Note that it will not detect the existence of defensive spells, such as Warding. It is stopped by more than 10 feet of rock or metal.

DISRUPTION

Range—250 feet

POW Used—1 point

Type—focused, permanent

A spell designed to speed up random molecular motion in the target's body. If the caster's POW overcomes the target's POW, the target takes 1d3 points of damage in a random body area. This damage is not absorbed by armor.

EXTINGUISH

Range—125 feet

POW used—2 points

Type—focused, permanent

This spell can be used to Extinguish either one particular fire up to the size of a fairly large bonfire, or all small fires, within 30 feet. Used either way, the fires stay out and must be relit. Note that when the fires are Extinguished, the wood is cold and relighting must proceed as with a new fire.

FARSEE

Range—touch

POW Used—1 point

Type—unfocused on self, focused on others, passive, temporal

This spell gives the recipient vision similar to a 10x power telescope. This vision can be switched on and off by the user for the duration of the spell. Note that this is the only battle magic spell with a duration of four hours.

FIREARROW

Range—250 feet

POW Used—2 points

Type—focused, passive, instant

This spell creates an arrow of fire which does 3d6 points damage if it hits. It is cast on an ordinary arrow which is consumed by the fire. If it is fired at an enemy, damage is reduced by armor. The Firearrow will last for one melee round. It cannot be reused since it continues to burn; however, it is very useful for igniting houses and the like. NOTE—This damage cannot be “resisted,” as the actual attack is not magic, it is heat. This spell is incompatible with Multimissile and Speedart.

HEALING

Range—touch

POW Used—1 point/point of spell

Type—unfocused on self, focused on others, permanent

The part of the body to be healed must be touched. The effect is immediate. Healing cannot raise a character from the dead. However, two points of Healing will cauterize any wound or severed limb, and six points of Healing will restore a severed limb to the body if both parts are available. An individual hit location may be Healed once every five melee rounds. Any attempt at additional Healing within this time will not work, although POW points will be lost or the potion consumed.

IGNITE

Range—125 feet

POW Used—1 point

Type—instant, focused

With this spell a character can set fire to anything normally burnable. It has the effect of a standard butane lighter. Thus, you can set fire to a torch, a house, a pile of hay, or a fairly dry backpack. Skins of monsters and humans cannot be set on fire. To set fire to a human's or a monster's hair you would have to overcome his magic resistance.

INVISIBILITY

Range—250 feet

POW Used—3 points

Type—active, unfocused on self, focused on others, temporal

This spell makes a character invisible by attracting the enemies' attention to a spot other than where the character is. The spell will disappear if the character attacks or is attacked with spells or weapons. If it disappears it must be cast again. It is possible to use someone under this spell as a forward observer or spy.

LIGHT

Range—250 feet

POW Used—1 point

Type—passive, focused, temporal

This spell must be cast on something. A piece of wood, the tip of a finger, or any other object will serve. It will then light up a 40 foot radius around the object. The light given is enough to read by but is not as bright as full daylight. Note—A Light spell is not vulnerable to Extinguish.

MOBILITY

Range—250 feet

POW Used—1 point

Type—passive, focused, temporal

This is the reverse of the spell of Binding. It doubles the movement class of the recipient. It, like binding, is often carried by intelligent hunters for casting on themselves or their animals. It is also often carried in wartime by elite cavalry units, giving them much increased shock value.

MULTIMISSLILE

Range—250 feet

POW Used—1 point/point of spell

Type—passive, focused, temporal

This is a variable spell used to increase the effectiveness of missile fire. The spell is cast upon missiles before they are fired. For each point of POW invested in the spell another missile is produced when the missile is fired. Thus, a three point spell would produce a total of four missiles. The magically produced missiles cannot critical. They are otherwise the same as the original missile. The first missile rolled for is the original. Each missile fired is rolled as a separate attack. This spell has an upper limit of four points (five missiles). This spell is incompatible with Firearrow or Speedart.

PROTECTION

Range—250 feet

POW Used—1 point/point of spell

Type—passive, unfocused on self, focused on others, temporal

This spell adds up to four points of armor protection to all parts of the body. Note that critical hits will ignore this, just as they would armor. This spell is compatible with Countermagic, Shimmer, or Spirit Shield.

SILENCE

Range—250 feet

POW Used—1 point

Type—focused, passive, temporal

A spell to suppress noise created by the movements of a character, monster, or object. Thus, it will suppress the clank of your plate armor while you try to hide in shadows. It will not prevent an enemy from casting a spell, shut up a friend, or keep you from casting a spell.

SPEEDART

Range—250 feet

POW Used—1 point

Type—passive, focused, temporal

This spell will give missiles a 15% better chance of hitting and +3 damage. Note that this spell works on any type of missile, including thrown axes, knives, rocks, and bullets. This spell is incompatible with Firearrow and Multimissile.

STRENGTH

Range—250 feet

POW Used—2 points

Type—unfocused on self, focused on others, passive, temporal

This spell adds half again to a character's effective STR for the duration of the spell. Thus, a STR 9 character will become a STR 14 character while under this spell (always round up). Note that this spell will never increase a character over the species maximum. Thus, STR for a human will never exceed 21. This spell is incompatible with Vigor.

XENOHEALING

Range—touch

POW Used—1 point/point of spell

Type—focused, passive, permanent

This spell is similar to Healing in all respects except that it works on creatures of other races. In other words, if you want to heal that warhorse you paid 3000 G for, you must have this spell.

THE CALENDAR

7 days = 1 week

56 days = 8 weeks = 1 season

294 days = 42 weeks = 5 seasons + Sacred Time = 1 year

Days

of the weeks

1. Freezeday ●
2. Waterday ≍
3. Clayday □
4. Windsday Ⓔ
5. Fireday ⊙
6. Wildday Ⅹ
7. Godsdays △

Weeks

of the Season

1. Disorder Ⅹ
2. Harmony III
3. Death †
4. Fertility Ⅹ
5. Stasis △
6. Movement ㄩ
7. Illusion ∴
8. Truth Y

Seasons

of the Year

- I. Sea-season ≍
- II. Fire-season ⊙
- III. Earth-season □
- IV. Dark-season ●
- V. Storm-season Ⓔ
- VI. Sacred Time*

* *Sacred Time is only 14 days in length, not 8 weeks.*

The Campaign begins in the year 1609 ST.