

# CHARACTER CREATION

## Character History

The first step in building your character is to decide who the character is and what they have already done in life, what they love and what they hate. By shaping that character into a real person in your mind, role-playing that character will be much easier. Keep in mind that, even though this is a fantasy game, certain limits must be kept. Keep in mind that you are creating a first level character; they should not have already slain a dragon, assassinated the King or conquered the Negative Plane.

These vital details should be written down into a character history. Every character must have a character history. Histories can be a short sketchy time line, noting when your character was born and any things of import that have occurred since then. The more detailed the character history, the easier it becomes to role-play that character. Character histories must be turned in and approved by the game story committee before you can begin spending experience on new skills. To turn in a character history, you just submit it with a "Check Out". (Please see the Character Development section for discussion of this term.)

Each character starts play with a prevalent language (the language of any PC race listed in the Character Creation section. The human language is considered the common language of the realm, and this is the recommended language to take if you wish to be able to communicate with other characters).

## Races

You must now choose a race for your character. There are many different races that you may choose from. Each race has its own benefits and drawbacks. You should be prepared to role-play a race, including any makeup needed, to the fullest. Note that some race and class combinations are not very common. Though it may seem original or tempting to play a contrast, please realize that there are reasons why these limitations are set.

A character's race can also affect how much

certain skills cost to buy. Please see the Races section for a detailed description of the various races.

## Classes

The next detail to decide upon is what class your character will start as. There are four main classes: Warrior, Rogue, Mage and Cleric. Classes affect how much each skill will cost to purchase, but any class may purchase any skill. At the most basic level, the following descriptions are the general ideas behind each of the four classes. However, players are always encouraged to take their own path, regardless of what class they choose to be.

**Clerics** are individuals who have devoted their lives to the study of the Earth and Water spheres of magic.

**Mages** are individuals who devote their lives to the study of the Fire and Air spheres of magic.

**Rogues** are individuals who thrive in society by means of stealth, subterfuge and charm.

**Warriors** are stout individuals who dedicate most of their time to weapon play and physical training.

## Character Concepts

### The Good

**Cavaliers** are a class of civilized, noble and honorable, law abiding people. Cavaliers are typically familiar with the urban lifestyle, often staying in such environments while trying to prove their worth to the local Lord or Lady.

Cavaliers tend to be very honorable people, holding many codes of honor and chivalry. To them, maintaining their chivalry is just as important as breathing air.

Many cavaliers aspire to knighthood, proving themselves through their many victories in battle and services to the people.

**Healers** are completely in tune with the positive powers of magic. This draw typically comes from a

strong desire to help people and/or an extreme need to seek out and destroy any and all undead they can find.

**Paladins** are the pinnacles of chivalry, often adhering to extremely strict moral codes. They are warriors for justice, righteousness and those in need. Like Healers, Paladins have a strong desire to help people and/or an extreme need to eradicate the world of undead, and anyone who would dare create them. Unlike a Healer though, they come down with an iron fist instead of the powers of magic.

### The Bad

**Assassins** are rogues of society that are trained to perfection in the arts of death. Assassins concentrate intensely on the arts of poisons, stealth and subterfuge. Unless an assassin has personal interests involved in a character's death, he will almost never work for free.

**Necromancers** are masters of Death and the undead. In their quests for power, they are willing to defile dead bodies and raise them up to do their bidding. Necromancy is an immoral and illegal act, and anyone caught raising an undead will be arrested and put to death. They are a truly evil people that are held in greatest disdain, and rightfully so.

### The Casters

**Battle Mages**, sometimes also called Warcasters, are unmatched in their knowledge of magical warfare. A Battle Mage has spent years studying how to most efficiently channel his energies into extremely violent explosive discharges of force. They are commonly found overseeing war scenes and documenting errors in the tactical maneuvers of both sides. They often observe these battles from a neutral stance, cheering only for the victor. Battle Mages are often compared to Cavaliers of Magic.

**Sorcerer and Wizards** are specialist mages. Sorcerers are casters concentrating on the magical energies of the sphere of Air, valuing the diversity that the element holds. Wizards on the other hand are driven towards the pure destructive forces that Fire can wield. They're counterparts of each other, always pushing their beliefs about the *superiority* of their chosen element.

### The Scholars

**Enchanters** are casters that concentrate on imbuing items with the magic. Enchanters often experiment with melee weapons in an effort to understand the best way in which to enchant them. This practice, however, leaves them less time for studies of magic. However, the items that they are able to create are far beyond those of a common caster.

**Sages** are veritable pools of knowledge. These intellects spend the better part of their lives absorbing the content of scriptures and tomes of knowledge. They truly do believe that *the pen is mightier than the sword... or spear... or spell.*

### The Less Civilized

**Barbarians** are warriors raised outside of civilized life. They are raised in a society that values physical stature over mental prowess. As such, finding a Barbarian that knows his way around a city, or is even able to read for that matter, isn't likely happen.

More often than not, Barbarians are suspicious of all magic not cast by one of their tribal shamans or witchdoctors, and they are extremely uneasy in its presence, and will never accept its use easily. In some of the more extreme Barbarian tribes, it isn't uncommon for them to become violent with casters not of their tribe.

**Shamans and Witchdoctors** are the caster counterparts to Barbarians (above). Shamans (Earth and Water casters) and Witchdoctors (Fire and Air casters) are raised outside of civilization in tribal societies. They do not learn their magic through the normal means of civilized society, but rather believe that magic should be passed from one person to another.

Even though their tribal societies value physical stature over mental prowess, a tribal Shaman or Witchdoctor is held in the highest regard. Not everyone can become Shaman or Witchdoctor, which is why they are stations of great influence and honor. In any given tribe, there is typically only the master and apprentice. Anyone else who tries to cast magic without permission usually becomes shunned by the

tribe.

## The Entertainers

**Swashbucklers** are the entertainers of cities and seaports. They can be found singing in pubs, romancing members of the appropriate sex and generally enjoying themselves in the city environment.

Being familiar with the urban lifestyle, they often find themselves within the inner workings of the city, giving them a certain 'in' to certain situations.

## Into the Woods

**Druids** live for and in nature with their life being an extension of the will of nature and the beings that dwell within it. Being so in tune with nature, any Druid that casts magic is often drawn to the Wild energies that the elements can wield.

**Rangers** are, first and foremost, protectors of the wilderness. The code of a ranger is to protect the balance between nature and civilization. Being so in touch with the land around them, Rangers typically have difficulty casting anything other than wild spells.

For most Rangers, there exists a personally hated race, one that offends or defiles nature, and must either be killed on sight or driven from the area he is residing.

**Scouts** dwell in the wilderness, occasionally traveling to towns to earn silver as a guide through hostile or unknown terrain. When scouts are not assisting caravans, they spend most of their time exploring the wilderness and planning quick, safe routes through it. They are masters of their surroundings.

## Buying Character Skills

Each character is given a certain number of experience points to build their starting character with. Humans are allotted 140 and Non-Humans are allotted 100. With these points, you may buy any skills using the skill chart for your character's class. Consider your character history when buying these skills. Try to make the skills and the character concept mesh. By playing the game, you will earn more experience

and will be able to develop your character. (Please see Character Development section)

## Starting Equipment

When a player creates a new character, that player should see the Game Staff for their starting coin, and tags. Each character starts the game with 50 silver worth of equipment. With this money, a character may purchase Items from the Character creation Item list. If for whatever reason a character does not spend the entire 50 silver, they may Place the remainder in their player bank.

# RACES

Race should affect greatly how a character interacts with other characters. Each race has distinct physical characteristics, briefly listed in their descriptions. A player should do their best to demonstrate these characteristics, including the use of makeup if necessary.

Interbreeding is possible among major racial groups, but may only occur so long as a human is one of the two races involved. The one exception to this is crossbreeding within a major racial group (i.e. Forest Elf and Common Elf). A half-breed will always take on some of the characteristics of both the mother and father's race.

Non-human races may have makeup or prosthetic requirement(s) that must be met to play a character of that race. These will be detailed below in each race's description.

## Dwarves

Dwarves have an average height of 5'-5" with hair color ranging from red to black, with brown being the most common. All dwarves have a light grey skin color. Additionally, all male dwarves must have facial hair.

Dwarves typically dwell in small subsurface cities, often cut into subterranean rifts or spacious caverns. These dwarves rarely dwell farther than 10 miles below the surface. Dwarves live in clans and their clan's name is a badge of honor to be worn with pride. A typical Dwarven city will house one clan.

Dwarves tend to hate all of the following races: Orcs, deep dwarves, dark elves and goblins.

Dwarves live approximately 500 years.

Required Makeup: Grey or Light Grey Skin;  
Beard (males only)

### **Half-Dwarves:**

Half-Dwarves usually stand between 5' and 5' 6" tall. They tend to have a beard as well as the same skin tone of their Dwarven half. The coloring of a

half-dwarf is a mixture of their parent's hair and skin tones. Half dwarves live approximately 150 years.

Required Makeup: Grey or Light Grey Skin;  
Beard (males only)

## Elves

All Elves should be without facial hair. The ears of Elves are pointed at the tips.

Elves and Orcs are natural enemies. The surface elves also hate Dark Elves immensely.

### **Common Elves:**

Common Elves are an aloof race of elves, often considering themselves above all other races of the realm. They live in cities and villages and are a very civilized people. Worldlier than their forest bound cousins, they tend to be more accepting of other races, though they may still be wary of them.

Typical Common Elven societies dwell at the edges of forests and also in mountainous regions. Common Elven architecture is composed of multi-spired buildings, made almost exclusively of living trees and other vegetation.

Common Elves live approximately 1000 years.

Required Makeup: Ear prosthetics; should not have facial hair.

### **Forest Elves:**

Forest Elves generally tend to be less civilized than Common Elves. They congregate in villages or tribes. The location of these is usually a deep, secluded forest region. Forest Elves tend to be extremely protective of the forest and despise those who defile it. These elves do not share the same condescending attitude of their Common Elven cousins, making them generally more accepted in human society.

Forest Elves branch into two distinct cultures - Wood Elves and Wild Elves. Wood Elven society tends to be more "civilized", though they do shy away

from other races. Wild Elven culture is xenophobic and primitive, bordering on a barbaric lifestyle.

Forest Elves live approximately 800 years.

Required Makeup: Ear prosthetics; should not have facial hair.

### **Half-Elves:**

Half-Elves are often shunned by both humans and elves. Elves think of them as Half-Humans, while humans think of them as Half-Elves. Neither of these races holds a very high opinion of the other.

These crossbreeds live approximately 200 years.

Required Makeup: Ear prosthetics

## Halflings

Halflings look identical to humans with the exception of their height. The tallest Halfling ever recorded stood a bold 5' 2" tall. In all other aspects, they resemble humans.

Halflings live in small villages near a common source of water. Their existence is found to be very boring by many young Halflings, who leave their homes to find adventure in the human societies. Halflings have no natural enemies, but tend to dislike goblins. This is due to the fact that goblins attack Halfling villages often, finding Halflings less intimidating than other races due to their size.

Halflings live approximately 150 years.

Required Makeup: None; however, must not be taller than 5'4"

### **Half-Halflings:**

Half-Halflings usually stand between 4' 8" and 5' 4" tall. They can easily pass in a human society as a short human and are accepted in Halfling society without reservation. Half-Halflings live approximately 110 years.

Required Makeup: None; however, must not

be taller than 5'7"

## Half-Ogres

This crossbreed between a human and an ogre are large and repulsive. Half-Ogres tend to stand no shorter than 6' 2" tall, and have noticeable fangs or tusks. The skin of these creatures ranges from pale to pumpkin orange.

Quite plainly said, most races in general do not like Half-Ogres. Members of this crossbreed are loners and often have to live with various bands of Ogres in order to survive. Occasionally, in the most remote and accepting human societies, Half-Ogres are tolerated. Half-Ogres are also sometimes accepted in barbarian tribes due to their sheer size.

Half-Ogres tend to be very aggressive, but rather dim-witted. Often, when they find a situation confusing, they will resort to their size and muscle to end the situation. Half-Ogres are very suspicious of magic and all of those who use it.

Half-Ogres live approximately 60 years.

Required Makeup: Orange Skin, tusk prosthetics highly recommended but not required

## Half-Orcs

These human and Orc crossbreeds share the same endearing charisma of Half-Ogres. They are generally dim-witted and ugly, usually standing at least 5' 6" tall. Their skin can be any shade of green. Almost all half-orcs have fangs, and sometimes pointed ears.

Half-Orcs are not generally accepted into human society. They are often hired into mercenary groups or allowed into barbarian tribes based on their size. More commonly, they dwell with their Orcish kin, living in shallow caves no farther than 2 miles from the surface. Half-Orcs have a great distrust of magic.

Half-orcs live approximately 50 years.

Required Makeup: Green Skin of any shade; ear or teeth prosthetics highly recommended.

## Humans

Humans are the most common race in Kanar. They are also the most diverse of all races, and are the only race that can cross breed with other races. Humans live approximately 75 years.

### Racial Alterations to Skill Cost

At the end of the book, along side the class skill charts, is a list of alterations made to skill costs, based on race. Enhanced skills are those that are genetically or socially prevalent to that race. Deficient skills are those that are unlikely or rare among that race. All racial alterations apply only once.

NOTE: When a broad group is listed (i.e. Two-Handed Blunt Weapons), both the broad group skill cost (Two-Handed Blunt Weapons) and the individual weapon skills cost (Two-Handed Mace, Two-Handed Club, Two-Handed Hammer) will be affected.

# SKILLS

Unless otherwise noted, skills may only be purchased once. For ease of reading, the skills are arranged as follows:

## Category

SKILL: Description of skill.  
*Prerequisites needed*

## Weapon Groups

The purchase of a weapon group allows the use of all Weapons listed under the group description.

**ONE HANDED SWORDS:** Includes the following individual weapons: Knife, Dagger, Short Sword, and Long Sword.

**TWO-HANDED SWORDS:** Includes the following individual weapons: Bastard Sword and Great Sword.

Note: A Bastard Sword has the unique ability of being able to be wielded with one or two hands, which will determine if the base damage is 2 or 3. However, in either case, it is still considered a *two-handed weapon*.

**ONE HANDED BLUNT:** Includes the following individual weapons: Mace, Hammer and Club.

**TWO-HANDED BLUNT:** Includes the following individual weapons: Staff, Two-Handed Mace, Two-Handed Club and Two-Handed Hammer.

**AXE:** Includes the following individual weapons: Hand Axe and Great Axe.

**POLEARMS:** Includes the following individual weapons: Halberd, Bill, Spear, Poleaxe and Pike.

**THROWN WEAPONS:** Includes the following individual weapons: Throwing Rock and Javelin. This also allows the following weapons to be Thrown: Dagger, Knife, Hammer, Axe.

**SHIELDS:** Includes the following individual weapons: Shield, Shield Bash and Buckler.

**BOWS:** Includes the following individual weapons:

Bow and Crossbow. Damage from these weapons should be called as "No Armor" to signify the damage is received to body points rather than armor.

**SIEGE WEAPONS:** Includes the following individual weapon skills: Battering Ram, Capped Battering Ram, Catapult, Ballista, and Trebuchet.

## Individual Weapons

**INDIVIDUAL WEAPON SKILLS:** The purchase of an Individual Weapon skill allows the use one of the weapons:

Bow  
Crossbow  
Knife  
Dagger  
Short Sword  
Long Sword  
Bastard Sword  
Great Sword  
Mace  
Hammer  
Club  
Staff  
Two Handed Mace  
Two Handed Club  
Two Handed Hammer  
Hand Axe  
Great Axe  
Poleaxe  
Halberd  
Bill  
Spear  
Pike  
Thrown Rock  
Javelin  
Buckler  
Shield  
Shield Bash

**PAIRED WEAPONS:** This skill gives the character the ability to use any two one-handed weapons (that the character can otherwise use) at the same time.

*Any skill granting the use of a one-handed weapon*

**BLIND FIGHTING:** With this skill, a character is able to inflict his normal damage while blinded. All

other restrictions to fighting while being blinded still apply (See the discussion on Fighting Blind in the Combat section.).

## Weapon Mastery

**SPECIALIZATION:** Weapon Specialization occurs when a character purchases both an Individual Weapon skill and the Weapon Group that that weapon is contained in (i.e. the Individual Weapon skill of Bastard Sword and the Weapon Group skill of Two-Handed Swords). This allows the character to inflict one more point of damage than the base damage rating of the weapon. (See Weapon Specification section) Specialization applies to both hands. Specialization in Shield allows for use of over-sized shields.

**DAMAGE +1, +2, etc.:** Damage bonuses must be purchased by individual weapon and for either the left or the right hand. Damage bonus skills increase the damage rating of the specified weapon when used in the correct hand. This increase is additive to Weapon Specialization. Damage bonuses must be purchased in numerical order beginning with Damage +1. At Damage +4, a character would inflict 8 points of damage with a bow instead of the base damage rating of 3.

*Weapon specialization, all lesser*

*Damage Bonuses*

**CRITICAL PARRY:** A character with this skill may use a Critical Parry once a day for each time the skill is purchased. To do so, the character must have the weapon with which he has the Critical Parry drawn and in the correct hand. When an opponent lands a successful Death Strike or Stun Attack, a character with this skill may announce “Critical Parry” after the attack is called. This counters the effectiveness of the Death Strike or Stun Skill. The Death Strike or Stun Skill is considered expended. Like Damage Bonus, Critical Parry must be purchased for an individual weapon and a specified hand. Critical Parry may be purchased for more than one weapon.

*Damage +2*

**KNOCKDOWN:** A character with this skill may inflict a Knock Down effect once per day for each time the skill is purchased. To do so, when the character lands a successful blow, he may then call both the damage being given and the knockdown

effect (for example: “5 Knockdown”). Knockdown must be purchased for an individual weapon and a specified hand. Knockdown may be purchased for more than one weapon.

*Damage +2*

**STUN:** A character with this skill may inflict a Stun effect once per day for each time the skill is purchased. With this attack, a character is able to render an opponent unconscious with a single blow. To do so, when the character lands a successful blow to the torso, he may then call “Stun.” A stun attack may be protected by the Stun Maneuver skill, the Critical Parry Skill, as well as a series of spells, as stated in their descriptions.

Upon a successful Stun attack, the victim is rendered unconscious, though they may groan in pain while falling. The attack itself inflicts 1 health point of damage, plus any magical enhancements. The victim is unconscious for 10 minutes, though they can be awoken by rough shaking or by receiving physical damage. If a Death Blow is delivered to a victim of a Stun attack, they are dropped to 0 health points, and Death Blows may then be administered in the usual manner. (Please see the Combat Section for further discussion of this topic).

Stun must be purchased for an individual weapon and a specified hand. Stun may be purchased for more than one weapon.

*Damage +3*

**DEATH STRIKE:** Once per day for each purchase of Death Strike he has learned, a character is able to slay one creature with one successful strike to that creature. The creature must be generally humanoid in shape and no taller than 15 feet. When a character with this skill lands a successful blow, he may then call “Death Strike” instead of his normal damage rating. Unless the opponent is protected from or immune to a Death Strike, the opponent is slain as if death blows had been administered (See Combat section for discussion of death blows). Note that a successful strike must be made; the blow may still be parried as usual, and the Death Strike skill is not expended. The armor of the victim sustains no damage during this maneuver.

Like Damage Bonuses, Death Strike must be purchased for an individual weapon and a specified hand.

*Damage +4*

## Physical Abilities

Most Physical Abilities can be purchased numerous times. Unless otherwise noted, once a character has learned the skill once, he may train himself.

**ANALYZE MAGIC ITEM:** This skill may be used once per day each time it is purchased, and is only usable on a specific magic item. In order to use this skill the character must close their eyes and hold the item in their hands. Once the skill is activated, the character gains a mental vision of the abilities of the item. As long as the character is concentrating and touching the item, he may ask questions to the appropriate marshal with respect to the item. For every 1 minute the item is analyzed, he or she may ask one question. In order to use this skill for discovering Activation methods or phrases for an item, a character must spend 5 minutes per level of the Enchantment being analyzed.

All uses of this skill require Concentration (as defined in the Magic section).

### *Mystic Runes*

**ARMOR MOVE:** This skill allows a character to gain the benefits of wearing physical armor. The amount of armor that can benefit a character is determined by the number of times the armor move skill is purchased. For each level of armor move bought, a character will be able to wear 4 points of armor. Armor move may be purchased up to 30 times, thus creating a 120-point cap for the amount of armor that may ever be worn at one time.

If a character is wearing armor that is worth more armor points than allowed by his Armor Move skill, the armor is only worth the maximum number of armor points that he is able to wear. Any damage already sustained by the armor is subtracted from the armor points it would be worth to the wearer. If at any point, a character's armor is reduced to 0, the armor is considered destroyed and can no longer be repaired.

**DAMAGE CONTROL:** To kill a character with this skill, 10 deathblows must be administered as opposed to the normal 5 (See Combat section for discussion of death blows). A character with Damage Control does not need to tell the attacker that they have the skill, but if someone begins to examine the unconscious victim for life signs, using the First Aid skill, the victim must

inform that individual that they are still alive.

**DETECT MAGIC:** With this skill, a character is able to detect an aura around any item or person that is magic. Active spells, magic items, or items with enchantment slots will cast an aura. Spells in memory or the ability to cast do not show an aura. The aura will indicate which elements are active upon the target.

This skill must be performed on a specific item or person, and may only be done once a day for each time the skill is purchased.

**PHYSICAL DEVELOPMENT:** Each time this skill is purchased, the character gains 4 body points. Each time Physical Development is bought, the cost doubles (i.e. first purchase = cost x1, second purchase = cost x 2, third purchase = cost x4).

**RESIST CHARM:** A character with this skill is able to resist one magical charm per day for each time the skill is purchased. This skill gives no protection from toxin-based charms.

**RESIST DISEASE:** A character with this skill is able to resist the first disease he is exposed to each day. This skill may be bought a number of times to be able to resist more diseases.

**RESIST SLEEP:** A character with this skill is able to resist one magically induced sleep per day for each time the skill is purchased. This skill gives no protection from toxin-induced sleep.

**RESIST TOXIN:** This skill allows a character to resist the effects of a certain toxin. When this skill is purchased, the poison (level and name) is specified. The character will resist one dose of this toxin per day for every time he has purchased this resist.

**STUN MANEUVER:** This skill allows a character to resist one Stun Attack or Knock-Out Attack (see description under Physical Abilities above and Rogue Skills below) per day for each time the skill is purchased. Even with this skill, characters still sustain 1 point of damage from the attack, plus any magical enhancements. Each time Stun Maneuver is bought, the cost doubles (i.e. first purchase = cost x1, second purchase = cost x 2, third purchase = cost x4).

## Rogue Skills

All surprise attacks are successful only if the blow itself surprises the victim. If necessary, the Playmaster Staff will deal with people who abuse this rule. The victim is the one who determines whether or not they have been surprised. Note that if you do not expect the attack or see it coming, a person you are speaking with or that you know is behind you can still surprise you. Additionally, if you clearly see an attack coming, and for whatever reason do not attempt to dodge, parry, or in any way avoid the attack, you are considered surprised. Surprise attacks may be used in mass combat, but the victim must be surprised by the strike. In order to perform a rogue attack, a one-handed melee weapon must be used.

A player may never deliver two rogue attacks at the same time using the paired weapons skill.

**BACK STAB:** This surprise attack must be a legal Kanar strike delivered to the back while announcing “Back Stab”. (For discussion of a legal Kanar strike, please see the Combat section.) If successful this strike bypasses all armor and depletes half of the victim’s body points, or causes the amount of damage the attacker is able to do with that weapon, whichever is greater.

This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

### *Weapon Skill*

**KNOCKOUT:** With this surprise attack, a character is able to render an opponent unconscious with a single blow. To simulate this attack, the attacker must tap between the shoulder blades of the victim with the pommel of the weapon while announcing “Knock Out”. Note that this simulates a solid blow to the back of the head, an action that should never actually be performed in Kanar. Because of this, a metal helm that covers the back of the head will protect the victim. Additionally, a Knockout attack may be protected by the Stun Maneuver skill, as well as a series of spells, as stated in their descriptions.

Upon a successful Knock Out attack, the victim is rendered unconscious, though they may groan in pain while falling. The attack itself inflicts 1 body point of damage, plus any magical enhancements. The victim is unconscious for 10 minutes, though they can be awoken by rough shaking or by receiving physical damage. If a Death Blow is

delivered to a victim of a Knock Out attack, they are dropped to 0 body points, and Death Blows may then be administered in the usual manner. (Please see the Combat Section for further discussion of this topic).

This attack may be performed on any humanoid shaped figure of a height no greater than 10 feet.

### *Back Stab*

**ASSASSINATE:** This surprise attack must be a Legal Kanar strike delivered to the back while announcing “Assassinate.” If successful, this strike will bypass all armor and reduce the victim’s body points to 0. The victim may scream in pain as they fall to the ground.

This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

### *Knockout*

**SILENT KILL:** If a character successfully performs a Silent Kill attack, his victim instantly falls, without uttering a sound, dead to the ground, as if the appropriate number of deathblows had been administered. This surprise attack must be a legal Kanar strike delivered to the victim’s torso and “Silent Kill” must be announced when the blow is struck. This attack bypasses all armor if successful.

This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

### *Assassinate*

**FORGERY:** With this skill, a character is able to make duplicates of any handwriting he is looking at. Forgery may only be done if the character has a sample of the person’s handwriting or documentation that he is forging, and only the letters present in the sample may be forged. The character must have the Read & Write skill in which the sample is written, and the copying must be done in the presence of a Marshal. This skill may be purchased multiple times at the same cost. A character may use the Forgery skill to detect other forgeries. To do this, the character compares the level of his Forgery skills to the level of the forgery he is attempting to detect – if his skill is equal to or higher than the level of the forgery, the character has detected it as a forgery. If they are not, the character believes the forgery to be genuine. This skill requires 5 minutes per level to craft a forgery .

*Read & Write of language being forged, and a sample of the handwriting or document*

**PICK LOCKS:** This skill may be purchased five times at the same cost. This skill allows a character to make an attempt at opening a secured lock without a key. To use this skill, you must have the appropriate Marshal present. If you have the corresponding level or higher, you can pick the lock.

This skill may also be used with the Metalworking skill to create locks. The maximum level of lock that can be crafted is determined by the level of skill the player has in both Pick Locks and Metalworking. It is equivalent to whichever is lower.

**DISGUISE:** This skill enables a character to alter his appearance based on the level of disguise skill he has. Though it is encouraged that actual physical representation is used for a disguise, it is acceptable to use an NPC sash, and then describe to people what they see. Even if physical representation for the disguise is not used, game time must be used to apply the disguise (5 minutes per level of disguise after 1st level). The cost for creating a disguise is 5 silver pieces per level after 1st level. With level 1 disguise, a character may wear any level of disguise. However, if a character wishes to wear a higher level of disguise than he is able to make himself, a character with the appropriate disguise level must apply it.

All disguises past first level must have a tag. The Rogue Marshal will distribute these tags.

A character may never alter his features to duplicate those of another individual without magical means. He could, however, replicate the clothing of that individual so as to appear similar from a distance

Level 1: A character with level 1 disguise is able to alter his voice so that it is unrecognizable as his own. Additionally, the hair of a character may be changed to any other color with this level.

Level 2: Facial features may be altered with a putty-like substance with the use of this skill. The character is able to appear generally as someone else of the same race, sex and build. In character, the facial putty and hair looks so real that the only visual means of proving a disguise is to remove it.

Level 3: With this level of disguise, a character may appear to have a different build than they truly do. A character may seem to be 2 inches greater or lesser than their height, as well as 30 pounds lighter or heavier than their weight. In character, the disguise looks so real that the only visual means of proving it is a disguise is to remove it.

Level 4: With this level, a character is able

to take on the appearance of a slightly different race, such as humans appearing as half-elves, or a half-orc appearing to be a full-blooded orc. This disguise is also undetectable without removal.

Level 5: When a character reaches this level of disguise, he is a master at his work. He is able to alter his appearance to that of a significantly different race, such as human to half-orc, common elf to dark elf, or stone dwarf to deep dwarf. In general, anything necessitating skin pigmentation other than flesh tones. This disguise is also undetectable without removal.

## Toxin Skills

**HANDLE TOXIN:** A character with this skill is able to use toxins without harming themselves. They are able to place toxins on items, in food, or in various other containers. The character is also familiar with the method used to remove poisons from items safely. Without this skill, any character that handles an active toxin (for example, a paste on a blade or open bottle of a liquid toxin before being administered) will automatically take the effects of said toxin.

*Poison Lore*

**CREATE TOXIN:** With this skill, a character is able to create toxins. There are nine levels of Create Toxin, which must be purchased in numerical order. Please see Toxin section for in-depth discussion of this skill.

*Handle Toxin*

## Trap Skills

**LOCATE/REMOVE TRAPS:** This skill enables a character to locate traps if they are searching for them. To use this skill, you must have a marshal present. A Playmaster may oversee the location and removal of PC traps, the PM will determine, based on the level of the Trap Building skill you have, whether you are able to find and disarm the trap or not. PM, GM, or Theme Master running the encounter may oversee the location and removal of any NPC traps. The marshal will determine whether you are able to find and disarm the trap or not.

**TRAP BUILDING:** Characters with this skill understand how to build and set traps. There are 9 levels of Trap Building skill, which must be purchased in numerical order. Please see the Building Traps

section for in-depth discussion of this skill.

## Profession Skills

**APPRAISAL:** Characters with this skill learn how to look for flaws and merits in items. When not used with an appropriate lore skill, profession, or trade, a character with this skill may only make an educated guess as to the worth of an item, as they can look for merits and flaws, but have no idea how much those merits and flaws affect the worth of the item. When used with an appropriate lore skill or profession, that character is able to make a much more precise estimate of the worth of the item.

**BARDIC ABILITY:** A character with this skill understands the basic concepts of musical instruments and vocal music, and understands written music. The character is familiar with tone quality, pitch, and rhythm. In order for a character to sing written lyrics, he must have the Read/Write skill of the language that the song is written in. This skill may be used along with the Appraisal skill to more accurately appraise pieces of music and musical instruments.

**CARTOGRAPHY:** Characters who purchase this skill are able to read, understand and create maps. These characters understand the meaning of map keys, latitude, longitude, altitude and scales. Characters without this skill are unable to read maps.

If a character with this skill wishes to draw a map, they should role-play sketching it out and then, after the encounter, ask the appropriate marshal for any assistance needed. If a character wishes to make tagged or enchantable maps they will need to also use the Craft (artistry) skill.

**FIRST AID:** With this skill, a character is able to raise an unconscious character to one body point. This skill is ineffective when used on characters that are dead. The time required to perform this skill is one minute.

First Aid may also be used to check an unconscious character for signs of life. The time required to check a character for signs of life is 10 seconds.

**FORENSICS:** When forensics is used, a character may examine a corpse's wounds to determine the cause of death. This skill may be purchased up to 5

times. Forensics skills must be purchased in numerical order. The time required to perform this skill is one minute per level of forensics.

Level 1: A character is able to get a strong idea of what kind of weapon killed or wounded a being. With level one forensics, a character is also able to match a specific wound to a specific weapon if the weapon is present for examination. Characters with this skill may also dissect a corpse to discover numerous subtle facts regarding the physical state they were in before death.

Level 2: A character is able to determine how long the being has been dead.

Level 3: A character is able to identify what type of disease a diseased corpse died from.

Level 4: A character is able to identify which poison was used to kill a being (Requires Poison Lore).

Level 5: A character has the ability to cover up the causes of a person's death. In order to do this, a full half-hour is needed for the cover up. A character may also use the Level 5 Forensics skill to detect what another character tried to cover up. This only takes the standard requirement of one minute per level. To do this, the character compares his level to the level of the forger he is attempting uncover – if his level is equal to or higher than the level of the character trying to hide the cause of death, the character is able to learn the truth. If they are not, the character will believe whatever the cover artist decided to portray.

*First Aid*

*Poison Lore for Level 4 and above*

**FORTUNE TELLING:** This skill enables a character, to obtain premonitions of future events. The reading will usually come in the form of a cryptic message. This skill usually involves astrology or the use of cards, bones, tealeaves, etc. To use this skill, a character must see a GM to find out what divinations can be made and how long it may take.

**HORSEMANSHIP:** Gives the character the knowledge of the proper care of horses used in riding. Character with this skill may urge their mounts to greater speeds without harming them, thus gaining the ability to travel 25% faster between events over long distances.

**LANGUAGE:** Language skills may be purchased for each language of the realm. With the appropriate

language skill, a character gains the ability to speak, and understand the speaking of, said language.

**MATH:** The Math skill gives a character the knowledge of basic mathematical concepts such as addition and subtraction. A character with Math may add and subtract in their heads. Any character without this skill must find physical representations to count higher than five.

**MORE MATH:** This skill entails all math farther progressed than the lesser Math skill, including, but not limited to: multiplication, division, roots and powers of magnitude.

*Math*

**NAVIGATION:** With this skill, a character has the ability to determine direction by using the stars.

**READ/WRITE:** This skill allows a character the ability to read and write in one specific racial language (i.e. stone Dwarven, Orcish or dark Elven).

**SEAMANSHIP:** This skill allows a character commanding a ship to travel 25% faster between events.

**TANNING:** Characters with the Tanning skill are able to create various armor materials from the hides of creatures. The hides of these creatures must have the potential to become either leather or plate armor; such as the skin from griffins, dragons or large insects, or hides from more mundane creatures such as deer.

The number of armor points that can be seized from a creature varies by size and creature. Only creatures with a hide rating can be harvested for materials and then only if the creature still has hide points remaining when it dies. Consult a game marshal as to which creatures yield materials and what that yield is.

The amount of time required to harvest materials from a creature is 15 minutes for every 4 material points being harvested. The amount of time to tan the hides is dependent on the creature being tanned

**TRACKING:** With the Tracking skill, a character is able to follow the subtle trail which passing beings have left over non-stone surfaces. This skill may only be used during daylight hours and the appropriate marshal must be informed of the tracking character's

intentions. The marshal will inform the tracker where the trail leads to, or whether there was no trail to be found. You cannot use tracking to cover someone's tracks.

**WILDERNESS SURVIVAL:** A character with this skill is able to survive alone, even in extremely rural areas, for indefinite amounts of time. This skill should be taken into account when the character is traveling.

## Trade Skills

Trade skills in Kanar are 5 level skills that allow you to create items and gain coin between events by plying your trade.

Trades can be purchased up to five times, In order to purchase additional levels of a Trade Skill, a character must learn each level as if it were a new skill. Each time a character purchases an additional level in a craft, the cost is increased by 5 (i.e. first purchase = 20, second purchase = 25, third purchase = 30, fourth purchase = 35, and the fifth purchase = 40.)

For each level past the first attained in a trade skill a character receives a 20% discount to the time required to make or repair an Item. Some Advanced Tasks, such as creating enchanted/enchantable items do not receive this discount.

**ARMOR SMITHING:** With this skill, a character has knowledge of and gains the ability to create and mend armor. For further information see the Economics Section

**SIEGE ENGINEERING:** A character with this skill can construct siege engines and reinforce doors to withstand more siege damage.

**HERBALISM:** This skill allows a character to apply knowledge of various herbs into the creation of healing salves, pastes and Bandages. See the Economics section for more information.

*First Aid, Herb Lore*

**CRAFT (Choose Specialization):** With this skill, a character has the ability to create items of an appropriate craft (these items do not have damage or armor ratings). Available specializations: Artistry, Brewing/Distilling,

Book binding, Carpentry, Chandler, Cooking, Leatherer, Glass-Making, Masonry, Metal Smithing, Pottery, Tailoring.

**WEAPON SMITHING:** This skill allows for the repair and creation of all weapon types. For further information see the Economics Section

## Lore Skills

All lore skills may be purchased multiple times in order to represent specialization in a specific area. Example: A character has Racial Lore: Orcish. They could then purchase Racial Lore: Orcish – Orcish Cuisine, and then the skill Racial Lore – Orcish – Orcish Cuisine – Roasted Elf. The character would then know how to cook an orc's favorite meal.

**ARTIFACT:** This skill gives the player the ability to recall information on game-based objects and their histories.

**ASTRONOMY:** This skill gives the character basic knowledge of the stars, the constellations, the planets, and other celestial phenomenon.

**CULTURE:** A character learning this skill becomes familiar with dogmas and beliefs of a specific race's society.

**FAIRY:** A character that knows Fairy Lore is able to identify elves, pixies, brownies, leprechauns and various other fairy life forms that dwell in the realm. This skill also enables the character a general idea of how certain fairy creatures have been known to behave. A character with this skill would know the habitat of these beings as well.

**FAUNA:** This is the study of all natural creatures. The character with Fauna Lore would also know the eating and hibernation habits of these creatures. This skill may be used along with the Appraisal skill to more accurately judge the value of various pelts and furs of creatures.

**FLORA:** a character with this skill may identify both intelligent and non-intelligent plants. The typical behavior of an intelligent plant race would be known with this lore skill, as well as what plants may be poisonous. With this skill, a character understands

which climates certain plants thrive in, and where they cannot live. This skill may be used with the Appraisal skill to more accurately appraise rare plants and flowers.

**HERALDRY:** The basic lore skill will provide a character with the knowledge of what heraldry is. This knowledge includes, but is not limited to, the meanings of symbols, patterns, styles, colors, and so on.

A character with specialized heraldry lore would be able to decipher the coat of arms and heraldry of the specified race or region, possibly allowing the character to understand the "who's who" in a royal function.

**HERB:** This lore skill enables a character to identify a multitude of roots and herbs. A character with this skill would also know which herbs might be used in creating healing pastes and salves. Herbal Lore also informs a character where different types of roots grow and in which season they are most abundant. This skill may be used with the Appraisal skill to more accurately appraise rare herbs and roots.

**METAL:** This lore skill is essentially metallurgy. This is the study of metal and their various strengths and weaknesses. A character with this skill could identify a type of metal or alloy and its various properties with a small amount of study. This skill may be used with the Appraisal skill to more accurately appraise rare metals and alloys.

**PLANAR :** In Kanar, there are 9 major planes of existence: Air, Earth, Fire, Water, Negative, Neutral, Positive, Wild and the Central (or Prime Material) Plane of existence. Each time the Planar Lore skill is purchased, the character must define which plane of existence the skill is going to pertain to. This skill may be purchased for each of the planes surrounding the Central Plane.

**POISON:** This is the study of poisons and their various strengths, weaknesses, general capabilities, and most common origins. Characters with this skill are familiar with the base components of various poisons. This skill may be used with the Appraisal skill to more accurately appraise toxins.

**RACIAL:** Racial lore's may be purchased for each

intelligent race in the realm. When buying this skill, the character must specify which race it is pertaining to. This skill allows a character to have knowledge of the chosen race's history and various myths that surround it. This skill also gives the character a *limited* amount of knowledge about the present policies and intentions of the chosen race.

**SAILING:** The knowledge gained from this skill enables a character to sail a ship and command others to perform simple tasks of sailing. However, the more difficult tasks (i.e. navigating, steering, etc.) may only be performed by those that possess the Sailing skill. This skill also gives a character considerable immunity to "sea sickness", and they never fight with any penalties due to rough waters or other ocean movements.

**SCRIBE:** With this skill a character understands the process of keeping records of court meetings on paper. Scribes are essential to all royal courts.

**STONE:** A character with this skill may identify many minerals, and gems by their proper name. The individual would also be familiar with the chemical characteristics of each mineral or gem, as well as how frequently such stones are encountered. This skill may be used with the Appraisal skill to more accurately appraise gems and other precious stones.

**SYMBOL:** With this knowledge, a character may identify what many common symbols stand for, such as the symbols for safe passage, contaminated water or danger. This skill will also inform the character as to what race the symbol stems from.

**TERRAIN LORE:** When this skill is purchased, a specific terrain type must be specified. Available terrain types include (but are not limited to): Coastal, Grassland, Marine, Mountain, Subterranean, Swamp, and Woodland. This skill gives the character knowledge of the type of terrain selected – the geography of the terrain, the ability to identify most indigenous life forms, the functions of those animals in the society of the terrain, and the general stereotypes about the terrain and its inhabitants.

**UNDEAD:** This skill grants a character *general* knowledge of all types of undead. A character would be able to identify most types of undead beings that

they encounter. They would not, however, be able to distinguish between two types of undead which look extremely similar by appearance alone without specialization in the subjects.

**URBAN:** A character with this skill feels completely at home within the city. They know who is important and who to avoid in an urban area. Often, a character with this skill will have a contact into the thieves' guild or another ill-reputed organization. Street-wise knowledge such as Urban Lore is invaluable in the city. This skill may be used with the Appraisal skill to more accurately appraise the value of information.

## Magic Skills

**BARD SONG:** Allows the character to use bardic scrolls and learn bardic spell slots.

*Bardic Ability, Read/Write*

**CLERICAL LORE:** Allows the character to use Earth/Water scrolls and learn Earth/Water spell slots.

*First Aid, Read/Write*

**READ MAGIC:** Allows the character to use Fire/Air scrolls and learn Fire/Air spell slots.

*Read/Write*

### **SPELL RESEARCH—GENERAL**

**EXPLANATION:** This skill allows a character to research spells without first learning them from another character. The base cost to research a spell is 4 silver pieces per level of the spell. The base time necessary to develop the spell is 1 week per level of the spell. Only one spell may be researched at a time, and the research must be the only action being performed (i.e. a character may not do spell research during the same time he is preparing an item for enchantment). The character may research any spell from the master spell list.

If a character has a lore skill that directly relates to the type of spell being researched, he may receive a discounted price on both time and silver cost. This new cost may never drop below half the base cost.

**SPELL RESEARCH (BARD):** With this skill, characters are able to research a bardic spell they do

not know.

Bard Song, Bard Song Slots

**SPELL RESEARCH (EARTH/WATER):** With this skill, characters are able to research an Earth/Water spell they do not know.

Clerical Lore, Earth/Water slots

**SPELL RESEARCH (FIRE/AIR):** With this skill, characters are able to research a Fire/Air spell they do not know.

Read Magic, Fire/Air spell slots.

**EARTH/WATER SPELL SLOTS:** Please see the Magic System section for an explanation of these.

**FIRE/AIR SPELL SLOTS:** Please see the Magic System section for an explanation of these.

**BARD'S SONG SLOTS:** Please see the Magic System section for an explanation of these.

### Item Enchantment

**MYSTIC RUNES:** This skill allows a character to place powerful runes on an item, allowing it to be bound with a magical dweomer. These runes must be precise. If any mistakes are made in inscribing the runes, the item cannot be enchanted. The runes must be inscribed in the presence of the appropriate marshal. Cleric Lore is needed to inscribe E/W runes, while Read Magic is needed to inscribe F/A runes. Bardic Magic cannot be enchanted into items.  
*Clerical Lore or Read Magic*

**ENCHANT ITEM:** There are nine levels of Enchantment skill, which must be purchased in numerical order. Please see the Enchantment section for a detailed description of this skill.  
*Mystic Runes and the ability to cast either F/A or E/W magic of an equivalent level to the desired level of enchantment*

**DEMI-ENCHANTMENT:** There are three levels of Demi-Enchantment, which must be purchased in numerical order. These skills are identical to the Enchant Item skills with the exception that Demi-Enchantment permanently bonds spells to an item. Please see the Enchantment section for a detailed description of this skill.

*Demi-Enchant 1: Enchant Level 3 Demi-Enchant 2: Enchant Level 6 Demi-Enchant 3: Enchant Level 9*

### Alchemy

**ALCHEMY:** With this skill, a character is able to create Acids and Alchemical Pastes. There are nine levels of Alchemy, which must be purchased in numerical order.

Please see the Alchemy section for further discussion of this skill.

*Read/Write and Math*

*More Math for Alchemy Level 4 and above*

### Potions

**CREATE POTION:** Each level of create potion enables the character to bind to a liquid a spell he is able to cast. Levels of Create Potion skill must be purchased in numerical order. For further information see the Economics Section.

*Alchemy Level 1, Herbalism Level 1, Ability to cast desired spell*

### Scrolls

**CREATE SCROLL:** Each level of create scroll enables the character to bind to scripture a spell he is able to cast. Levels of Create Scroll skill must be purchased in numerical order. For further information see the Economics Section

*Read/Write, Ability to cast desired spell*

### Tactics Skills

**WAR TACTICS, SMALL UNIT:** A character with this skill may form a small unit made up of him self and 2 other characters. While this unit remains intact, the characters in the unit do +1 damage with weapons only. To remain intact, all members of the unit must remain within arms length of at least one other member of the unit, and no one in the unit can be incapacitated.

**WAR TACTICS, MEDIUM UNIT:** A character with this skill may form a medium unit made up of him self and 4 other characters. While this unit remains

intact, the characters in the unit do +1 damage with weapons only. To remain intact, all members of the unit must remain within arms length of at least one other member of the unit, and no one in the unit can be incapacitated.

**WAR TACTICS, LARGE UNIT:** A character with this skill may form a large unit made up of him self and 6 other characters. While this unit remains intact, the characters in the unit do +1 damage with weapons only. To remain intact, all members of the unit must remain within arms length of at least one other member of the unit, and no one in the unit can be incapacitated.

**WAR CASTING:** This skill is used in conjunction with one of the other tactics skills and allows any spell casters in the unit to inflict +1 point of damage per spell level with damaging spells.

# COMBAT

In the fantastic world of Kanar, we fight simulated combat using lightweight, padded facsimiles of medieval weapons. (Please see the Making Weapons section) At all times during combat, safety should be kept in mind. If you are not able to control yourself in a combat situation, you should remove yourself from the fight. If necessary, a marshal may remove you. Remember that dangerous or unwanted physical contact is never allowed.

Note that weapons may only be trapped with shields and other weapons. You may never grab another player's weapon during combat.

## Body Points

In Kanar, body points are the unit that a character's health is measured in. A character gets a certain number of body points for his race and a certain number for his class, both based on his level. For instance, a Half-Ogre Warrior who has reached 5th level would have 29 body points. He receives 11 for being a fifth level Half-Ogre and 18 for being a fifth level Warrior. The ratings for each class and race, by level, appear on the Body Point tables toward the end of the book.

## Doing Damage

When attacking, swing your weapon in a controlled manner. Swings should have a realistic angle of less than 180 degrees. A realistic angle is one such that, if the blow were being struck with a real weapon, the swing would be effective. Additionally, a player should never throw a shot at a target he cannot mundanely see.

The object is to merely make contact with any legal target; shots need not bruise your opponent. Illegal targets are hands, neck, head and groin. No damage is received when attacks land in these areas. If complaints are made of a character delivering multiple shots to illegal targets, the marshalling staff will talk to that player.

Shots in Kanar are never deemed too light. All attacks that are felt should be taken. If you have a problem with how light or how hard a player is swinging, take all damage and talk to them, or a marshal, after the fight.

If you manage a successful attack while in combat, you must call out your character's damage rating with the weapon making contact. If the damage is augmented by magic or acid, you call the total as a single number, and then add any damage from poison. For instance, you make an attack with your sword that does 2, augmented with a Blast of Flame spell, which adds 6 points of fire damage. You would call 8 Fire Magic. If you also had a toxin applied to your blade, you would call 8 Fire Magic, 10 Pain Toxin 5.

## Taking Damage

When receiving damage from your opponent, subtract damage first from any protective spells active upon you (unless specified otherwise in spell description). Next, damage will be subtracted from your normal armor, then from your magical body points, then your normal body points. If a character's body points are reduced to zero, he is unconscious and should lie on the ground.

If at any point in time, a character has the ability to stop or resist an effect, that person must announce how it is being stopped. For example, if a character is struck with a knockout attack, has both an oak hide and has the stun maneuver skill, he must specify which skill or protection he is using.

Whenever a character uses any of his protections or resistances, he will fully aware of what resistance is being called into effect.

## ARMOR

Kanar uses an ablative armor system, meaning that Armor grants you extra hit points in the form of Armor points(AP) Once these points are depleted the armor is destroyed and must be repaired before it can be used again.

### Armor Types

Armor in Kanar comes in 4 types.

- \* **Leather** : This armor is made from the hides of animals. The leather is usually hardened to fit the wearer.
- \* **Composite**: These armors are more advanced and complex forms of leather armor. Some examples of this are studded leather, Leather scale, and ring mail. Studded leather armor consists of leather armor with studs or small plates placed at regular intervals along the leather. Leather scale consists

of smaller leather scales sewn together to overlap and provide greater protection. Ring mail is leather or padded armor with rings sewn onto it at regular intervals.

- \* **Chain/Metal Scale:** Chain mail is composed of small metal rings interwoven to form a flexible material, which is shaped into hoods, vests, etc. Metal scale is similar to leather scale except that the scales are made of metal.
- \* **Plate:** Plate armor is made of large metallic plates that are shaped and articulated to offer nearly complete protection of the entire body.

If you are unsure how to Physrep your armor, see the Kanar website or ask the marshaling staff.

### Armor Locations

A suit of Armor is divided into 7 locations, 2 legs, 2 arms, front torso, rear torso, and head. Armor points are given based on the number of locations armored.

If a player has both upper arms (but not lower arms) or both lower arms (but not upper arms), you gain AP as if you had ONE arm location covered.

If a player has both upper legs (but not lower legs), or both lower legs (but not upper legs), he gains AP as if he had ONE leg location covered.

**Leather Armor:** 5AP/location

**Composite Armor:** 7AP/location

**Chain/Scale Armor:** 10AP/location

**Plate Armor:** 15AP/location

**Example:** Samson has a plate breastplate (15) 2 plate legs (15x2) and 2 leather arms (5x2) for 55 AP.

### Representing your Armor

When representing (or “Physreping”) your armor you will need to cover the majority of a location to gain AP for the location. For example you must have **both** upper and lower arms, or legs, in order to gain points for these locations. (except as noted above). You may mix types of armor on the same location but you get points by the least valuable of the mixed types, but both upper and lower must be armored for you to get points.

**Example:** Bob, Playing Samson arrives at the event to find that he has left one of his plate grieves at home, so he puts on his composite greave and takes the lower point value.

**Example 2:** Bob realizes he has left his right bracer at home but has a spare plate bracer. If he wears his plate bracer in place of his leather one he gets no additional AP for it.

### Stacking Armor

When wearing armor of different types with full coverage on the same location, the highest value is used, then additional points are added for each location for each additional armor type:

Leather Armor 1AP/location

Composite Armor 2AP/location

Chain/Scale Armor 3AP/location

**Example:** Samson finds a chain sleeve during his adventures and puts it on covering his left arm; he is also wearing a leather bracer and upper cannon. So he receives armor points for one chain arm plus 1 for the leather coverage.

### Shields

The Shield skill allows a character to use a shield defensively (only). The shield bash skill allows the character to deliver damage by striking with a shield; shields cannot be used to deliver damage without the shield bash skill. Bucklers may never be used to shield bash, however they do possess the unique ability to be worn while wielding a weapon in the same hand that the buckler is strapped to. In order to do so, the buckler must be strapped directly to the arm and it must also be well padded (such that it would be shield bash legal if it were allowed). A player may still buy damage bonuses in Buckler (To qualify for pre-requisites for other skills).

### At Dawn

Any character or creature that is wounded, and still alive, will heal 1 body point every day at dawn. As far as game mechanics go, ‘dawn’ always occurs at 7am.

### Dying

Any character or creature that has been rendered unconscious or incapacitated in combat will not die until “Death Blows” are administered. Deathblows are representations of taking the time to rip the victim to shreds, so that healing is impossible. Five deathblows is the amount needed to kill a victim

who does not have the Damage Control skill. In this case, 10 deathblows are needed. There are special creatures or conditions in which death blows may be ineffective. Deathblows may be administered with any weapon or any damage-inflicting spell.

Deathblows can be administered to any character or NPC if they are at 0 body points, paralyzed, unconscious, sleeping, knocked out, completely immobilized or playing possum. If a target is not at 0 body, the first deathblow will drop them to 0 body and will not count as a deathblow.

To perform deathblows, place the item you will be using to perform deathblows on the victim's torso. Then, count out five deathblows. ("One Death Blow", "Two Death Blow", etc.) Deathblows must be counted slowly and out loud. Deathblows are cumulative, so if a character has already been dealt three deathblows, only two more are required to kill the character, if the character does not have damage control.

After a being has received the appropriate number of deathblows, they have received a mortal wound and are dead.

If you die, you should lie on the ground and "play dead" until someone finds you. If you are somewhere that nobody will ever find you, you may get up and find the Game Master or appropriate marshal to inform him of your death. (See the Living Again Section).

## Living Again

All characters begin play with three life credits. Characters gain one life credit for each even level they gain. If a character dies, and has no more life credits to expend, their life has expired permanently and a new character should be made.

Within 5 minutes of a character's death, if a Life spell is successfully cast upon them, they are restored to life with a memory loss of 5 minutes prior to their death.

A Life spell will still be successful if cast within 30 minutes, but after the 5 minute mark, the character will suffer the loss of the life credit. The 5 minutes of memory loss is still in effect for Life spells

cast within the 30-minute time limit.

If a character has been dead more than 30 minutes, a resurrection ceremony is needed to bring the character back to life.

## Resurrection

The resurrection ceremony is a ritual known only to powerful E/W casters (Those that have 9th level E/W spell slots). The ceremony takes 6 months of on-field time to learn, and may not be learned from books, etc. Only one student may be taught at a time, and the ceremony may only be taught every 3 years. This time requirement applies to both the teacher and the newly learned student. Thus, neither one may teach the ceremony for 3 years.

The ceremony requires 51% of the victim's remains and a piece of ore. Ore is a magical metal that contains the positive energies necessary to return the dead to the living after an extended time. It can only be obtained in character. The ceremony has a cumulative chance of failure, described as the "marble theory". During a resurrection ceremony, the person performing the resurrection will ask you how many life credits you have lost. That number of black marbles will go into a bag. Enough white marbles to equal 20 marbles total will also go into the bag. The marbles are then mixed and one is drawn at random. If it is black, the ceremony fails. If the marble is white, the ceremony is deemed a success and the character is returned to life. However, if a player so chooses, he may choose to reject the resurrection ritual and remain dead. The character has no memory of 30 minutes before their death. All memorized spells are wiped from memory, and the character is weak for one hour. They are disoriented, cannot run, but may defend themselves as normal.

## Sieges and Structures

This section does not deal with the procedure for constructing a safe structure at the Kanar, only the game mechanics of Siege Combat.

**Walls and Roofs:** Walls and roofs are indestructible during game play.

**Doors and Gates:** Each Door or gate must have an item tag on both sides of the door. A door without a tag is considered to be broken and must remain open until it can be crafted again.

The Door Item tag must have at least the following listed:

1. Who created the door or gate
2. Any assistants that helped (siege engineers, masons, carpenters, or metal smiths)
3. The Siege Points (if any) of the Door

## Siege Points

Siege points relate to how much damage a door or gate can absorb. If the door or gate is reduced to 0 siege points, it is not destroyed, but rather it is forced/broken open.

When a door is forced open, a player on the inside of that structure should open the door safely. (A Hold should be called only if necessary). After 60 seconds, the door may be re-closed and one-half of the door's maximum number of siege points will be restored (round down – minimum of one). This resulting siege value of the door, regardless of how many times it has been broken open will remain at its half value until it can be repaired.

In order to repair a damaged door or gate, craftsmen of the appropriate type or types are required. The rate of repairing a door is 1 hour per siege point being restored, modified by the applicable profession level discount.

## Siege Weapons

All siege weapons must be approved as safe by the Marshalling staff.

**Battering Ram:** A Battering Ram must be wielded by at least 3 people; one of which must have the Siege Weapons skill, and must be at least 6 feet long. The Phys Rep must be approved as safe for melee combat by the Marshalling staff. To strike, those wielding the ram must charge/run at least 10 feet before striking. A battering ram will inflict 1 point of siege damage.

**Capped Battering Ram:** A capped ram is a battering ram that has an accessory at the head (usually made of

iron or steel and sometimes shaped into the head and horns of a ram) to do more damage to a building.

A Capped Ram is wielded in an identical manner to a normal battering ram; the only difference is that it will inflict 2 Siege Point of damage with each strike.

**Catapult:** A Catapult consists of a stable base with a swinging arm that propels a projectile through the air. A catapult requires a 2 man crew at least one of which must have the siege weapon skill.

A catapult stone inflicts 3-siege points of damage. If the stone manages to strike a character, it will deal 50 points of knockdown damage, or destroying any shield it strikes (and you still take the Knockdown).

**Ballista:** A ballista is in essence a massive crossbow. A ballista requires a 2 man crew at least one of which must have the siege weapon skill. A Ballista bolt will inflict 3 points of siege damage. If the bolt strikes a character, it will inflict 50-no armor points of knockdown damage and destroy any shield it strikes.

**Trebuchet:** A trebuchet stone/boulder will inflict 6 points of siege damage. A trebuchet requires a minimum crew of three, one of which must have the Siege Weapons skill. If the stone that is thrown strikes a person, it will strike for death strike plus knock down. If that character is immune to death strike, or is otherwise able to prevent it, the boulder will deal 100 points of knockdown damage and destroy any shield it strikes.

## Blinded Characters

In Kanar, situations will arise in which a character will lose his sense of sight. In order to facilitate safety when this occurs, the victim should not close his eyes for a prolonged amount of time. If a character becomes blinded by any means during a combat situation, the following rules must be used.

While defending or attacking, the blinded character must remain stationary. He may dodge and parry attacks but if he chooses to pursue his attacker(s) or retreat, he must close his eyes and may only move at a slow walk.

A character that is blinded may not use any bows, crossbows or line of sight spells. Other spells and soft thrown weapons may be used, but

the character must close his eyes 5 seconds prior to throwing the item to do so.

The character's damage rating is reduced to 1 regardless of the weapon being used or any damage bonuses of the character or weapon, unless the character has the blind fighting skill.

Additionally, a blinded character may not perform any rogue attacks, even if they do have the blind fighting skill.

## Safety

There is no combat within 10 feet of a fire pit at Kanar, and there is also no combat within 5 feet of a ballista, catapult, or trebuchet. If a combat ensues within this radius, a hold must be called to move the fight to a safe distance. The same rules apply to structures that are not approved for safe combat.

In any combat situation, there is a Four on One Rule. This means that no more than four people may attack any one person at a time.

If a weapon breaks during combat, call a hold and remove the weapon from game play. That weapon is unsafe and should no longer be used until it is repaired.

## Non-Combatants

Any member may be a Non-Combatant. Safety Director, GM, or Play master may make any player a non-com for health or safety reasons. A player may also make himself a non-com for any reason. A non-combatant must have thick, braided sash of white and red. The Safety Director may determine if a sash is acceptable. Non-coms must always make sure the sash is visible. Furthermore, at night, all non-coms are required to wear 2 glow sticks, one in front and one in back.

Non-coms cannot wield weapons but they may carry weapons. Non-coms may cast spells, but may never offensively target an opponent.

Non-combatants may not be within 10' of combat. If an attack comes from a character within 5', or a spell packet / ranged attack comes within 5' of a non-com, they are rendered unconscious. They can give any in-character explanation they want about this.

Additionally, if a player ever wishes to "attack" a non-com character, they must raise their weapon in the direction of the non-com and say, "I attack you," at which point the non-com will be reduced to 0 body points and be rendered unconscious. Non-combatants are not to be hit. If this rule is broken, the GM will determine intent, and deal with the violation.

## Holds

Occasionally, there is a reason that all game play must be stopped. To facilitate this, a "Hold" may be called. When you hear someone scream hold, IMMEDIATELY cease all action and drop to one knee. Unless you are asked by a marshal to perform some action, or asked to get a Marshal, you should remain on one knee until the hold is called off.

Holds should only be called for safety reasons, when absolutely necessary for effects, or in case of a serious injury. Unless the person is too injured to do so, you should never call a hold for someone else.

During each hold, players should check their weapons for tears or breakage. If either is noted, the weapon is considered broken in character and must be removed from combat. It is not to be used in combat until it is repaired.

Dealing with OOG items: If a character is attacked while bringing his items onto or off of the field, he may call a hold. The player is then able to set items which are out of game (i.e. coolers, tents, etc.) aside, out of the combat zone. The hold is then called off and combat may resume.

# Economics

Not all of the worlds heroes are fighters and sorcerers. Some choose the path to mastery in the creation of the items those fighters and sorcerers use to directly face the forces of evil. Item creation in all its variations can be as sure a path to power and wealth as adventuring. This section details the process of Item creation in and out of game, as well as the use of tags and Material points.

## The Tag System

Kanar uses a tag system to keep track of the items a character possesses. Normal weapons and shields do not require a tag. Items made of unusual materials, or other items that have a game mechanic, require a tag. Your characters costume, eating utensils and starting weapons do not require tags, but the silver sword you crafted does.

If a normal, non-tagged, weapon or shield you are using is destroyed or rendered unusable, in order to continue to use that physical representation you must leave the field of play before returning with that physrep. This represents your character retrieving another, similar weapon for use. At the discretion of the marshal running an encounter, you may “replace” a destroyed weapon by simulating looting it off of an NPC, and may then reuse your physrep. You may NOT do this without first speaking to a marshal, and you may NOT do this with any tagged items.

NOTE: In order for a character to have any in-game item that requires a tag on the field with them, they must have both the item tag *and* the physical representation of the item. If a tagged item is destroyed, used, or otherwise consumed, the item tag should be given to a marshal or placed in the GM Drop Box at the earliest convenience.

## Out of Game Mechanics for Item Creation

The Game staff oversees the creation of all skill made items. When creating an item, there are two different methods for Item creation one for on field and one for off field or creation between events.

- \* Off field:
  1. All Item creation occurring between events is done on-line and requires the use of a player bank.
  2. Go to Kanar.org and Fill out the appropriate item creation form. In between events, a character is limited to only creating one item each day.
  3. Once your preparation/creation time has passed, the game staff will give you a tag for your item at check in of the following event.
- \* On field
  1. The player must have physreps and tags for both tools and materials to craft items on the field.
  2. The player informs the game staff that he is beginning his crafting time
  3. When the player has finished the game staff will give him a tag for the completed Item

NOTE: if you intend to craft an item from unusual materials during an event please let the staff know ahead of time so your tags can be printed for use at the event.

## Crafting Weapons and Armor.

**WEAPON SMITHING:** This skill allows for the repair and creation of all weapon types. The total time for creating or repairing a weapon is the base time listed on the Weapon specs chart adjusted by the smiths level of Weapon Smithing.

**Repairing Weapons:** Weapons can be repaired on field without cost.

**ARMOR SMITHING:** With this skill, a character has knowledge of how to create and repair armor. The amount of armor points that may be created or repaired in a given time is adjusted by the smiths level of Armor Smithing.

**Repairing armor:** Armor can be repaired on field without cost at a rate of 1AP/5 min. Skill discounts apply to this rate.(IE: one min discount per/level past level1)

## The Craft Skill

The craft skill covers a wide variety of specialized crafts like leatherworking or masonry. Every specialization is considered a new and separate skill. The times and costs for items creatable with these skills can be obtained from the game staff.

### Advanced Crafting

Highly skilled craftsmen can craft basic items more efficiently and therefore receive a discount to the time requirement for basic crafting. For each level past level 1 attained in a trade skill a character receives a 20% discount to the time required to make or repair an item. Some Advanced Tasks, such as creating enchanted/enchantable items do not receive this discount.

Highly skilled craftsmen can also create items from specialized materials and items with unique qualities, as well as highly specialized and complex crafts. For instance items made from silver and other *Rare Materials* require higher levels of skill. Also, some items require the craftsmen to be skilled in multiple crafts. An example of this would be a reinforced gate or door, you need *Craft (Carpentry)*, *Craft (metal smithing)*, and *Siege Engineering* to build the strongest doors.

The following is a *sample* of what can be accomplished with advanced levels of Trade skills:

**Craft Silver Weapons:** Weapons crafted from *Rare Materials* such as silver. *Weapon Smith level 2*.

**Craft Silvered Weapons:** weapons made of wood (such as quarterstaff or club) crafted in such a way to impart the qualities of silver into the item. *Weapon Smith Level 3*

**Craft Alloys:** Alloys of two *Rare Materials* giving items made from this *Alloy* the properties of both materials. *Metal smith LVL3*, *Metal Lore (Alloys)*, *Metal lore (Each metal alloyed)*

**Craft Mithril weapons:** Weapons crafted from *Arcane Materials* such as Mithril. *Weapon smith level 4*

**Craft Enchantable Items:** A tradesman of this level of skill can craft items capable of being enchanted.

*Any Trade – level 5*

**Locks:** With pick locks and *Craft (Metalworking)* A character can craft locks. The maximum level of lock that can be crafted is equivalent to the lowest of his Pick Locks or Metalworking.

**Maps:** Any character with the *cartography* skill can draw or read a map. But if that character wants to craft a map of higher quality or an enchanted map, he will also need the *Craft (Artistry) Skill*.

### Tanning.

While not an item creation skill, it should be noted that the tanning skill allows the character to harvest materials from monsters to use in the crafting process.

### Doors and Gates

Doors and gates are some of the most complex non-magical Items to create in Kanar.

A character with the *Craft (Carpentry)* skill may create wooden doors and gates. For every level of the carpentry skill the character possesses the door will have 1-siege point.

If the character also has the *Craft (Metal smithing)* skill he may add Banding to the door thereby increasing its siege point value by one for every level of the skill. The cost will be 10 silver per siege point.

Finally if the character also possesses the *Siege Engineering* skill he can using his knowledge of siege weapons further design the door to withstand siege engines, adding 20% more Siege points (round down) per level of skill (with a minimum of one additional siege point).

If *Craft(masonry)* is used to craft a stone door, the door will begin with 2 siege points per level plus any bonuses from banding or engineering. The time required to build a door or gate is 2 hours per siege point. Repair time is half this.

If a door is repaired on the field there is no cost but if repaired between events the cost is half the creation cost.

## Siege Weapons

All siege weapons must be approved as safe by the Marshalling staff.

To craft siege Weapons and engines a character usually needs the *Siege Engineering* skill, though some siege engines may be crafted using other skills as well.

The requirements to craft various siege weapons are as follows:

**Battering Ram:** A battering ram can be crafted without cost on the field by anyone with the *Craft (Carpentry – level 2)* or *Siege Engineering (level 1)* skills

**Capped Battering Ram:** A battering ram can be crafted by anyone with the *Siege Engineering (level 2)* skill, or by anyone with both *Craft (Carpentry – level 2)*, and *Craft (Metal smithing – level 2)*

**Catapult:** A catapult can be created by anyone with *Siege Engineering (Level 4)*, or *Craft (Carpentry-level 5)*

**Ballista:** A Ballista can be created by anyone with *Siege Engineering (level 3)* or *Craft (Carpentry – level 4)* and *Craft, (Metal smithing – level 3)*

**Trebuchet:** A trebuchet can be created by anyone with *Siege Engineering (level 5)*

## Potions and Scrolls

With Potion and Scroll creation a character can bind spells into objects for later use. Potion and scroll creation follow the same rules and procedures. The use of the items is where the differences become evident.

### Creating Scrolls and Potions

Potion/scroll creation enables the character to bind a spell he is able to cast which is of a level

equal to or lower than the character's level of create potion/scroll, to a liquid or scroll respectively (i.e. with Create Potion Level 3, a character may bond a third level spell). These Items are "One Shot" items meaning once used they are destroyed and cannot be reused in any way.

When creating a scroll, the creator must write an incantation on the scroll which must be at least five words per level of the spell (to a maximum required length of 30 words).

The cost of the ingredients for a potion or scroll is 1 silver piece per level of potion/scroll being created. This takes 1 week per level of the potion or scroll being created.

## Using Potions and Scrolls

To use a potion the character must drink the potion. The liquid does not need to be ingested by the player--when the character ingests the potion, the player may empty the liquid onto the ground; the item tag should be given to a marshal or placed in the GM Drop Box at the earliest convenience. The potion affects the drinker as if he were the target of the spell bound to it. Potions are vary carefully crafted with a precise balance of ingredients to hold this enchantment and therefore, if a potion is diluted by or poured into another liquid or food, it is destroyed and has no affect.

In order to activate a scroll, the user must read it as if he is casting the spell. If he is interrupted in the casting of it, the scroll is expended, much like the loss of a spell. If he is successful, he may deliver the spell as if he had just cast it.

## Enchantment

### Basic Enchantment

This skill prepares an item to accept energy from the spheres of magic. To enchant an item, a level of Enchant equal to the level of the spell that is to be placed on the item is needed.

Enchantment works by creating "slots" upon an item. These slots represent the item's capability to hold magical energies. Up to a total of five slots may

be created upon an item, regardless of who created the slot, the level of the spell the slot is created for, or which spell is to fill each slot. Each slot must be created for a specific spell, and that specific spell is the only one that may be placed into that slot. Note that if the spell is magically altered to be more potent, it is not the correct spell and will not refill the slot.

Also, when determining the number of slots on an item, Fortification runes, and Damage + dweomers (created by Demi- Enchantment described below) DO count as a used slot.

Once the Enchantment process is completed, the outcome is an item with empty spell slots. To fill these slots, a character must cast the appropriate spell into them. With a filled spell slot, the item is able to perform that spell upon command once, then the spell is expended and the slot is empty until refilled with the appropriate spell. Only one charge may be expended at a time.

## Demi-Enchantment

Demi-Enchantment can be used in 5 different ways:

1) Demi-Enchantment may be used to permanently bond spells into an item. The only difference between Demi-Enchanting a spell into an empty slot and using normal enchantment is that when Demi-Enchanting is used, each slot “recharges” itself at dawn each day. Therefore, if one light spell was Demi-Enchanted into a ring, each day, the ring would automatically have one light spell available for use, without the spell needing to be recast into the item.

With Demi-Enchant 1, a character may permanently bind a 1<sup>st</sup> through 3<sup>rd</sup> level spell to an item.

With Demi- Enchant 2, a character may permanently bind a 4<sup>th</sup> through 6<sup>th</sup> level spell to an item.

With Demi- Enchant 3, a character may permanently bind a 7<sup>th</sup> through 9<sup>th</sup> level spell to an item.

2) Demi-Enchantment may be used to enchant weapons with +1, +2, and +3 Damage Dweomers, according to the level of Demi-Enchantment being used. These Dweomers will cause a weapon to deal magic damage. Additionally, the base damage rating

of the weapon will be raised by 1, 2, or 3 accordingly. A weapon may never be enchanted with more than one Damage Dweomer.

3) Demi-Enchantment may be used to enchant armor with +1, +2, and +3 Regeneration Dweomers, according to the level of Demi-Enchantment being used. These Dweomers will cause a piece of armor to magically repair itself at the rate of 1, 2, or 3 armor points per day, accordingly.

4) Demi-Enchantment may be used to enchant clothing with +1, +2, and +3 Armor Dweomers, according to the level of Demi-Enchantment being used. These Dweomers work in two ways:

1. The enchanted clothing will gain an armor value equal to the numerical value of the dweomers (like any other item, a piece of clothing has 5 slots that may be filled). Wearing this type of armor does not require armor move, and does not count towards the maximum armor allowance. Magical pieces of clothing may not be stacked for a higher armor value. As such, if a character wearing 3 different enchanted articles of clothing receives combat damage, all articles being worn will sustain damage.

2. Enchanted clothing repairs itself at the rate of 1 armor point per day, up to the total armor rating of the garment. This is the only method in which enchanted clothing may be repaired. When the armor value of enchanted clothing is reduced to 0, it remains as such until repaired according to this ability.

5) With Demi-Enchantment Level 1, a caster may bind a Fortification Rune into an item. This rune will protect the item from all spells of 6<sup>th</sup> level or lower and from all acids.

With Demi-Enchantment Level 2, a caster may bind a Greater Fortification Rune into an item. This rune will prevent that item from being destroyed by all normal means, including, but not limited to all spells up to 9<sup>th</sup> level and all acids.

The time and cost requirement for all Level 1 Demi-Enchantment is the same as enchanting a 3<sup>rd</sup> level spell. The time and cost requirement for all Level 2 Demi- Enchantment is the same as enchanting a 6<sup>th</sup> level spell. The time and cost requirement for all Level 3 Demi-Enchantment is the same as enchanting a 9<sup>th</sup>

level spell.

## Creation

Before beginning the Enchantment process, an Enchantment grade item must be created or purchased; only a master crafter (level 5) can create enchantable grade items.

To create an Enchantment quality weapon, the time is changed from minutes to days. (skill discounts still apply.)

To create Enchantment quality armor, the creation time is 5 times the time listed in the Armor section. (Skill discounts still apply)

To create Enchantment grade items with Metalworking: small items (i.e. rings) take 2 weeks, medium items (i.e. crowns) take 4 weeks, and large items (anything bigger) take 6 weeks. To create Enchantment quality clothing: small items (i.e. handkerchiefs, etc.) take 1 week, medium items (i.e. shirts, pants) take 2 weeks, and large items (i.e. cloaks, dresses) take 3 weeks.

A list of enchantable materials will be available from the game staff.

Some examples include:

Gems of the #1 quality may hold any normal enchantment.

Steel may hold any normal enchantment up to 3<sup>rd</sup> level.

Silver may hold any normal enchantment.

Gold may hold any normal enchantment.

Obsidian/Crystal may hold any normal enchantment.

Ironwood may hold all normal enchantments and any permanent enchantment no higher than 3<sup>rd</sup> level.

Mithril may hold any enchantment, normal or permanent.

Star Metal may hold any enchantment, normal or permanent.

Abyssal Steel may hold any enchantment, normal or permanent.

Witchwood may hold any enchantment, normal or permanent.

At the discretion of an appropriate marshal, additional materials may be used in enchantments. One such example could be a hide or bone from a rare magical creature such as a Dragon, Wyvern, Manticore, or Displacer Beast. In such cases, the extent to which the material may be enchanted is at the discretion of the Game Master.

## Preparation

Once the item is created, it must be prepared for the Enchantment ceremony. To prepare the item takes 2 week per level of Enchantment that is to be applied. For instance, it would take 2 week to prepare an item to receive one 1st level slot, but it would take 18 weeks to prepare an item to receive three 3rd level slots.

Only one item at a time may be prepared for enchantment, and the preparation must be all that is done during that time (i.e. you may not prepare an item for enchantment and create a potion during the same time period.) The cost to prepare items is as follows: small items (i.e. broaches, daggers/ knives, rings, etc.) cost 5 silver pieces per level of enchantment being applied to the item, medium items (i.e. bucklers, one handed weapons, crowns, etc.) cost 10 silver per level, and large items (i.e. two-handed weapons, shields, cloaks, etc.) cost 15 silver per level.

The items needed to prepare an item for Demi-Enchantment are rarely available to be bought; they are double the cost of normal enchantment.

## Ceremony

The Enchanting process is a very personal endeavor. As such, the creator of the item is solely responsible for preparing the item, performing the ceremony, and initially filling the item's slots with whatever spells it will be holding. Scrolls or items

may be used to cast the spells into the item being created, so long as the enchanter is the one doing the casting. The only thing that the enchanter is not responsible for is creating the actual item itself. The enchantment ceremony lasts for 30 minutes and must be performed on the field. In order to perform an Enchantment Ceremony, the player must first provide an outline of his/her ritual to an appropriate marshal for approval. Once approved, the ritual must be performed in the presence of an appropriate marshal.

### Item Activation

When the item is created, the enchanter must specify an activation phrase for each spell enchanted into the item. This phrase must be at least two words per level of the spell.

To use the spell you must say the activation phrase correctly out loud.

## Alchemy

### Creation of Alchemies

With the alchemy skill, a character gains a comprehensive understanding of laboratory tools and the method in which they are used. Various tools such as beakers, flasks, burners and scales are needed to combine components of potions, acids, and many other unique substances.

To craft a substance using the alchemy skill, A character must have a formula from which to work and the necessary tools to craft the alchemy. A character must devote 1 week per level of alchemy being created for each dose. This time simulates the time required to properly purify and combine the various components. The cost to create an alchemy is 1 silver per level of the alchemy this represents the cost to procure the specific reagents used to create the alchemical substance. Note that some alchemies require rare or valuable reagents in addition to this creation cost – please see the description of each alchemy or the GM for information on reagents.

If a character has a sample of an alchemical substance he wishes to duplicate he can break down the substance to develop a formula, the time and cost

for this is the same as creating the alchemy. Note: the outcome of this experimentation is a formula for the alchemical substance not a dose of the alchemy.

### Acids and Alchemical Pastes

Acids are caustic substances that may be created with the alchemy skill. If an acid is applied to a weapon, it will raise the damage called by that weapon for one attack. A character may apply level one through five acids without causing damage to the weapon. Unless protected by a sealant, higher-level acids will simply dissolve a weapon, making repair impossible.

Alchemical Pastes have a large range of effects, mostly protective, to the character or item they are applied to. For a complete list of alchemical pastes see the alchemical substances list.

### Using Alchemies

It takes 30 seconds to apply any Alchemy to a character or item and only a single alchemy may be applied to a character or Item at any given time. Additionally, alchemies may not be combined with toxins.

Whenever alchemy is applied to a weapon, person, or item, the tag must be given to a marshal or placed in the GM Drop Box at the earliest convenience.

## Herbalism

Characters with Herbalism may create herbal doses and bandages. This process involves first obtaining the necessary herbs then blending them in the proper proportions to obtain the desired effect. Three distinct types of herbal crafts can be created; Herbal bandages, herbal doses, and anti-toxins. Applying an herbal Bandage or dose requires 30 seconds.

**HERBAL BANDAGES:** Herbal Bandages will heal 2 points of body damage per level of the herbalism used to craft them. This healing takes one hour.

**HERBAL DOSES:** Various herbs have differing mystic and medicinal values. With *herbalism*, you can craft herbal salves and poultices from these herbs. A list of possible salves and poultices and their methods for creation are available from the staff.

**ANTIDOTES:** If a character has the Poison lore skill he may use *Herbalism* to craft antidotes for common toxins, the time and cost for this is the same as creating the toxin. The maximum level of toxin a herbalist may make antidotes for is equal to 2 times his *herbalism* level.

## Toxins

### Creation of Toxins

To craft a substance using the Create Toxin skill, a character must have a recipe from which to work and the necessary tools to craft the toxin. A character must devote 1 week per level of Toxin being created for each dose. This time simulates the time required to properly ferment and combine the various components. The cost to create a toxin is 1 silver per level of the toxin. This represents the cost to procure the specific ingredients used to create the toxin; note that some toxins require rare or valuable ingredients in addition to this creation cost, see the description of each toxin or the GM for information on reagents.

If a character has a sample of a toxin he wishes to duplicate he can break down the substance to develop a recipe, the time and cost for this is the same as creating the toxin. Note: the outcome of this experimentation is a recipe for the toxin not a dose of the toxin.

### Forms of Toxins

Toxins may be encountered in three different forms: Paste, Liquid and Vapor.

**Paste toxins** account for all poisons that affect a person simply by contact with the flesh.

**Liquid toxins** account for all poisons that must be ingested to take effect. Only liquid toxins affect a character when ingested. The poisoned food/drink

will affect one character for each dose that was placed into it.

**Vapor toxins** account for all poisons that must be inhaled to take effect.

## Delivery of Toxins

**Paste Toxins** are commonly placed on blades, arrows and other weapons, and must only come in contact with flesh in order to affect the victim. If paste toxins are placed on a weapon, they are only effective for one strike. Whenever the weapon first calls out damage, the toxin must be announced. If that strike does not penetrate the armor and cause body point damage to the victim, the poison is not effective, and the dose is expended. If the infected weapon does cause body damage, the toxin is successful.

If a paste toxin is placed on an item such as a doorknob, weapon handle or perhaps a silver piece, then the effects will take place after the toxin comes in contact with skin. Note that the toxin **MUST** come in contact with flesh. If the item covered with the poison comes in contact with a covered part of the body (i.e. gloves, clothing) or an item that is not flesh (i.e. the ground, a scabbard, or a tree), the dose is expended and no effects are sustained.

It takes 30 seconds to apply a paste toxin, and only one toxin may be placed on any item at a given time. Additionally, a toxin may not be combined with an alchemy. Once the toxin is applied to a weapon or item, the toxin tag must be turned into a marshal or placed in the GM drop box at the earliest convenience.

**Liquid Toxins** are most often placed into food or drink. In order to place a liquid toxin in food/drink, you must have a marshal witness you *simulate* the insertion of the poison (Do not actually pour the liquid into the food/drink). At this point in time, the toxin tag must be turned into the marshal. Once the food/drink is ingested, the effects of the poison will take place. For game mechanical simplicity, it is assumed that a liquid toxin floats to the top of the food or drink. Therefore, the toxin will take effect as soon as the first bite or drink is made.

If a character wishes to do so, he may place numerous doses of toxin into a food or drink, thus poisoning the first X servings of said item. For example, a character pouring 4 doses of love toxin into

a cask of ale will effectively be poisoning the first four people who drink from it.

Only one form of toxin may be placed in any given food or drink.

**Vapor Toxins**, once released by manually opening the container or setting off a trap (see the trap section for details), will affect all characters within 6 feet of the source of the poison. Once the toxin is released manually, or the trap is set up, the toxin tag must be given to a marshal or turned into the GM drop box at the earliest convenience.

## Neutralizing Toxins

If a character is exposed to a poison, an antidote of the same venom will neutralize the effects. Antidotes are created at the same level and through the same process as the toxin to which they are the antidotes.

## Traps

Characters with the Trap Building skill understand how to engineer and set all types of traps. Trap tags must be placed on the trap. These tags describe the effect of the trap and should be handed to a marshal when the trap is expended.

The player must then spend role-playing time setting up the physical representation of the trap. The trap must be constructed at the site where it will stand. Note that traps cannot be thrown. Safety should be kept in mind when creating traps. It's wonderful to have a trap that swings a pendulum at anyone walking through a corridor, but the physical representation of the pendulum must be padded to avoid injuries.

In Kanar, there are three major categories of traps: container traps, device traps and pit traps.

**ALL TRAPS MUST HAVE A PHYSICAL REPRESENTATION! NO REPRESENTATION MEANS NO TRAP!**

## Container Traps

These traps are composed of some sort of sealed containment device that holds a dangerous material such as an acid, a paste toxin or a vapor

toxin. The character who sets off the trap is the only individual affected by paste toxins or acids. Vapor toxins affect all individuals within 6' of the source. The only effect these traps have is that of the substance placed within them. Note that to develop a container trap using toxins, the character must have the Handle Toxin skill. (For further discussion of toxins, please see the Toxin section. For further discussion of acids, please see the Alchemy section.)

Container traps tend to be the most simplistic of all traps, usually consisting of a small container that is easily broken, exposing the acid or toxin to the victim. The cost of creating these traps is negligible past the cost of the container itself. The substance placed within these traps must be provided by the trap creator. These traps must have a trap tag and a tag for the contents.

## Device Traps

These are the most complex trap types. These traps may be as large as a pendulum swinging from a corridor wall, or as small as a poison needle ejecting from the lock on a chest. Spring mechanisms are common triggers among this trap style. The *craft* skill may be required to build a device trap. When designing a device trap talk to the game staff to determine skills necessary to craft the specific trap.

Nearly all device traps may be reset after being sprung. One outstanding feature of device traps is that they never cause damage to the items that they guard unless designed to do so. The base damage of a device trap is 2 points of damage per level of the trap. Each time the trap is sprung, only the first victim to come in contact with the device receives any damage.

If toxins are to be used in a device trap, the trap builder must have the Handle Toxin skill. Hand buzzers and bells make sufficient trigger indicators. Like other traps, these must have tags to indicate the trap effect. These traps cost a minimum of 2 silver pieces per level of trap to develop, and requires 5 minutes per level to set.

## Pit Traps

Pit traps are the most primitive of all traps.

They simply consist of a pit, which is sometimes filled with spikes. The size of the pits is 2 square feet per level of the trap being created. If the pit is filled with spikes, it will do 1 point of damage per level of the trap. Creating a pit trap will require 10 minutes per level to create.

The nice feature of pit traps is that they cost nothing to create. If poison is to be used in a spike pit trap, every other spike must have paste toxin on it, with each spike using one dose of toxin. The creator of poisoned spike traps must have the Handle Toxin skill. To simulate a pit trap, the appropriate area must be covered with twigs and leaves. The next step would be to cover the trap area with strings of bells or burying small-inflated balloons under the leaves. This is to assure that the victim hears the trap when it is stepped on. Be sure to place the trap tag (and toxin tag, if needed) in an area that the victim will find it.

# MAGIC SYSTEM

In the realm of Kanar, magic is very real. Magic is energy harvested from the surrounding planes of existence and channeled through the spell caster. There are eight major spheres of magic, commonly referred to as the 4 element spheres and the 4 spheres of energy.

All spells have both an element and an energy component. The Fire and Air spheres of magic are those predominantly studied by Mage types, while the Earth and Water spheres are the basis of Clerical studies. The elements and energies are described below.

## Elements

**Fire:** In the elemental view, these spells do not deal only with flame. Ash, heat and radiance are all characteristics of this sphere. This sphere also delves into the areas of smoke and magma.

**Air:** This sphere deals with the elemental aspects of air, wind, electrical charges and vacuums. Smoke and ice are also familiar to the sphere of Air.

**Earth:** Minerals, dust, earth and mud are standard characteristics of this elemental sphere. Vegetation, oozes and magma are also common when dabbling with the sphere of Earth.

**Water:** Aspects common to this sphere are water, steam and ice. Oozes and vegetation are also familiar to this sphere.

## Energy

**Positive:** This sphere is generally beneficial to the target in the form of protection or healing. These spells are often considered to be morally good in nature.

**Negative:** This sphere deals with spells that are damaging or offensive in nature. This sphere is often referred to as morally wicked.

**Neutral:** These spells are composed of energies that are neither good nor evil. Spells of this nature are often used to oppose both the positive and negative spheres of magic. Sages often consider this magic to

be the sphere of order.

**Wild:** This sphere of magic deals with truly twisted and odd spell effects. These spells are twisted to produce chaotic effects, which is why this type of magic is commonly referred to as the sphere of chaos. When manifested on the Prime Material Plane, Wild spells of the Earth and Water spheres tend to have visual effects that appear as nature (i.e. roots, vines, bark, etc.). Fire and Air spells of the Wild sphere tend to be some of the stranger and more twisted effects.

## Spell Slots

When purchasing spell skills, characters do not buy a specific spell, but rather a “spell slot”. These slots simulate a character’s capacity to hold mystical energies, and may be filled with any spell of the correct level that the character has in his spell book.

Spell slots must be “pyramided”, or purchased in numerical order in the shape of a triangle, until four slots of 1st level have been bought. For each level spell slot purchased, the character must have one more of the lesser level. For instance, a character would have to have two 1st level spell slots before buying a 2nd level slot, and to purchase a 4th level spell slot, he would need to have at least four 1st level, three 2nd level, and two 3rd level spell slots.

After four spell slots of 1st level are bought, a character may “block” his spell slots. This means that he must have an equal number of lower level spell slots to purchase the same number of equal level. To illustrate, a character may buy a fifth 7th level spell slot if he has at least five 1st level, five 2nd level, five 3rd level, five 4th level, five 5th level and five 6th level spell slots.

Players may purchase no more than six spell slots of a certain level until their character reaches 7th level. Once a character reaches this level, he may purchase a number of spell slots of a certain level equal to his character level. That is, when a character is of level 1-6, he may have up to six 1st level spell slots; at 7th level, he may have seven 1st level spell slots; at 12th level, he may have twelve 1st level spell slots.

## Learning Spells

When learning spells, there are three ways to go about it. A character may learn from another caster, use the spell research skill, or the character may learn out of a book. If the character is learning to cast the spell from another caster, the spell takes one day to learn. This includes the time for the caster to explain where the energies and elements come from, how to focus the powers, etc. and the time for the character to assimilate this knowledge into the ability to cast the spell. The spell is usable on the next day.

If a character learns a spell from a book, the task is much harder and takes one week per level of the spell. The spell is usable the day after this time is up.

Only one spell may be learned at a time. This means that if a character learns a spell from another caster, he may not learn any other spell that day. If he is studying the spell from a book, that time is devoted solely to that spell and to no other. Also, studying the spell is all that is done during this time (i.e. you may not study a spell and create a potion during the same time period).

A character may only learn a spell of a level equal to (or lower than) his highest-level spell slot.

## Spell Book

In Kanar, all spell casters keep spell books which catalog what spells the caster is able to cast, the incantation they use for each spell, the personalized visual effects of each spell and any other notes needed about the spells. If the caster does not have access to his spell book on a given day, he is not able to cast spells until he has access to it and has performed the necessary study (see section below).

Spell books are considered an in-character item, and may be stolen. If your spell book is stolen, you may copy any spell you have memorized for the day into a new book, but each spell that is transposed is considered used and is lost from memory for the day. Any spells that you do not have memorized that day are lost and must be relearned.

In order to read what is in another's spell book, you must have the Read/Write skill of the language it was written in, and Clerical Lore (for E/W spells), Read Magic (for F/A spells) or Bard Song (for Bardic spells)

Spell books must contain the player's name, the character's name and language it was written in, and must be approved by the appropriate marshal. These books must be available for review upon marshal request.

## Spell Memorization

At the beginning of each day, casters spend time studying their spell book and memorizing the spells which they will be able to cast that day. It is considered very good role-playing to act this time out on the field. This study is done with their spell book; any character that does not have access to their spell book will not be able to memorize spells on that day. Each dawn is considered when spell slots renew and are available to the casters once again. If a character wishes to leave a spell slot open (without a spell in it), he may do so. This slot may be filled at a later time with 5 minutes of study for each level of the slot.

At the beginning of each event day, all spell casters must write a list of which spells are being placed in each spell slot or how many spell slots are being left empty. If requested, this list must be available to the Marshalling Staff. This list represents the spells that caster has memorized to cast until the next dawn.

## Incantations

When casting a spell, the caster must speak an incantation out loud, in a normal speaking voice (should be audible from at least 10 feet away). Players are encouraged to create their own spell incantations. The character's incantation for each of their spells should be inscribed in his spell book.

Each time the character casts a certain spell, the incantation must be the same. If the character announces the incantation incorrectly, the spell fails and is considered lost from memory. If the character receives damage to armor or body during the

incantation or before the spell is thrown, the spell fails and is lost from memory.

Incantations must be at least 5 words per level of the spell, with a maximum required length of 30 words.

## Casting Spells

To cast a spell, the character must successfully perform the incantation and then deliver the spell to the target. The most common way to do this is by hitting the target with a “spell packet”. Spell packets represent the visible manifestation of the spell effects. Tennis balls are used as spell packets. If the packet makes contact with the target or any of his direct possessions, the spell is successful. If the spell completely misses, the target sustains no effects. The spell may affect someone other than the character’s intended target if the spell packet contacts another character or creature. The person who is hit by the spell then becomes the target of the spell. When the spell strikes the target, the spell name and effect must be called out.

If the caster wishes to, he may deliver a thrown spell through any weapon that is 30” or shorter, as long as he is proficient in the weapon being used.

After successfully performing the incantation, a character has 10 seconds to deliver the spell. During these 10 seconds, the spell is visible in the caster’s hand. If the caster delays beyond 10 seconds in delivering the spell, the energy of the spell dissipates, and the spell is considered ineffective and lost from memory. The caster should count slowly out loud to 10 to simulate the spell being visible in his hand.

## Bardic Magic

In order to perform a spell, the bard must sing a song indicative of the spell effect. The song must be of 5 words per level, with a maximum required length of 30 words. The song must be semi period and the words must be entirely of the caster’s creation.

Bards cast with the same restrictions as other spell casters.

Some Bard Songs have a duration that lasts as

long as the character keeps signing. In order to do this, the character should sing one repetition of his song, throw the spell packet, announce the spell and its effects, and then continue singing. Once the character stops singing, or takes damage to armor or body, the spell is disrupted.

## Touch Spells

Some spells have a range listed as “touch”. Since, in Kanar, there is no unwanted physical contact, there are two ways to go about delivering a touch-based spell:

1. You may deliver a touch-based spell through any weapon that is 12” or shorter, as long as you are proficient in the weapon being used.
2. Create a Kanar legal weapon, no longer than 24”, to be a physical representation of your hand. Please note, if using this type of weapon to spell strike with, the weapon is considered an extension of your hand and may not be used as a weapon. Thus, if you parry with your spell striker, you take the damage as if it hit your body. It is recommended that all spell-striking weapons have NPC tape around the handle to signify that the weapon does not exist.

## Spell Duration

The spell duration defines how long the spell will stay in effect. Unless otherwise noted in the spell, the caster may dispel the spell before the duration has expired. Durations and their definitions are as follows:

**Concentration** spells last as long as the caster’s concentration is not disrupted. The character’s concentration is disrupted if he receives damage to armor or body, attempt to inflict damage to another character, or begins casting another spell. In order to hold concentration of a spell, the caster must remain within 50’ of the ongoing effect.

**Event** spells will last the length of the event or until dispelled.

**Instant** spells take place immediately and the effects are permanent.

**Infinite** spell effects last until dispelled or the target dies.

**Line of Sight** spells last until the target is no longer in the caster's direct field of vision. The caster may blink without disrupting the spell. The restrictions of a Concentration spell (i.e. no other spells, disrupted when concentration is broken) are also in effect.

**Song** spells last as long as the caster continues to sing the incantation and remains within fifty (50) feet of the spell's area of effect. The restrictions of a Concentration spell (i.e. no other spells, disrupted when concentration is broken) are also in effect.

## Spell Restrictions

Only one protective and one enhancement spell of any specific element can be active at one time on a character or item. For instance, only one Earth, Air, Water, & Fire protective spells can be active, and only one Earth, Air, Water, & Fire enhancement spell can be active. If a character has another protective or enhancement spell of the same element cast upon him, the higher-level spell stays and the lower level spell dissipates in case of ties the earlier spell dissipates and is no longer effective. For instance, if a character has a protective Air spell active upon him, and another protective Air spell of higher level is cast on him, the first spell will dissolve and the second spell will take effect. All spells, unless specified, affect only the target. Only infinite spells may last from one event to the next.

With the exception of 'line of sight', 'song' and 'concentration' based spells; two identical spells may never be active on a character simultaneously. Thus, you may have two entangle spells active, but not two curse spells.

## Summoned & Created Creatures

Created creatures can last an infinite amount of time, the creature remains in existence until it is killed or destroyed. Created creatures take up the spell slot used to create it every day the caster has control over the created creature. The caster must fill his/her spell slot with the name of the creature if the creature

is under the casters control. If the caster does not set aside the spell slot in this manner, the creature is dismissed and returns to the form in which it was before the initial spell was cast.

At any given point in time, a caster may only be in control of one summoned or created creature. If a caster is already in control of a creature, and then decides to summon or create a new one, the creature created from the lower level spell will be dismissed. If the two creatures are brought forth from the same spell level, the creature already in existence will be dismissed, and the summoned creature will come into being.

In the circumstance that the controller of a summoned or created creature is rendered unconscious, the creature will continue acting on the last order it was given. If the controller dies, the creature will be dismissed.

## A Note on Healing

Healing may be used to reconnect severed limbs. In order to do this, the limb and the person it is being healed onto must be put together and have the necessary healing cast upon them within one hour of the loss of the limb. Sixteen points of healing are necessary, and may be done with any combination of healing spells. After the one-hour window has elapsed, a Regenerate spell is needed to re-grow the limb.

# MISCELLANEOUS

## Lost & Found

In the world of Kanar, things are often lost or stolen. Because of the fact that mundane law prohibits stealing, Kanar has set rules for simulation of the act of stealing. Even with these set rules, things still become lost from time to time. **IF YOU TRULY VALUE SOMETHING, DO NOT BRING IT OUT TO THE FIELD!** There is always the chance that it will get lost, rained on, stepped on, etc. Also, if the physical representation for something is lost, even in mundane life, the item was somehow lost in character. The GM may make exceptions to this rule under special circumstances.

## Thieving

The only items that may be stolen are:

- 1) Weapons
- 2) Armor
- 3) Books containing character knowledge (Spell books, Journals, Poison recipe books, etc...)
- 4) Kanar money
- 5) Kanar gems
- 6) Any item (excluding traps and disguises) which has a tag. This includes: Alchemies, Magic Items, Potions, Scrolls, & Toxins.

The physical representations of these items, except money and gems, must be turned in to the Playmaster Staff as soon as possible. Failure to do so or stealing an item not on above list is considered real-world stealing and is punishable under mundane law.

The player who finds he is missing any items should report the loss to the Playmaster Staff who will check through all the things that have been turned in to him, and return the physical representation to the player. Note that the character does not have this item back. In order to use the physical representation in game, the character would have to buy a similar item.

## Cutting Purses & Picking Pockets

When picking pockets, if you can perform the action without the other character noticing, then you can pick the pocket. Note that they may have out of

game items (i.e. keys) in there, and be careful not to take anything but the 6 items listed above.

Cutting purses is done with a special knife called a “cutpurse knife”. To create the physical representation for this knife, cut out a small, appropriately shaped piece of foam about as big as your middle finger and wrap it in duct tape. In order to attempt cutting a purse, you must have a Marshal present. An appropriate marshal must oversee any purse cutting being attempted. Once a Marshal is watching, you must use your cutpurse knife to simulate either cutting the pouch itself or slicing the straps. If you successfully perform one of these actions without the character realizing what you are doing, the Marshal will then inform the player that their purse has been cut and they must turn over any items in that pouch that are on the above list. The Marshal will then give these items to the player who cut the purse.

## Out of Game Areas

Each major area (i.e. the houses, the Inn, the Guard shack) on the field is to have an Out of Game area. This area is to be corded off with NPC sash. These areas are made to hold items that are considered not to be in play. A player may store his in-character items in an Out of Game area **ONLY** if he is going to play an NPC. Only the GM, Play Master, or the item’s owner may remove an item from the area.

**THESE AREAS MAY NOT BE USED TO HOLD STOLEN ITEMS OR ANY ITEMS THAT SHOULD BE IN PLAY!**

## Looting the Dead

When a character or NPC is incapacitated (i.e. paralyzed, unconscious, dead, etc.), his body may be searched for valuables. Anyone desiring to loot a character must kneel next to the body, free a hand and say “I search your...” That is to say, the searcher must identify the specific container on the victim such as a pouch, boot, glove, cloak, pockets, etc. If any steal-able in-character items are contained within that location, they are discovered and may be taken.

If both players consent, they may allow the looting character to actually perform the search.

# CHARACTER DEVELOPMENT

## Experience Points

Experience points are the points earned for playing Kanar, which may be used to purchase skills. There are three ways that you may earn experience.

The first way is by going to K1 sanctioned events. Experience Points (XP's) are awarded at a rate of six per day attended.

The second way to earn XP's is by playing non-player characters. Whenever you are assigned to play a non-playing-character (NPC) by a game master or a theme master, you will automatically be awarded 1 XP. If you then continue to play NPCs, whether it is 1 or 5, you will gain an extra XP for every ½ hour played thereafter.

Lastly, a character may gain experience at the discretion of the game management. For instance, volunteering time to work a sanctioned workday or fundraising event could be rewarded with XP.

## Check In

Before you go on the field to play, it is *mandatory* that you check-in with the game staff at the designated staff area.

Before each weekend or weeklong event, the Character Book Director will email out character updates. Also, there are usually messages of some sort posted on the check-in booth. These are posted there for a reason, and each time you pass the booth, you should check for (and actually read) any new postings.

You are not considered to have a skill available for use until you receive a character update with that new skill listed.

## Check Out

When a Kanar event is over, you must check out online at the Kanar website (Kanar.org) "check out" sheet in order to receive any XP for that event. You will receive an email update before the next event. The Character Book Director will then record your XP and skills that you are purchasing in the character book, assuming you have enough points to buy them and have received the necessary training.

The maximum amount of XP a character can gain is 10 points for each day of the event. This is an event cap, and not a daily cap. Thus, on a 3-day event, one where 30 XP may be earned, a player can attend only two days of the event and NPC for 9 hours in

order to max out his points.

A note regarding Check In and Check out procedures: From time to time the game staff may change these procedures to better reflect the state of the game and new technology or capabilities gained by KGE. As such, please check online at the Kanar website to see if there are newer procedures for Check In and Check Out that override those listed here.

## Training for Skills

In order for your character to be able to use skills that they purchase, they must first train for them. Training can be done in two different ways.

The first is to train for the skill on the field, during an event. This can be done with any other character that knows the desired skill. The training **MUST** be role-played out. The minimum time taken to learn a skill is equal to one hour for every ten experience points. For instance, a character that wishes to train for a skill that costs 175 XP must train on the field for at least 17.5 hours.

The second way that a character may learn a new skill is by learning it in "Town". By paying a fee equal to one silver piece per experience point to the Economics Marshal, a character may learn any skill in "town" between events and forego any on-the-field training.

An exception to these rules: If a player is unable to find a person to train them in a certain skill, they may ask to Character Book Director to search the books. If no other character that has been played *within the past calendar year* possesses that skill, they may learn the skill for no monetary cost, without training on the field.

## Character Levels

As your character amasses Experience Points, he will rise in level. Level is important when evaluating your body points, how many spell slots you can have, and occasionally spell effects. The minimum amount of XP's earned (above the starting points) to reach each level is listed below.

# MASTER SPELL BOOK

## Earth/Water Spells

### LEVEL 1

#### **Courage**

Type: Enchantment

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell gives the target 2 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 2 points of body damage. These points may not be healed.

#### **Grease**

Type: Offensive

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell may be used in one of two ways:

- 1) This spell causes the victim to release a specified item from his grasp. The item to be dropped must be named in the spell effect. The victim must count slowly to three before picking the item up again.
- 2) This spell causes the victim to suffer a Knockdown attack. The victim must count slowly to 3 before he stands up again.

#### **Heal Lesser Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 2 body points of damage.

#### **Ice Shard**

Type: Damage

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Target

Description: The Target of this spell takes 2 points of cold damage.

#### **Inflict Lesser Wounds**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 2 points of no-armor negative damage.

#### **Last Rites**

Type: Protection

Duration: Infinite

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Dead Body

Description: The target of this spell cannot be used in any form of undead creation, so long as the caster's level is equal to or higher than that of the undead attempting to be created. This spell will end if the target is successfully raised as an undead, or until returned to life by any means.

#### **Lesser Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful melee strike the recipient will do 2 additional points of damage.

### LEVEL 2

#### **Detect Toxin**

Type: Divination

Duration: Concentration

Element/Energy: Water/Positive

Range/Area of Effect: Caster/Caster

Description: When this spell is cast upon a character or item, if any type of poison is present the character/item will begin to glow. This illumination is perceivable only to the caster of the spell. No knowledge is given as to what kind of toxin is present.

#### **Entangle I**

Type: Offensive

Duration: Line of Sight

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: When this spell strikes a victim, roots

sprout forth from the ground surrounding the character and entwine around one foot to just above the ankle. The character may pivot in place, but may not hop, walk, crawl, or move in any other manner--his foot must remain on the ground.

### **Force of the Ram**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/One Target

Description: For one successful strike, the recipient will do 4 additional points of damage. This spell only affects damage with bows and crossbows, it does not affect the damage rating of characters using melee or thrown weapons.

### **Greater Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful melee strike the recipient will do 4 additional points of damage.

### **Greater Courage**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: This spell gives the target 4 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 4 points of body damage. These points may not be healed.

### **Heal Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 4 body points of damage.

### **Ice Mantle**

Type: Protection

Duration: Event

Element/Energy: Water/Wild

Range/Area of Effect: Touch/One Target

Description: The target is covered in glacial ice,

which provides 2 points of magical armor. This spell can deflect fire attacks (at least partially) that would normally bypass armor, e.g. Mind Flame.

### **Inflict Wounds**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 4 points of no-armor negative damage.

### **Lesser Lucent Bolt**

Type: Damage

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell will inflict 8 points of positive damage to an undead or negative planar creature. This spell does not affect any other creatures.

### **Mend**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/One Item

Description: This spell can repair dead organic material which has been damaged, such as staves, leather armor and clothing. Each casting repairs 4 points of leather armor, or one weapon or an object the size of a staff or smaller. This spell may also be used to repair 1 siege point to a damaged wooden door or gate.

### **Minor Plant Growth**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/3x3 Foot Area

Description: This spell may be used in one of two ways:

- 1) This spell heals a 3x3 foot area of damaged plants.
- 2) This spell heals 4 points of body damage to plant based creatures

### **Oak Hide**

Type: Protection

Duration: Event

Element/Energy: Earth/Wild

**Range/Area of Effect:** Touch/One Target  
**Description:** The character gains 4 magical armor points from this spell and gains protection from one Knock-Out Attack, Stun Attack, or one Back Stab. The spell will end when the 4 armor points are lost OR when the protection from a Knock-Out Attack, Stun Attack, or Backstab is used.

### **Purify Food & Water**

**Type:** Other  
**Duration:** Instant  
**Element/Energy:** Water/Positive  
**Range/Area of Effect:** Touch/One Target  
**Description:** When this spell is cast upon food or liquids, any disease or toxin, which is present in the target (no larger than a keg) to become inert. If this spell is cast upon a vial of liquid toxin, the toxin will lose all effects. This spell has no effects on characters that have already been infected with a disease or exposed to a toxin. This spell gives no clue as to whether a toxin or disease was present.

### **Repel Undead I**

**Type:** Offensive  
**Duration:** Concentration  
**Element/Energy:** Earth/Positive  
**Range/Area of Effect:** Thrown/One Target  
**Description:** This spell affects all type I undead creatures. If the spell strikes the target, the spell will force the target to stay at least 10' away from the caster

### **Speak with Animals**

**Type:** Enhancement  
**Duration:** 10 Min. **Element/Energy:** Earth/Wild  
**Range/Area of Effect:** Caster/Caster  
**Description:** This spell allows the caster to comprehend and speak with animals.

### **Stone Rain**

**Type:** Damage  
**Duration:** Instant  
**Element/Energy:** Earth/Wild  
**Range/Area of Effect:** Thrown/One Target  
**Description:** This spell inflicts 4 points of damage.

## **LEVEL 3**

### **Cause Disease**

**Type:** Offensive  
**Duration:** Instant  
**Element/Energy:** Water/Negative  
**Range/Area of Effect:** Touch/One Target  
**Description:** Inflicts the target with a deadly disease. The victim will receive 1 body point of damage per hour until they reach 0 body points. After the victim reaches 0 body points, the disease deals 1 death blow an hour until the victim dies. Any damage received from the spell may not be healed until the Disease is removed.

### **Courage of Aeracon**

**Type:** Enhancement  
**Duration:** Event  
**Element/Energy:** Water/Positive  
**Range/Area of Effect:** Touch/One Target  
**Description:** This spell gives the target 6 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 6 points of body damage. These points may not be healed.

### **Create Undead I**

**Type:** Creation  
**Duration:** Instant  
**Element/Energy:** Earth/Negative  
**Range/Area of Effect:** Touch/One Dead Body  
**Description:** This spell creates a single type-1 undead from a dead body. The caster has control of this creature. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Destroy Undead I**

**Type:** Offensive  
**Duration:** Instant  
**Element/Energy:** Earth/Positive  
**Range/Area of Effect:** Thrown/One Target  
**Description:** This spell instantly destroys a single type-1 undead. The destroyed undead falls down as the corpse it was created from.

### **Detect Undead**

**Type:** Divination  
**Duration:** Concentration  
**Element/Energy:** Earth/Positive  
**Range/Area of Effect:** Caster/Caster  
**Description:** This spell creates a shimmering aura around any undead creatures within 10 feet of the

caster. This aura is only perceivable by the caster of this spell.

### **Extinguish Flame**

Type: Offensive

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/

Description: This spell can extinguish small flames such as torches and even cabin fires if caught early.

If this spell is cast on fire dwelling beasts, one point of damage will be inflicted for each character level of the caster. Additionally, the spell can dispel a single active fire spell on the target that is not of a higher-level spell level than the level of the caster. A specific spell may be named when this spell is cast, or if no spell is named, the most recent spell cast on the target will be dispelled.

### **Heal Moderate Wounds**

Type: Healing

Duration: Instance

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 6 body points of damage.

### **Helping Hand**

Type: Enhancement

Duration: Event

Element/Energy: Water/Neutral

Range/Area of Effect: Touch/One Target

Description: The next first-level touch based spell cast by the target becomes Range: Thrown.

### **Inflict Moderate Wounds**

Type: Damage

Duration: Instance

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 6 points no armor negative damage.

### **Iron Boots**

Type: Protection

Duration: Event

Element/Energy: Earth/Neutral

Range/Area of Effect: Touch/One Target

Description: This spell renders the target immune to the next knockdown effect, and then ends.

### **Needle Storm**

Type: Damage

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 6 points of damage.

### **Purge Disease**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: The Purge Disease spell flushes any single disease from the body of the recipient. The most recently acquired disease will be purged.

### **Shimmer Gloom**

Type: Enhancement

Duration: Event

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will add 6 points of damage to the next damage spell cast by the target.

### **Shimmer Light**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will add 6 points of healing to the next healing spell cast by the target.

### **Stainless**

Type: Enchantment

Duration: Event

Element/Energy: Earth/Neutral

Range/Area of Effect: Touch/One Target

Description: The next Wither or shatter spell cast on the target fails, and this spell ends.

### **Wither**

Type: Offensive

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Item

Description: This spell will destroy any single weapon. When cast, the caster must announce the weapon being targeted. These items may not be repaired by any non-magical means. It is up to an

appropriate marshal to decide the effect of this spell on magical items. This spell is not effective against armor or magically summoned weapons.

### **Word of Protection**

Type: Offensive

Duration: Concentration

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: this spell will force the target to stay at least 10' away from the caster if its target's level is less than the caster's.

## **LEVEL 4**

### **Control Undead**

Type: Offensive

Duration: Infinite

Element/Energy: Earth/Negative

Range/Area of Effect: Thrown/One Target

Description: The caster gains control of the target undead, so long as his level is higher than that of the undead. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Dismiss Undead**

Type: Offensive

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell will instantly destroy an undead target, so long as the caster's level is equal to or higher than that of the undead. The destroyed undead falls down as the corpse it was created from.

### **Heal Severe Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 8 body points of damage.

### **Ice Darts**

Type: Damage

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 4 points of no-armor

ice damage.

### **Inflict Severe Wounds**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 8 points of no-armor negative damage.

### **Lucent Bolt**

Type: Damage

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell will inflict 16 points of positive damage to an undead or negative planar creature. This spell does not affect any other creatures.

### **Plant Growth**

Type: Restorative

Duration: Instant Element/Energy:

Earth/Wild Range/Area of Effect:

Touch/7x7'

Description: This spell may be used in one of two ways:

- 3) This spell heals a 7x7 foot area of damaged plants.
- 4) This spell heals 8 points of body damage to plant based creatures

### **Repel Undead II**

Type: Offensive

Duration: Concentration

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell affects all type 2 or below undead. If the spell strikes the target, the spell will force the target to stay at least 10' away from the caster

### **Soften Scales**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 16 points of damage to natural scale armors (dragons, lizard men, snakes, etc). It will have no effect on man-made armor of any kind.

### **Sure Grip**

Type: Protection

Duration: Event

Element/Energy: Earth/Neutral

Range/Area of Effect: Touch/One Target Description:

The target becomes immune to the next affect that would cause them to drop their weapon, and then this spell ends.

### **Thorn Wrack**

Type: Damage

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 8 points of damage.

### **Wall of Earth**

Type: Creation

Duration: Concentration

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/See description

Description: Wall spells must be anchored between two stationary objects. Walls are represented by ropes of NPC tape that must be strung in a straight line between the two anchors. The ropes must have streamers of NPC tape hanging down in order to increase visibility and the wall must be strung before the spell is cast. Under no circumstance should a “Hold” be called to cast a Wall spell.

This spell causes a barrier of earth and stone to jut forth from the ground. The size of the wall is determined by the level of the caster: the character’s level multiplied by 9 is the maximum square footage the wall can be, though it may be smaller if the caster desires.

The only means of destroying this wall is by inflicting a number of damage points equal to 15 points per level of caster. Spells cause no damage to this wall.

If the wall of earth is being attacked by a siege engine, the wall of earth will have a number of siege points equal to the caster level. If a wall of earth is reinforcing a door being attacked by a siege weapon, the number of siege points will be combined.

### **Wall of Water**

Type: Creation

Duration: Concentration

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/See description

Description: Wall spells must be anchored between two stationary objects. Walls are represented by ropes of NPC tape that must be strung in a straight line between the two anchors. The ropes must have streamers of NPC tape hanging down in order to increase visibility and the wall must be strung before the spell is cast. Under no circumstance should a “Hold” be called to cast a Wall spell.

When this spell is cast, a wall of churning, frothing water jets forth from the ground. The water is extremely hot, causing lots of steam to drift about in its direct vicinity. The size of the wall is determined by the level of the caster: the character’s level multiplied by 9 is the maximum square footage the wall can be, though it may be smaller if the caster desires.

No spells or missile weapons may pass through this barrier. Characters may choose to charge through, sustaining 2 points of damage per level of caster.

### **Wren’s Vampire Bane**

Type: Protection

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target Description:

This spell protects the target from the next vampire bite (all of its affects), and the vampire takes 8 points of positive damage, then this spell ends.

## **LEVEL 5**

### **Create Undead II**

Type: Creation

Duration: Instant

Element/Energy: Earth/Negative

Range/Area of Effect: Touch/One Dead Body

Description: This spell creates a single type-2 or lower undead from a dead body. The caster has control of this creature. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Destroy Undead II**

Type: Offensive

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell instantly destroys a single type-2 or below undead. The destroyed undead falls down as the corpse it was created from.

## **Entangle II**

Type: Offensive

Duration: Line of Sight

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell causes roots to spring forth from the ground and attach themselves to both of the victim's arms and legs. The victim cannot move his arms and legs, but can still struggle. If the character is still conscious, deathblows may not be administered to a character under the effects of this spell.

## **Heal Large Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 10 body points of damage.

## **Inflict Large Wounds**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 10 points of no-armor negative damage.

## **Lucent Weapon**

Type: Summon

Duration: 30 Min.

Element/Energy: Water/Positive  
Range/Area of Effect: Caster/Caster  
Description: Before casting this spell, certain

preparations must be made. The caster must first have a weapon forged from a rare material that is twice the base cost for the normal weapon. This weapon will be consumed when the spell is first cast.

Once the weapon has been created, the spell may be applied. At this point, the weapon must be covered in white tape. In order to use the summoned weapon, the caster must have the appropriate weapon skill.

The base damage rating of the weapon is 4 points of positive damage to an undead or negative planar creature. The caster may augment his damage with the weapon by specializing with said weapon or earning damage bonuses. After 30 minutes, the weapon will disappear until the spell is cast again, at

which time it will appear for another 30 minutes. No reconstruction is necessary.

## **Neutralize Toxin**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will neutralize any toxin present within the target. The caster gains no knowledge of whether any toxin was present.

## **Protection from Fire**

Type: Protection

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target  
Description:

This spell will absorb the next 20 points of fire damage dealt to the target, and then end.

## **Sleep**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell causes the target to fall into a deep slumber. Deathblows may be administered to the target. The character will sleep for the full duration of the spell unless he receives body point damage, which will awaken him. This spell may be resisted with the Resist Sleep skill.

## **LEVEL 6**

### **Anti-Plant Barrier**

Type: Protection

Duration: Event

Element/Energy: Earth/Neutral

Range/Area of Effect: Touch/One Target

Description: The next Entangle I, Entangle II, Ensnare I, Ensnare II, Mass Ensnare I or Mass Ensnare II spell cast on the target fails, and then this spell ends.

### **Greater Lucent Bolt**

Type: Damage

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target  
Description:

This spell will inflict 24 points of positive

damage to an undead or negative planar creature. This spell does not affect any other creatures.

### **Greater Oak Hide**

Type: Protection

Duration: Event

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/One Target

Description: The target of this spell gains 6 magical armor points and gains protection from one Knock Out Attack, Stun Attack, Back Stab, or Assassinate. The spell ends when the 6 armor points are lost OR when the protection from a Knock Out Attack, Stun Attack, Back Stab, or Assassinate is used.

### **Heal Critical Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 12 body points of damage.

### **Inflict Critical Wounds**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell will inflict 12 points of no-armor negative damage.

### **Major Plant Growth**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/15 x 15 Feet

Description: This spell may be used in one of two ways:

- 5) This spell heals a 15x15 foot area of damaged plants.
- 6) This spell heals 12 points of body damage to plant based creatures

### **Necromancers' Lament**

Type: Offensive

Duration: Infinite

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/One Dead Body

Description: This spell will cause the target body, when a Create Undead spell is cast upon it, to

immediately attack its creator. This spell will only work if the caster's level is equal to or higher than that of the undead being created. The newly created undead is not under its creators control.

### **Repel Undead III**

Type: Offensive

Duration: Concentration

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell affects all type 3 or below undead creatures. If the spell strikes the target, the spell will force the target to stay at least 10' away from the caster.

### **Speak with Dead**

Type: Divination

Duration: Concentration

Element/Energy: Earth/Negative

Range/Area of Effect: Caster/Special

Description: The caster is able to communicate with a recently slain character. The character's name must be known, and the character must have died within the past 24 hours. This spirit is not forced to speak with the caster, but will hear his voice.

### **Strengthening Stew**

Type: Enchantment

Duration: Event

Element/Energy: Earth/Wild

Range/Area of Effect: Touch/One Bowl per Caster Level

Description: This spell places the effect of a courage spell (2 magical body points) into a stew, soup, broth, or chili type food. The maximum number of bowls that may be created is equal to the caster's level (a 7th level caster could enchant 7 bowls of stew).

### **Sustain**

Type: Enchantment

Duration: 24 Hours

Element/Energy: Earth/Positive

Range/Area of Effect: Touch

Description: This spell must be cast on a dead body within 30 minutes of the target dying. This spell enables a life spell to be cast upon the dead body for a full 24 hours, as oppose to the standard 30 minutes. All other rules involved in the character's death remain the same.

### **Turkin's Doomful Geyser**

Type: Damage

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 12 points of damage.

### **Vocalize**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target  
Description: this spell removes any magical silence or mute effects on the target that are 6<sup>th</sup> level and below (toxin or spell).

## **LEVEL 7**

### **Create Undead III**

Type: Creation

Duration: Instant

Element/Energy: Earth/Negative

Range/Area of Effect: Touch/One Target

Description: This spell creates a single type-3 or lower undead from a dead body. The caster has control of this creature. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Dehydrate**

Type: Offensive

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Thrown/One Target

Description: The target of this spell is fatigued and unable to run (must walk) and may not use any weapons to attack, but they may be used to parry. The target remains in a dehydrated state for 10 minutes or until this effect is removed.

### **Destroy Undead III**

Type: Offensive

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell instantly destroys a single type-3 or below undead. The destroyed undead falls down as the corpse it was created from.

### **Gift of Life**

Type: Restorative

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Touch/One Target

Description: This spell must be cast upon a dead target. If the target has been dead for less than 30 minutes, the dead target is instantly restored to life, as if a life spell had been cast on them, and the caster dies (as if the appropriate number of Deathblows has been administered). When the caster dies, he picks up the death clock wherever the target had left off (as oppose to having a fresh 30 minutes). If this spell is cast after the first 30 minutes following the targets death, the caster dies and the target remains dead. A target restored to life with this spell returns to life with 1 body point and will have no memory of the 5 minutes previous to his death.

### **Restoration**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell reverses the dehydrated state caused by a Dehydrate spell or weakness effects caused by monsters.

## **LEVEL 8**

### **Analyze Item**

Type: Divination

Duration: Concentration

Element/Energy: Earth/Neutral

Range/Area of Effect: Touch/One Item

Description: This spell must be cast on a specified inanimate object. As long as the caster is concentrating while touching the item, he may ask questions to the appropriate marshal with respect to the item's past and abilities. These questions may allow the character to discover the command phrases for various items.

### **Curse**

Type: Offensive

Duration: Infinite

Element/Energy: Earth/Negative

Range/Area of Effect:

Description: A character under the effects of this spell will take 2 additional points of damage from any attack that inflicts damage. In addition, the cursed character tends to suffer from bad luck and misfortune – when a character has been cursed, the player should

inform the GM staff at his earliest convenience.

### **Degenerate**

Type: Offensive

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target Description:

The target of this spell suffers the loss of a limb of the casters choice. The limb decays and is rendered useless. If the caster chooses, he may instead reduce the targets body points to 0.

### **Earth Blast**

Type: Damage

Duration: Instant

Element/Energy: Earth/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell causes 8 points of damage and knocks the target back 10 feet.

### **Freeze**

Type: Damage

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 8 points of no-armor damage.

### **Paralyze**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Water/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell paralyzes the victim. The target may not move any muscles in his body other than those needed to breathe or blink their eyes. The victim is aware of his surroundings and may look about himself, but is unable to move. Deathblows may be delivered to a character in this incapacitated state. Two Neutralize Toxin spells or the reverse of this spell, Remove Paralysis, will counteract the effects. Otherwise, the paralysis will wear off in 10 minutes.

### **Regenerate**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target Description:

The Regenerate spell completely restores a character to full body points; all wounds are closed

and healed without scarring. This spell may be used to remove the scars of wounds that have healed naturally. It may also be used to re-grow severed limbs. If this spell is used to re-grow a limb, it does not restore any body points. This spell only works on living material.

### **Remove Curse**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target Description:

This spell removes all curses placed on the target. If a certain curse is specified, that curse will be removed.

### **Remove Paralysis**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell removes any Paralysis caused by toxin or by magic.

### **Repel Undead IV**

Type: Offensive

Duration: Concentration

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell affects all type 4 or below undead creatures. If the spell strikes the target, the spell will force the target to stay at least 10' away from the caster.

### **Wither Armor**

Type: Damage

Duration: Instant

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell will destroy all armor being worn by a character. Any armor destroyed in this manner cannot be repaired by non-magical means.

## **LEVEL 9**

### **Create Undead IV**

Type: Creation

Duration: Instant

Element/Energy: Earth/Negative

Range/Area of Effect: Touch/One Target

Description: This spell creates a single type-4 or lower

undead from a dead body. The caster has control of this creature. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Death**

Type: Offensive

Duration: Instant

Element/Energy: Water/Negative

Range/Area of Effect: Touch/One Target

Description: This spell causes the victim to instantly fall dead, as if the correct number of deathblows had been dealt. Armor is not affected by this spell.

### **Destroy Undead IV**

Type: Offensive

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell instantly destroys a single type-4 or below undead. The destroyed undead falls down as the corpse it was created from.

### **Divine Protection**

Type: Protection

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: This spell encases the recipient in a protective buffer barrier.

This spell gives the target 6 magical armor points. These points are considered armor but are the last armor points to be removed due to attack. These points of armor will absorb damage that normally bypasses armor.

One Divine Protection spell will protect the recipient from one of the following attacks: Knock Out, Stun, Back Stab, Assassinate, Silent Kill, Death Strike, Paralyze, Degenerate, Death or Demise. If any of these attacks or spells is performed on a character under the influence of the Divine Protection spell, or the armor points are depleted, this spell ends.

### **Life**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: A Life spell instills life force into a body that has been dead a half hour or less. The victim will regain consciousness at 1 body point, but will have

no memory of the 5 minutes previous to his death. If a Life spell is cast upon a character within 5 minutes of his death, he comes back to life without losing a life credit. If a Life spell is cast on a character within 30 minutes of death, but after the 5-minute mark, the character comes back to life and a life credit is expended. After the 5-minute mark, if the character does not have a life credit to be expended, the spell does not work. If a Life spell is cast after the half hour limit, it is completely ineffective and the unfortunate character can only hope for Resurrection.

### **Sphere of Sanctuary**

Type: Creation

Duration: Infinite

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Diameter Sphere

Description: Upon casting this spell, a sphere of pulsating energy manifests about the caster. The diameter of this spell is 10 feet. The sphere is isolated from the surrounding environment. The environment within the sphere is comfortable to the caster. Only the caster can see or hear in or out of the sphere.

Nothing may pass through the barrier of this sphere except the caster. No one within the sphere is affected by anything outside of the sphere. This sphere dissipates as the caster leaves its area of effect, ending the spell.

This spell is immune to 9th level magic and below.

## Fire/Air Spells

### **LEVEL 1**

#### **Darkness**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Fire/Negative Range/Area of Effect: Thrown/One Target

Description: This spell causes a sphere of night to appear around the target. The diameter of the sphere is the arm span of the player. Characters may not see while inside of the sphere (characters inside the sphere act as if blind, see the combat section for more details) or see into or out of the darkness. If a light spell comes in contact with the sphere of darkness, the spells will cancel each other out and they both will end.

### **Ember Bolt**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 4 points of fire damage.

### **Energy Bolt**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 4 points of electrical damage

### **Explosive Blast**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 2 points of fire damage and knocks the target back 10 feet.

### **Flaming Grasp**

Type: Offensive

Duration: 1 Minute per Level

Element/Energy: Fire/Negative

Range/Area of Effect: Caster/Caster

Description: This spell causes flames to ignite from the hands of the caster. If the caster touches any character, the victim takes 3 points of fire damage. While this spell is active, the caster's hands are immune to normal fire.

When using this spell, a player should follow the 2<sup>nd</sup> method for delivering a touch based spell.

### **Force Bolt**

Type: Offensive

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell knocks the target down.

### **Lesser Blast of Flame**

Type: Enchantment

Duration: Event

Element/Energy: Fire/Negative Range/Area of Effect: Thrown/One Target

Description: This spell adds 2 points of magical fire damage to the next successful strike with a

melee weapon. The weapon must remain drawn and in the bearer's hand. If the weapon is sheathed or somehow leaves the caster's hands, the spell dissipates harmlessly. This spell may not be stacked with other damage enhancing spells that affect the weapon, but spells that alter the character's damage rating, such as Bestow, are allowed.

### **Lesser Magic Potency**

Type: Enhancement Duration:

Event Element/Energy:

Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell adds 3 points of damage to the next damage spell cast by the target.

### **Lesser Protection**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target 2 points of magical armor. When this armor is depleted, the spell ends.

### **Light**

Type: Creation

Duration: Event

Element/Energy: Fire/Positive

Range/Area of Effect: Thrown/One Target

Description: When a light spell is cast, a ball of light appears upon the target. A glow stick, a small flashlight, or a small lantern should be used to simulate this spell. This spell will last until the caster cancels it, or until the light source expires (glow stick dies, batteries run out, etc). If a light spell comes in contact with a sphere of darkness, the spells will cancel each other out and they both will end.

### **Static Bolt**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 2 points of electrical damage, and knocks the target down.

## LEVEL 2

### **Blast of Flame**

Type: Enchantment

Duration: Event

Element/Energy: Fire/Negative Range/Area

of Effect: Thrown/One Target

Description: This spell adds 4 points of magical fire damage to the next successful strike with a melee weapon. The weapon must remain drawn and in the bearer's hand. If the weapon is sheathed or somehow leaves the caster's hands, the spell dissipates harmlessly. This spell may not be stacked with other damage enhancing spells that affect the weapon, but spells that alter the character's damage rating, such as Bestow, are allowed.

### **Castagir's Wind Blade**

Type: Enchantment

Duration: Event

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: The next strike made by the bearer will cause the effect of "knockdown" in addition to the damage normally dealt by the weapon's wielder. The weapon must remain drawn and in the bearer's hand. If the weapon is sheathed or somehow leaves the caster's hands, the spell dissipates harmlessly. This spell may not be stacked with other damage enhancing spells that affect the weapon, but spells that alter the character's damage rating, such as Bestow, are allowed.

### **Detect Magic**

Type: Divination

Duration: Concentration

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell creates a shimmering aura around any magically active items or characters within 10 feet of the caster. This aura is only perceivable by the caster of this spell. This spell does not show which elements/energies are involved.

### **False Magic**

Type: Enchantment

Duration: Infinite

Element/Energy: Fire/Wild

Range/Area of Effect: Thrown/One Target

Description: When cast on a non-magic item, that

item is given a magical aura. The item must be smaller than a shield. The caster may choose which spheres of magic the item will be detected as having.

### **Fire Blast**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 8 points of fire damage.

### **Flame Shield**

Type: Summon

Duration: 30 Min.

Element/Energy: Fire/Wild

Range/Area of Effect: Caster/Caster

Description: Before casting this spell, certain preparations must be made. The caster must first have a shield forged from a rare metal that is double the cost of a normal shield. This shield will be consumed when the spell is first cast.

After the shield is made, it must be decorated with red duct tape on the face of the shield. Now the caster may cast the spell and cause flames to envelop the shield's face. In order to use the summoned weapon, the caster must have the appropriate weapon skill. If the caster has the shield bash skill, the shield will strike for magical-fire damage.

The spell lasts 30 minutes and then the shield dissolves entirely. When the character casts the spell again, the shield will reappear. No reconstruction is necessary.

### **Greater Magic Potency**

Type: Enhancement Duration:

Event Element/Energy:

Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell adds 6 points of damage to the next damage spell cast by the target.

### **Mask Magic**

Type: Divination

Duration: Infinite

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target Description: this spell cloaks the magic aura of any item or person from both the Detect Magic spell and from the Detect Magic skill. When a Detect Magic spell or skill is used upon a "Masked" item, the levels

of the two casters involved must be compared. If the character that is attempting to detect is of a higher level than the character that is attempting to mask, then the masking fails. If the characters are of equal level, or the defending character is of higher level, then the masking spell will hold.

### **Mystic Sight**

Type: Divination  
Duration: Concentration  
Element/Energy: Fire/Neutral Range/Area  
of Effect: Thrown/One Target  
Description: Allows the caster to see normally in magical darkness (as if the darkness did not exist).

### **Protection**

Type: Protection  
Duration: Event  
Element/Energy: Air/Positive  
Range/Area of Effect: Thrown/One Target  
Description: This spell grants the target 4 points of magical armor. When this armor is depleted, the spell ends.

### **Reflect Gaze**

Type: Protection  
Duration: Event  
Element/Energy: Air/Neutral  
Range/Area of Effect:  
Description: This spell will protect the caster from the next gaze attack (such as a vampire's charm gaze, or a medusa's gaze attack, etc), and then end.

## **LEVEL 3**

### **Castagir's Swirling Armor of Wind**

Type: Protection  
Duration: Event  
Element/Energy: Air/Positive  
Range/Area of Effect: Thrown/One Target  
Description: The caster is wrapped in a protective cocoon of air that will block the next successful strike made with a non-magical weapon. Attacks that bypass armor, magical attacks and all special attacks (all surprise attacks, death strike, knockdown, etc.) function as normal.

### **Comprehend Languages**

Type: Enhancement  
Duration: 10 Minutes

Element/Energy: Air/Neutral  
Range/Area of Effect: Thrown/One Target  
Description: The target of this spell is able to understand any unfamiliar script or spoken language. The caster is unable to write or speak the language with this spell.

### **Disrupt Minor Enchantment**

Type: Offensive  
Duration: Instant  
Element/Energy: Air/Neutral  
Range/Area of Effect: Thrown/One Target  
Description: This spell causes a small bolt of neutral energy to jolt from the finger of the caster. This bolt will dissolve any spell it comes in contact with whose level is equal to or lesser than 3rd level. A specific spell may be named when the target is struck, and that spell only will be dispelled. If no spell is named after the target is struck, the spell that was most recently cast on the target will be dispelled.

### **Dust Shield**

Type: Protection  
Duration: Event  
Element/Energy: Air/Wild  
Range/Area of Effect: Thrown/One Target  
Description: This spell surrounds the caster in a thin barrier of moving wind. The wind protects the caster from the next normal or magical smoke, vapor (including toxins), or gas attack, and also protects the caster from blinding effects caused by dust storms or sand storms.  
This spell ends after it has absorbed one of the above attacks.

### **Fire Bolt**

Type: Damage  
Duration: Instant  
Element/Energy: Fire/Negative  
Range/Area of Effect: Thrown/One Target  
Description: This spell inflicts 12 points of fire damage.

### **Flame Arrow**

Type: Enchantment  
Duration: 5 Minutes  
Element/Energy: Fire/Wild  
Range/Area of Effect: Touch/One Arrow  
Description: When cast on a normal arrow or crossbow bolt, this spell causes said item to ignite.

The base damage rating of the arrow/bolt is increased to 12-fire damage. After the arrow/bolt is fired, the shaft burns up, even if the arrow/bolt misses its target. The arrow must be fired within 5 minutes of the enchantment or it burns out.

### **Greater Blast of Flame**

Type: Enchantment

Duration: Event

Element/Energy: Fire/Negative Range/Area of Effect: Thrown/One Target

Description: This spell adds 6 points of magical fire damage to the next successful strike with a melee weapon. The weapon must remain drawn and in the bearer's hand. If the weapon is sheathed or somehow leaves the caster's hands, the spell dissipates harmlessly. This spell may not be stacked with other damage enhancing spells that affect the weapon, but spells that alter the character's damage rating, such as Bestow, are allowed.

### **Greater Protection**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target 6 points of magical armor. When this armor is depleted, the spell ends.

### **Heartburn**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 6 points of no-armor fire damage.

### **Heat Iron**

Type: Offensive

Duration: Instant

Element/Energy: Fire/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell may be cast in one of two ways:

- 1) The spell may target all metallic items in a target's hands. If used this way, the target must drop everything held in his hands. The items are so hot that the target must count slowly to 5 before he can pick them up again.

- 2) The spell may be cast on metal armor. If it is cast on a target wearing metal armor, even if it has been reduced to 0, that target takes 12 points of no-armor fire damage.

### **Message**

Type: Enchantment

Duration: Instant

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Page Description:

This spell causes a written message no larger than a single sheet of 8.5" x 11" paper (or other paper-like material, such as parchment) to be carried by the wind to a pre-determined destination. The message flies at 50 miles per hour, 50 feet above the treetops. The destination must be a place the caster has been to and is familiar with, and within 50 miles.

When the spell is cast, the message must be given to a marshal for delivery. The marshal will then be delivered at the marshal's convenience.

### **Shock Bolt**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 12 points of electrical damage.

### **Ultra Magic Potency**

Type: Enhancement Duration:

Event Element/Energy:

Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell adds 9 points of damage to the next damage spell cast by the target.

### **Water Breathing**

Type: Enhancement

Duration: 1 Hour per Level

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell allows 1 person to freely breathe while submerged in water.

### **Wind Hammer**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 6 points of damage and knocks the target down.

#### **LEVEL 4**

##### **Blind**

Type: Offensive

Duration: 10 minutes

Element/Energy: Fire/Wild

Range/Area of Effect: Thrown/One Target

Description: Upon casting this spell, an extraordinarily bright flash of light explodes into the target's eyes, blinding him for the duration of the spell.

##### **Deafen**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: The target of this spell is rendered deaf and unable to hear for the duration of the spell. This does NOT protect the target from bardic magic.

##### **Flame Strike**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 16 points of fire damage.

##### **Flame Cage**

Type: Offensive

Duration: Line of Sight

Element/Energy: Fire/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell causes a target whose height is no greater than 10' to be incarcerated by rings of flame that floats in the air surrounding him. These rings originate from directly next to the target out to the arm span of the target. These rings will cause anyone in the affected area to be gently pushed away without any damage. The rings are immobile and are set at an arm span diameter centered on where the target was standing when he was hit with the spell.

If the target attempts to escape, or is forced into the walls of the flame cage, he will receive 8 points of fire damage and will not escape. Spells and weapons can pass in and out of the rings.

##### **Protection from Cold**

Type: Protection

Duration: Event

Element/Energy: Fire/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell absorbs the next 16 points of cold damage dealt to the target, and then ends.

##### **Spell Barrier**

Type: Protection

Duration: Event

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell will absorb the next Damage or Offensive spell cast upon the target that is of 4th level or less. After absorbing a spell, this spell ends. Spells of higher level will blast through and eliminate this protective barrier.

##### **Ultra Protection**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target 8 points of magical armor. When this armor is depleted, the spell ends.

##### **Wall of Air**

Type: Creation

Duration: Concentration

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/See description

Description: Wall spells must be anchored between two stationary objects. Walls are represented by ropes of NPC tape that must be strung in a straight line between the two anchors. The ropes must have streamers of NPC tape hanging down in order to increase visibility and the wall must be strung before the spell is cast. Under no circumstance should a "Hold" be called to cast a Wall spell.

With a Wall of Air spell, the caster is able to summon a wall of intense wind. The size of the wall is determined by the level of the caster: the character's level multiplied by 9 is the maximum square footage the wall can be, though it may be smaller if the caster desires.

This wall is barely visible and may not be

penetrated, except by spells, which may be cast through the barrier. A character that collides with this wall will sustain 4 points of damage.

### **Wall of Fire**

Type: Creation

Duration: Concentration

Element/Energy: Fire/Wild

Range/Area of Effect: Thrown/ See description

Description: Wall spells must be anchored between two stationary objects. Walls are represented by ropes of NPC tape that must be strung in a straight line between the two anchors. The ropes must have streamers of NPC tape hanging down in order to increase visibility and the wall must be strung before the spell is cast. Under no circumstance should a "Hold" be called to cast a Wall spell.

Upon casting this spell, a wall of searing flames erupts. The size of the wall is determined by the level of the caster: the character's level multiplied by 9 is the maximum square footage the wall can be, though it may be smaller if the caster desires.

This spell does not cause nearby combustible material to ignite. Line of Sight spells may not be cast through this wall. All other spells may be cast through this wall as long as the caster's eyes are closed 5 seconds before the incantation of the spell begins. Arrows and bolts may not pass through this wall, but other thrown weapons may if the attacking character's eyes close five seconds before they hurl the item.

If a character chooses to run through the wall of flame, they will sustain 3 points of damage per level of the caster. The wall will not halt their progress, but it will burn them.

## **LEVEL 5**

### **Aid**

Type: Enhancement

Duration: 10 minutes

Element/Energy: Air/Wild

Range/Area of Effect: Touch/One Target

Description: This spell will raise the damage rating of the target by 1 for any single specified weapon.

### **Charming Lights**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell causes the target to fall into a deep trance. Deathblows may be administered to the target. The character will remain in this trance for the full duration of the spell unless he receives body point damage, which will end the trance. This spell may be resisted with the Resist Charm skill.

### **Flaming Weapon**

Type: Summon

Duration: 30 Min.

Element/Energy: Fire/Wild

Range/Area of Effect: Caster/Caster

Description: Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare material that is twice the base cost for the normal weapon. This weapon will be consumed when the spell is first cast.

Once the weapon has been created, the spell may be applied. At this point, the weapon must be covered in red tape. In order to use the summoned weapon, the caster must have the appropriate weapon skill.

The base damage rating of the weapon is 3 point of fire magic damage, regardless of size. The caster may augment his damage with the weapon by specializing with said weapon or earning damage bonuses. After 30 minutes, the weapon will disappear until the spell is cast again, at which time it will appear for another 30 minutes. No reconstruction is necessary.

### **Light of Justice**

Type: Damage

Duration: Instant

Element/Energy: Fire/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 20 points of no-armor magic damage to an undead or negative-planar creature. It does no damage to any other creatures.

### **Lightning Bolt**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 20 points of electrical

damage.

### **Mega Protection**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target 10 points of magical armor. When this armor is depleted, the spell ends.

### **Mind Flame**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 10 points of no-armor fire damage.

### **Silence**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target Description: No character under the influence of this spell may cast spells, sing bard songs or speak. They must still, however, call out damage when in combat.

### **Sun Strike**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 20 points of fire damage.

## **LEVEL 6**

### **Alliance**

Type: Offensive

Duration: 10 minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target a firm sense of security toward the spell caster. The victim will consider the caster as a respected and influential ally, and will be easily persuaded to perform any deeds the caster informs him are necessary.

If the character is violently opposed to the task, the victim may argue with the caster. In this scenario,

compare the levels of the caster and the victim. If the caster is a higher level than the victim, the target will do the deed. If the target is equal or higher level, then the spell is broken. The target retains full memory of events that occurred while under the influence of this spell. This spell may be resisted with the Resist Charm skill.

### **Ball of Flame**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 24 points of fire damage.

### **Disrupt Enchantment**

Type: Offensive

Duration: Instant

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell causes a small bolt of neutral energy to jolt from the finger of the caster. This bolt will dissolve any spell it comes in contact with whose level is equal to or lesser than 6th level. A specific spell may be named when the target is struck, and that spell only will be dispelled. If no spell is named after the target is struck, the spell that was most recently cast on the target will be dispelled.

### **Inferno Shield**

Type: Summon

Duration: 30 Min.

Element/Energy: Fire/Wild

Range/Area of Effect: Caster/Caster

Description: Before casting this spell, certain preparations must be made.

The caster must first have a shield forged from a rare metal that is double the cost of a normal shield. This shield will be consumed when the spell is first cast.

After the shield is made, it must be decorated with red duct tape on the face of the shield. Now the caster may cast the spell and cause flames to envelop the shield's face. In order to use the summoned weapon, the caster must have the appropriate weapon skill. The only difference between a Flame Shield and an Inferno Shield is that an Inferno Shield may be oversized. If the caster has the shield bash skill, the shield will strike for magical-fire damage.

The spell lasts 30 minutes and then the shield dissolves entirely. When the character casts the spell again, the shield will reappear. No reconstruction is necessary.

### **Intermediate Spell Barrier**

Type: Protection

Duration: Event

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell will absorb the next Damage or Offensive spell cast upon the target that is of 6th level or less. After absorbing a spell, this spell ends. Spells of higher level will blast through and eliminate this protective barrier.

### **Penultimate Protection**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target 12 points of magical armor. When this armor is depleted, the spell ends.

### **Tongues**

Type: Enhancement

Duration: 10 Minutes

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: Allows the target to speak and understand any spoken language. This does not allow communication with animals.

### **Web**

Type: Offensive Duration:

Concentration

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: The target of this spell becomes enveloped within a web. The victim is totally immobilized, unable to move his arms or legs. Deathblows may be administered to a person trapped in a Web.

## **LEVEL 7**

### **Brain Boil**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative Range/Area

of Effect: Thrown/One Target

Description: This spell inflicts 14 points of no-armor fire damage.

### **Lesser Firestorm**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Affect: Thrown/One Target

Description: This spell inflicts 28 points of fire damage.

### **Lightning Storm**

Type: Damage

Duration: Instant

Element/Energy: Air/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 28 points of electrical damage.

### **Fizzle Breath**

Type: Offensive

Duration: Instant

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: The target of the spell finds that the next use of a breath weapon fails. If the target has a limited number of breath weapons, this failure counts against its total.

### **Hold Portal**

Type: Enchantment

Duration: Infinite

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: The caster of this spell places a magic enchantment on a lock or door. This enchantment will prevent the lock or door from being opened without a specified password or key. However, this spell does not prevent the door or lock from being destroyed. If a siege weapon is attacking a door or lock, the Hold Portal spell will grant a number of siege points equal to the caster level.

### **Hypnotism**

Type: Offensive

Duration: Instant

Element/Energy: Air/Wild

Range/Area of Effect: Touch/One target

**Description:** The caster of this spell buries a powerful suggestion within the mind of the target. This suggestion will be forgotten until a specific word or event triggers the command. The suggestion remains infinitely in the mind of the victim until sprung, and will last through death and Resurrection as long as the spell was cast more than 30 minutes prior to the death (or 5 minutes in case of a Life spell).

When the specified word or event triggers the suggestion, the target must perform the task at hand. Then the character will have no idea why he has performed said action, unless when the spell is cast, the caster tells him to remember. If the character is slain or knocked unconscious after the spell has been triggered (by the specified word or event), but before he is able to perform the action, the spell is disrupted and all memory of the event is lost. Once the suggestion is acted upon, the suggestion is erased.

In order to perform the spell, the caster must write the suggestion and what will trigger the event on a sheet of paper, speak the incantation and hit the target with the spell packet. At this time, the caster has to give the sheet of paper with the suggestion and what will trigger the event to the target. Resist Charm works against this spell. The victim will have no memory of the subterfuge.

### **Open Portal**

Type: Offensive

Duration: Instant

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

**Description:** This spell will open any locked doors or locks. If the door/lock in question has a Hold Portal spell placed upon it, compare the levels of the two spell casters involved. If the caster of the Open Portal spell is of equal or higher level, his spell will prevail.

## **LEVEL 8**

### **Breath of the Dragon**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

**Description:** This spell inflicts 32 points of fire damage.

### **Divine Masking**

Type: Divination

Duration: Infinite

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

**Description:** this spell shields a character from the prying eyes of a Divine Sight spell. When a Divine Sight spell is cast upon a "Masked" character, compare the level of the two spell casters involved. If the caster of the Divine Masking spell is of equal or higher level, the vision of the character that is attempting to use Divine Sight is obscured. Otherwise, the Divine Sight spell succeeds.

### **Divine Sight**

Type: Divination

Duration: Concentration

Element/Energy: Air/Neutral

Range/Area of Effect: Caster/Special

**Description:** When a Divine Sight spell is activated, the caster gains a mental vision of a specified character or item, and its location, including a general sense of direction and distance. The caster must be familiar with the item in question (have handled it) or have met the person to be able to find them with this spell.

### **Major Spell Barrier**

Type: Protection

Duration: Event

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

**Description:** This spell will absorb the next Damage or Offensive spell cast upon the target that is of 8th level or less. After absorbing a spell, this spell ends. Spells of higher level will blast through and eliminate this protective barrier.

## **LEVEL 9**

### **Demise**

Type: Offensive

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

**Description:** This spell causes the victim to instantly fall dead, as if the correct number of deathblows had been dealt. Armor is not affected by this spell.

### **Disrupt Major Enchantment**

Type: Offensive

Duration: Instant

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell causes a small bolt of neutral energy to jolt from the finger of the caster. This bolt will dissolve any spell it comes in contact with whose level is equal to or lesser than 9th level. A specific spell may be named when the target is struck, and that spell only will be dispelled. If no spell is named after the target is struck, the spell that was most recently cast on the target will be dispelled.

### **Fire Storm**

Type: Damage

Duration: Instant

Element/Energy: Fire/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell inflicts 36 points of fire damage.

### **Inferno Weapon**

Type: Summon

Duration: 15 Min.

Element/Energy: Fire/Wild

Range/Area of Effect: Caster/Caster

Description: Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare material that is at least twice the base cost for the normal weapon. This weapon will be consumed when the spell is first cast.

Once the weapon has been created, the spell may be applied. At this point, the weapon must be covered in red tape. In order to use the summoned weapon, the caster must have the appropriate weapon skill.

The base damage rating of the weapon is 5 point of fire magic damage, regardless of size. The caster may augment his damage with the weapon by specializing with said weapon or earning damage bonuses. After 15 minutes, the weapon will disappear until the spell is cast again, at which time it will appear for another 15 minutes. No reconstruction is necessary.

### **Spell Snaring**

Type: Protection

Duration: Event

Element/Energy: Air/Wild

Range/Area of Effect: Caster/Caster

Description: When this spell is active upon the target, and he is struck by a spell of 7<sup>th</sup> level or lower, he may

choose to “catch” it. After the spell is caught, he may throw the spell as if he had just cast it.

### **Wind Armor**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell encases the recipient in a protective buffer barrier.

This barrier will protect the wearer from 6 points of damage. These points are considered armor but are the last armor points to be removed due to attack.

These points of armor will absorb damage that normally bypasses armor.

One Wind Armor spell will protect the recipient from one of the following attacks: Knock Out, Stun, Back Stab, Assassinate, Silent Kill, Death Strike, Paralyze, Degenerate, Death or Demise. If any of these attacks or spells is performed on a character under the influence of the Wind Armor spell, or the armor points are depleted, this spell ends.

## Bard Spells

### **LEVEL 1**

#### **Darkness**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Fire/Negative Range/Area of Effect: Thrown/One Target

Description: This spell causes a sphere of night to appear around the target. The diameter of the sphere is the arm span of the player. Characters may not see while inside of the sphere (characters inside the sphere act as if blind, see the combat section for more details) or see into or out of the darkness. If a light spell comes in contact with the sphere of darkness, the spells will cancel each other out and they both will end.

#### **Lesser Accuracy**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful ranged strike the recipient of this spell will do 2 additional points of damage.

### **Lesser Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful melee strike the recipient of this spell will do 2 additional points of damage.

### **Courage**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell gives the target 2 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 2 points of body damage. These points may not be healed.

### **Heal Lesser Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 2 body points of damage.

### **Light**

Type: Creation

Duration: Event

Element/Energy: Fire/Positive

Range/Area of Effect: Thrown/One Target

Description: When a light spell is cast, a ball of light appears upon the target. A glow stick, a small flashlight or a small lantern should be used to simulate this spell. This spell will last until the caster cancels it, or until the light source expires (glow stick dies, batteries run out, etc). A darkness spell cast directly upon the target of a light spell will end the light spell.

## **LEVEL 2**

### **Greater Courage**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell gives the target 4 magical body points. These points may exceed the characters

maximum body points to result in a higher total. This bonus lasts until the character receives 4 points of body damage. These points may not be healed.

### **Greater Accuracy**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful ranged strike the recipient of this spell will do 4 additional points of damage.

### **Greater Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: For one successful melee strike the recipient of this spell will do 4 additional points of damage.

### **Heal Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 4 body points of damage.

### **Purify Food & Water**

Type: Other

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: When this spell is cast upon food or liquids, any disease or toxin that is present in the target (no larger than a keg) to become inert. If this spell is cast upon a vial of liquid toxin, the toxin will lose all effects. This spell has no effects on characters that have already been infected with a disease or exposed to a toxin. This spell gives no clue as to whether a toxin or disease was present.

### **Repel Undead I**

Type: Offensive

Duration: Song Element/Energy:

Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell affects all type I undead

creatures. Undead creatures affected by this spell will steadily move away from the caster and be unable to enter the caster's radius.

### **LEVEL 3**

#### **Charm Monster**

Type: Charm

Duration: 10 minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One NPC Description: This spell only affects only non-PC races (the races listed in the "Character Creation" section).

This spell grants the target a firm sense of security toward the spell caster. The creature will consider the caster as a respected and influential ally, and will be easily persuaded to perform any deeds the caster informs him are necessary.

If the creature is violently opposed to the task, or if the task puts the creature's life in direct danger, he may oppose the caster. In this scenario, compare the levels of the caster and the victim. If the caster is a higher level than the victim, the target will do the deed. If the target is equal or higher level, then the spell is broken. The target retains full memory of events that occurred while under the influence of this spell. This spell may be resisted with the Resist Charm skill.

#### **Courage of Rasputin**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell gives the target 6 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 6 points of body damage. These points may not be healed.

#### **Ensnare**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: When this spell strikes a victim, roots sprout forth from the ground surrounding the character and entwine around one foot to just above the ankle. The character may pivot in place, but may not hop, walk, crawl, or move in any other manner--his foot

must remain on the ground.

#### **Mass Accuracy**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell allows the ranged damage rating for each ally within a 10' radius to increase by 2 for one successful strike. After this blow strikes, the bonus is lost.

#### **Mass Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell allows the melee damage rating for each ally within a 10' radius to increase by 2 for one successful strike. After this blow strikes, the bonus is lost.

#### **Mass Courage**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell gives all allies who are standing within a 10' radius of the caster 2 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 2 points of body damage. These points may not be healed.

#### **Purge Disease**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: The Purge Disease spell flushes any single disease from the body of the recipient. The most recently acquired disease will be purged.

#### **Word of Protection**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Caster/10' Radius

Description: This spell prevents all characters that are equal to or lower level than the caster from getting within 10' radius of the caster. Resist charm will protect characters from word of protection spell effects, and the resist charm is not expended.

## **LEVEL 4**

### **Charm Person**

Type: Offensive

Duration: 10 minutes

Element/Energy: Air/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell grants the target a firm sense of security toward the spell caster. The victim will consider the caster as a respected and influential ally, and will be easily persuaded to perform any deeds the caster informs him are necessary.

If the character is violently opposed to the task, the victim may argue with the caster. In this scenario, compare the levels of the caster and the victim. If the caster is a higher level than the victim, the target will do the deed. If the target is equal or higher level, then the spell is broken. The target retains full memory of events that occurred while under the influence of this spell. This spell may be resisted with the Resist Charm skill.

### **Detect Magic**

Type: Divination

Duration: Song

Element/Energy: Air/Neutral

Range/Area of Effect: Caster/One Item/Person

Description: This spell creates a shimmering aura around any magically active items or characters within 10 feet of the caster. This aura is only perceivable by the caster of this spell. This spell does not show which elements/energies are involved.

### **Heal Severe Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 8 body points of damage.

### **Mass Greater Accuracy**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell allows the ranged damage rating for each ally within a 10' radius to increase by 4 for one successful strike. After this blow strikes, the bonus is lost.

### **Mass Greater Bestow**

Type: Enhancement

Duration: Event

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell allows the melee damage rating for each ally within a 10' radius to increase by 4 for one successful strike. After this blow strikes, the bonus is lost.

### **Mass Greater Courage**

Type: Enhancement

Duration: Event

Element/Energy: Water/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell gives all allies who are standing within a 10' radius of the caster 4 magical body points. These points may exceed the characters maximum body points to result in a higher total. This bonus lasts until the character receives 4 points of body damage. These points may not be healed.

### **Mass Purify Food & Drink**

Type: Other

Duration: Song

Element/Energy: Water/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell will remove any toxins (excluding alcohol) or diseases from any non-magical food or liquid that passes within 10' of the caster while he is singing.

### **Repel Undead II**

Type: Offensive

Duration: Song Element/Energy:

Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell affects all type 2 undead creatures or lower. Undead creatures affected by this spell will steadily move away from the caster and be unable to enter the caster's radius.

## **Spell Barrier**

Type: Protection

Duration: Event

Element/Energy: Air/Neutral

Range/Area of Effect: Thrown/One Target

Description: This spell will absorb the next Damage or Offensive spell cast upon the target that is of 4th level or less. After absorbing a spell, this spell ends. Spells of higher level will blast through and eliminate this protective barrier.

## **LEVEL 5**

### **Aid**

Type: Enhancement

Duration: 10 minutes

Element/Energy: Air/Wild

Range/Area of Effect: Touch/One Target

Description: This spell will raise the damage rating of the target by 1 for any single specified weapon.

### **Ensnare II**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: Roots spring forth from the ground and attach themselves to both of the victim's arms and legs. The victim cannot move his arms and legs but can struggle. If the character is still conscious, deathblows may not be administered to a character under the effects of this spell.

### **Mass Charm Monster**

Type: Offensive

Duration: Song

Element/Energy: Air/Wild

Range/Area of Effect: Caster/10' Radius

Description: All non-PC races that pass within 10' of the caster while he is signing, will view him as a cherished friend for the duration of the song. This spell is similar in effect to the Charm Monster song above.

### **Mass Ensnare I**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/5' Radius

Description: This spell affects a 10' wide circle,

centered on where the spell packet lands. Vines and roots will shoot forth and grab anyone, friend or foe, within the area of effect. Vines and roots continually grow throughout the song's duration, and anything wandering into the area while the song is being sung will become trapped.

When this spell ensnares a victim, roots entwine around one foot to just above the ankle. The character may pivot in place, but may not hop, walk, crawl, or move in any other manner--his foot must remain on the ground.

### **Neutralize Toxin**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will neutralize any toxin present within the target. The caster gains no knowledge of whether any toxin was present.

### **Shatter**

Type: Offensive

Duration: Instant

Element/Energy: Water/Wild

Range/Area of Effect: Thrown/One Item

Description: This spell will destroy any single weapon. When cast, the caster must announce the weapon being targeted. These items may not be repaired by any non-magical means. It is up to an appropriate marshal to decide the effect of this spell on magical items. This spell is not effective against armor.

## **LEVEL 6**

### **Heal Critical Wounds**

Type: Healing

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target

Description: This spell will heal a wounded character for up to 12 body points of damage.

### **Mass Charm Person**

Type: Offensive

Duration: Song

Element/Energy: Air/Wild

Range/Area of Effect: Caster/10' Radius  
Description: All beings, ally and enemy, who pass within 10' of the caster while he is signing, will view

him as a cherished friend for the duration of the song. This spell is similar in effect to the Charm Person song above.

### **Mass Detect Magic**

Type: Divination

Duration: Song

Element/Energy: Air/Neutral

Range/Area of Effect: Caster/10' Radius

Description: This spells causes all items and characters with spells active upon them, items with enchantment slots, and all magic items that pass within 10' of the caster to glow. The illumination is detectable by everyone in the vicinity.

### **Mass Spell Barrier**

Type: Protection

Duration: Instant

Element/Energy: Air/Neutral

Range/Area of Effect: Caster/10' Radius Description:

This spell gives all allies who are standing within a 10' radius of the caster when protection from the next Offensive or Damage spell that is 4th level or less. Spells of higher level will blast through and eliminate this protective barrier.

### **Repel Undead III**

Type: Offensive

Duration: Song Element/Energy:

Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell affects all type 3 undead creatures or lower. Undead creatures affected by this spell will steadily move away from the caster and be unable to enter the caster's radius.

### **Slumber**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/One Target

Description: This spell causes the target to fall into a deep slumber. Deathblows may be administered to the target. The character will sleep for the full duration of the spell unless he receives body point damage, which will awaken him. This spell may be resisted with the Resist Sleep skill.

## **LEVEL 7**

### **Curse of Rasputin**

Type: Offensive

Duration: Infinite

Element/Energy: Earth/Negative

Range/Area of Effect: Thrown/One Target Description:

A character under the affects of this spell takes 2 additional points of damage from any attack that inflicts damage. In addition, the cursed character tends to suffer from bad luck and misfortune – when a character has been cursed, the player should inform the GM staff at his earliest convenience.

### **Mass Aid**

Type: Enhancement

Duration: Song

Element/Energy: Air/Wild

Range/Area of Effect: Caster/10' Radius

Description: All allies within the area of effect gain an extra point of damage to all of their attacks with weapons.

### **Mass Ensnare II**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/5' Radius

Description: This spell affects a 10' wide circle, centered on where the spell packet lands. Vines and roots will shoot forth and grab anyone, friend or foe, within the area of effect. Vines and roots continually grow throughout the songs duration, and anything wandering into the area while the song is being sung will become trapped.

When this spell ensnares a victim, roots spring forth from the ground and attach themselves to both of the victim's arms and legs. The victims cannot move their arms or legs, but can still struggle. If a character is still conscious, deathblows may not be administered to a character under the effects of this spell.

### **Mass Neutralize Poison**

Type: Restorative

Duration: Song Element/Energy:

Water/Positive

Range/Area of Effect: Caster/10' Radius Description:

When this spell is cast, any toxin present within any character or item that passes within 10' of the caster while he is singing becomes neutralized.

The caster gains no knowledge as to what kind of poison is present or whether any toxin was present.

### **Remove Curse**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Touch/One Target

Description: This spell removes all curses on the target. If a certain curse can be specified, that curse will be removed.

## **LEVEL 8**

### **Mass Slumber**

Type: Offensive

Duration: Song

Element/Energy: Earth/Wild

Range/Area of Effect: Thrown/5' Radius Description:

This spell affects a 10' wide circle, centered on where the spell packet lands. All beings, friend or foe, within the circle are affected. This spell only affects those in the area at the beginning of the song. This spell saps the energy from the targets' bodies, causing them to fall into a deep slumber. While in this state, deathblows may be delivered to the victims. The characters will awaken after receiving damage to their physical body. Shouting and shaking will not awaken the characters.

### **Paralyze**

Type: Offensive

Duration: 10 Minutes

Element/Energy: Water/Negative

Range/Area of Effect: Thrown/One Target

Description: This spell paralyzes the victim. The target may not move any muscles in his body other than those needed to breathe or blink their eyes. The victim is aware of his surroundings and may look about himself, but is unable to move. Deathblows may be delivered to a character in this incapacitated state. Two Neutralize Toxin spells or the reverse of this spell, Remove Paralysis, will counteract the effects. Otherwise, the paralysis will wear off in 10 minutes.

### **Remove Paralysis**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Thrown/One Target

Description: this spell removes any Paralysis caused by toxin or by magic.

### **Repel Undead IV**

Type: Offensive

Duration: Song Element/Energy:

Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell affects all type 4 undead creatures or lower. Undead creatures affected by this spell will steadily move away from the caster and be unable to enter the caster's radius.

## **LEVEL 9**

### **Mass Curse of Rasputin**

Type: Offensive

Duration: Infinite

Element/Energy: Earth/Negative

Range/Area of Effect: Thrown/5' Radius

Description: This spell affects a 10' wide circle, centered on where the spell packet lands. Any character under the affects of this spell takes 2 additional points of damage from any attack that inflicts damage. In addition, the cursed character tends to suffer from bad luck and misfortune – when a character has been cursed, the player should inform the GM staff at his earliest convenience. This spell is considered a curse.

### **Mass Remove Curse**

Type: Restorative

Duration: Instant

Element/Energy: Earth/Positive

Range/Area of Effect: Caster/10' Radius

Description: This spell affects a 10' wide circle, centered on where the spell packet lands. This spell removes all curses on the targets. If a certain curse can be specified, that curse will be removed.

### **Regenerate**

Type: Restorative

Duration: Instant

Element/Energy: Water/Positive

Range/Area of Effect: Touch/One Target Description:

The Regenerate spell completely restores a character to full body points; all wounds are closed and healed without scarring. This spell may be used to remove the scars of wounds that have healed naturally. It may also be used to re-grow severed limbs. If this

spell is used to re-grow a limb, it does not restore any body points. This spell only works on living material.

### **Wind Armor**

Type: Protection

Duration: Event

Element/Energy: Air/Positive

Range/Area of Effect: Thrown/One Target

Description: This spell encases the recipient in a protective buffer barrier.

This barrier will protect the wearer from 6 points of damage. These points are considered armor but are the last armor points to be removed due to attack.

These points of armor will absorb damage that normally bypasses armor.

One Wind Armor spell will protect the recipient from one of the following attacks: Knock Out, Stun, Back Stab, Assassinate, Silent Kill, Death Strike, Paralyze, Degenerate, Death or Demise. If any of these attacks or spells is performed on a character under the influence of the Wind Armor spell, or the armor points are depleted, this spell ends.

# **Alchemies**

## Level 1 Alchemies

**Metal Mend:** This substance repairs 4 points of Chain, scale or plate armor. Additionally, this substance is able to repair any metallic item no longer than maximum sword length that has been broken in character.

NOTE: The mend alchemy cannot repair a withered weapon or armor, a weapon that has been destroyed by acids, or armor that has been completely destroyed (reduced to 0).

**Level 1 Acid:** This alchemy will deal 2 points of acid damage.

## Level 2 Alchemies

**Cool Paste:** This salve will grant immunity to the next cold based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 2 Acid:** This alchemy will deal 4 points of acid damage.

## Level 3 Alchemies

**Charge Paste:** This salve will grant immunity to the next electrical based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Stainless:** This substance, when administered to a weapon will protect it from the next Wither or Shatter spell that would destroy it. This alchemy will last for the duration of the event or until used.

**Level 3 Acid:** This alchemy will deal 6 points of acid damage.

## Level 4 Alchemies

**Heat Paste:** This salve will grant immunity to the next fire based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 4 Acid:** This alchemy will deal 8 points of acid damage.

# Level 5 Alchemies

**Sealant:** This substance, when administered to a weapon will protect it from the next acid that would destroy it. This sealant will last for the duration of the event or until used. This will allow a single acid to

**Level 5 Acid:** This alchemy will deal 10 points of acid damage.

## Level 6 Alchemies

**Base Paste:** This salve will grant immunity to the next acid based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 6 Acid:** This alchemy will deal 12 points of acid damage.

## Level 7 Alchemies

**Barrier Paste:** When barrier paste is applied, it allows the application of a second alchemy over a previously applied alchemy.

**Level 7 Acid:** This alchemy will deal 14 points of acid damage.

## Level 8 Alchemies

**Diamond Dust:** When an alchemist applies this compound to a bladed weapon, the damage rating for said weapon is increased by one. This effect will last for one event. One dose will cover one weapon blade.

**Level 8 Acid:** This alchemy will deal 16 points of acid damage.

## Level 9 Alchemies

**Sealant 2:** This substance, when administered to a weapon will protect it from all acids that would destroy it for the duration of the event. This sealant can allow a character to apply level 6-9 acids to an item for the purpose of attacking.

**Level 9 Acid:** This alchemy will deal 18 points of acid damage.

# Toxins

## Create Toxin Level 1

**Damage Toxin 1:** This Toxin inflicts 2 points of damage to the victim.

**Stress:** This poison will cause the victim to feel as if he is under intense stress. If anyone harasses the victim, it is likely that a violent confrontation will occur.

## Create Toxin Level 2

**Damage Toxin 2:** This Toxin inflicts 5 points of damage to the victim.

**Pain:** The victim suffers 2 body points of damage per day until the poison is cured. At any given time, a character may have only one pain toxin affecting him. This damage cannot be healed until the toxin is neutralized.

**Repulsiveness:** The victim will begin to emit a repugnant odor. The victim will continue to stink for 1 hour or until the toxin is neutralized. The gem of this poison is that the victim does not know that he smells bad. The victim's stench will be smelled by anyone within a 6 feet radius except the victim himself.

**Deafness:** The victim loses all hearing for a period of one hour or until the toxin is neutralized.

## Create Toxin Level 3

**Damage Toxin 3:** This Toxin inflicts 7 points of damage to the victim.

**Love:** The victim falls in love with the first character of the appropriate sex that they see (the appropriate sex chosen by the victim). The character will not leave the side of their beloved until the effects wear off. This will last for 24 hours or until the toxin is neutralized.

**Hate:** The victim hates the next person that he sees. The emotion will gradually build in the character over a period of 10 minutes. It may start with ridicule and accusations but will end in bloodshed if the toxin is not neutralized. The duration of this poison is 24

hours, the toxin is neutralized or the hated person is slain.

**Mute:** This toxin causes the victim's vocal cords to constrict, making speech impossible for 1 hour or until the toxin is neutralized.

## Create Toxin Level 4

**Damage Toxin 4:** This Toxin inflicts 10 points of damage to the victim.

**Blindness:** This toxin causes the victim's optical nerves cease to function. This lasts for one hour (or until the toxin is neutralized) while the victim's eyes will burn and itch. Often their eyes will become red, inflamed, and watery. See the combat section for rules concerning blinded characters.

**Pain II:** This poison causes the victim to lose 4 body points per day until the toxin is neutralized. At any given time, a character may have only one pain toxin affecting him. This damage cannot be healed until the toxin is neutralized.

**Ignorance:** This toxin cripples the victim's mental capacity. The victim is unable to produce constructive, creative thoughts or cast spells of higher than second level. He is essentially the intellectual equivalent of a kobold (dumb). This lasts for one hour or until the toxin is neutralized.

## Create Toxin Level 5

**Damage Toxin 5:** This Toxin inflicts 12 points of damage to the victim.

**Hallucination:** When this toxin affects a character, he will begin to hallucinate. These hallucinations will usually deal with events from the character's past. A marshal is needed to inform the character what it is that they are seeing. These hallucinations will last for 1 hour or until the toxin is neutralized.

## Create Toxin Level 6

**Damage Toxin 6:** This Toxin inflicts 15 points of damage to the victim.

after which, the victim dies.

### Create Toxin Level 9

**Damage Toxin 9:** This Toxin inflicts 22 points of damage to the victim.

**Death III:** This toxin will cause the victim to die within 5 minutes of contact with the poison. The victim's condition will become progressively worse until death occurs. At first, the victim will feel a burning sensation in the area of contact. This feeling will gradually extend into the victim's body throughout the duration, after which, the victim dies.

**Pain III:** This venom causes the victim to lose 6 body points per day until cured. At any given time, a character may have only one pain toxin affecting him. This damage cannot be healed until the toxin is neutralized.

**Paralysis:** This toxin completely incapacitates the victim. They cannot move any muscles except those used to blink and breathe. The victim is aware of what is going on around them for they are able to see, hear and smell. This lasts for one hour or until the toxin is neutralized.

### Create Toxin Level 7

**Damage Toxin 7:** This Toxin inflicts 17 points of damage to the victim.

**Death I:** This toxin causes the victim to die within 24 hours of exposure. The victim's condition will become progressively worse until death occurs. At first, the victim will feel a burning sensation in the area of contact. This feeling will gradually extend into the victim's body throughout the duration, after which, the victim dies.

**Sleep:** This toxin will lull the victim into a deep sleep from which he may not be awoken from by non-magical means. The victim will sleep for 1 hour or until the toxin is neutralized.

### Create Toxin Level 8

**Damage Toxin 8:** This Toxin inflicts 20 points of damage to the victim.

**Pain IV:** This toxin causes the victim to lose 8 body points per day until cured. At any given time, a character may have only one pain toxin affecting him. This damage cannot be healed until the toxin is neutralized.

**Death II:** This toxin will cause the victim to die within 1 hour of contact with the poison. The victim's condition will become progressively worse until death occurs. At first, the victim will feel a burning sensation in the area of contact. This feeling will gradually extend into the victim's body throughout the duration,

## Weapon Specifications

Weapon Name	Weapon Size		Damage Rating
	Min	Max	
<b>Bow</b>	30# Max Pull at 28"		3 No Armor
<b>Crossbow</b>	30# Max Pull at 28"		3 No Armor
<b>Arrows &amp; Bolts</b>	See Marshal		NA
<b>Knife</b>	6"	9"	1
<b>Dagger</b>	9"	24"	1
<b>Short Sword</b>	24"	32"	2
<b>Long Sword</b>	32"	44"	2
<b>Bastard Sword</b>	44"	50"	2 or 3
<b>Great Sword</b>	50"	66"	3
<b>Mace</b>	20"	44"	2
<b>Hammer</b>	20"	44"	2
<b>Club</b>	20"	44"	1
<b>Staff</b>	40"	72"	2
<b>Great Mace</b>	44"	62"	3
<b>Great Hammer</b>	44"	62"	3
<b>Great Club</b>	44"	62"	3
<b>Hand Axe</b>	16"	32"	2
<b>Great Axe</b>	32"	48"	3
<b>Pole Axe</b>	48"	84"	3
<b>Halberd</b>	48"	84"	3
<b>Bill</b>	48"	84"	3
<b>Spear</b>	48"	84"	3
<b>Pike</b>	72"	84"	3
<b>Thrown Dagger</b>	6"	8"	1
<b>Thrown Rock</b>	2"-3" - must be grey		1
<b>Thrown Axe</b>	8"	12"	2
<b>Thrown Hammer</b>	8"	12"	2
<b>Javelin</b>	36"	36"	3 No Armor
<b>Buckler</b>	Max: 200 sq"		NA
<b>Shield</b>	Max: 800 sq"		1
<b>Tower Shield</b>	No Limit		1

<b>Battering Ram</b>	6' long	See Book
<b>Capped Ram</b>	6' long	See Book
<b>Ballista</b>	See Marshal	See Book
<b>Catapult</b>	See Marshal	See Book
<b>Trebuchet</b>	See Marshal	See Book

# Hit Point Chart

LEVEL	HUM	HFE	ELF	FST	DWF	HLF	HORC	HORG		LEVEL	WAR	ROG	MAGE	CLC
1	2	2	1	2	3	1	4	5		1	8	5	4	7
2	3	3	2	3	4	1	5	7		2	11	7	5	9
3	4	3	2	3	5	2	6	8		3	13	8	6	11
4	4	4	3	4	6	2	7	10		4	16	10	7	13
5	5	4	3	4	7	2	8	11		5	18	11	8	15
6	6	5	4	5	8	3	9	13		6	21	13	9	17
7	6	5	4	5	9	3	10	14		7	23	14	10	19
8	7	6	5	6	10	3	11	16		8	26	16	11	21
9	8	6	5	6	11	4	12	17		9	28	17	12	23
10	8	7	6	7	12	4	13	19		10	31	19	13	25
11	9	7	6	7	13	4	14	20		11	33	20	14	27
12	10	8	7	8	14	5	15	22		12	36	22	15	29
13	10	8	7	8	15	5	16	23		13	38	23	16	31
14	11	9	8	9	16	5	17	25		14	41	25	17	33
15	12	9	8	9	17	6	18	26		15	43	26	18	35
16	12	10	9	10	18	6	19	28		16	46	28	19	37
17	13	10	9	10	19	6	20	29		17	48	29	20	39
18	14	11	10	11	20	7	21	31		18	51	31	21	41
19	14	11	10	11	21	7	22	32		19	53	32	22	43
20	15	12	11	12	22	7	23	34		20	56	34	23	45
21	16	12	11	12	23	8	24	35		21	58	35	24	47
22	16	13	12	13	24	8	25	37		22	61	37	25	49
23	17	13	12	13	25	8	26	38		23	63	38	26	51
24	18	14	13	14	26	9	27	40		24	66	40	27	53
25	18	14	13	14	27	9	28	41		25	68	41	28	55
26	19	15	14	15	28	9	29	43		26	71	43	29	57
27	20	15	14	15	29	10	30	44		27	73	44	30	59
28	20	16	15	16	30	10	31	46		28	76	46	31	61
29	21	16	15	16	31	10	32	47		29	78	47	32	63
30	22	17	16	17	32	11	33	49		30	81	49	33	65

# Racial Modifiers To Skills

## Enhanced (In Percent)

### **DWARVES:**

Armorsmithing	50(75)
Damage Control	75(100)
Terrain Lore - Mountain	50(75)
Resist Disease	50(75)
Siege Engineering	50(75)
Terrain Lore - Subterranean	60(80)
Thrown Hammer	50(75)
Weaponsmithing	50(75)

### **COMMON ELVES:**

Bow	50(75)
Fairy Lore	50(75)
Resist Charm	50(75)
Resist Sleep	50(75)
Read Magic OR Cleric Lore	50(75)

### **FOREST ELVES:**

Bow OR Spear	50(50)
Resist Charm	50(75)
Resist Sleep	50(75)
Small Unit Tactics	75(100)
Terrain Lore - Woodland	50(75)

### **HALFLINGS:**

Locate/Remove Traps	50(75)
Cartography	50(75)
Pick Locks	50(75)
Resist Disease	75(100)
Thrown Weapons	50(100)
Back Stab	50(75)

## Deficient (In Percent)

Astrology	200(150)
Horsemanship	150(125)
Sailing	200(150)
Two-Handed Blunt Weapons	300(200)
Two-Handed Sword Weapons	300(200)
War Casting	150(125)
Terrain Lore - Woodland	200(150)

Sailing	150(125)
Stone Lore	200(150)
Terrain Lore - Subterranean	200(150)
Two-Handed Blunt Weapons	200(150)
Two-Handed Sword Weapons	200(100)

Sailing	150(125)
Siege Engineering	150(125)
Stone Lore	200(150)
Terrain Lore - Subterranean	200(150)
Two-Handed Blunt Weapons	200(150)
Two-Handed Sword Weapons	200(150)
Urban Lore	200(150)

Damage Control	200(150)
Physical Development	200(150)
Sailing	150(125)
Siege Engineering	150(125)
Two-Handed Blunt Weapons	300(200)
Two-Handed Sword Weapons	300(200)
Large Unit Tactics	150(125)

Enhanced (In Percent)

Deficient (In Percent)

**HALF-OGRE:**

Damage Control	50
Drug Tolerance	50
Physical Development	50
Two-Handed Blunt Weap.	50
Two-Handed Sword Weap.	50
Wilderness Survival	50

Alchemy	200
Bow	200
Heraldry	200
Horsemanship	200
Language Skills	200
Cartography	200
Math Skills	200
Read & Write Skills	200
Sailing	200
Scribe	200
Urban Lore	200
War Casting	150

**HALF-ORC:**

Damage Control	75
Resist Disease	75
Two-Handed Blunt Weap.	50
Two-Handed Sword Weap.	50
Wilderness Survival	50

Alchemy	200
Horsemanship	150
More Math	200
Read Magic	200
Read & Write	200
Sailing	150
Scribe	200
War Casting	150

**Experience Point Table**

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<i>Level</i>	<i>Points</i>	<i>Level</i>	<i>Points</i>	<i>Level</i>	<i>Points</i>
1	0	11	1300	21	4600
2	40	12	1540	22	5040
3	100	13	1800	23	5500
4	180	14	2080	24	5980
5	280	15	2380	25	6480
6	400	16	2700	26	7000
7	540	17	3040	27	7540
8	700	18	3400	28	8100
9	880	19	3780	29	8680
10	1080	20	4180	30	9280

# Cleric Skill Costs

Weapon Groups		Weapon Mastering		Trap Skills		Lore Skills		Item Enchantment	
One Handed Swords	40	Specialization	(Desc)	Locate/Remove Traps	30	Artifact	60	Analyze Magic Item	60
Two Handed Swords	50	Damage +1	100	Trap Building 1	40	Astronomy	15	Mystic Ruins	30
One Handed Blunt	30	Damage +2	175	Trap Building 2	10	Culture	20	Enchant Level 1	60
Two Handed Blunt	30	Damage +3	250	Trap Building 3	10	Fairy	25	Enchant Level 2	90
Axes	45	Damage +4	325	Trap Building 4	20	Fauna	20	Enchant Level 3	120
Polearms	45	Each Additional +	(+75)	Trap Building 5	20	Flora	20	Enchant Level 4	150
Thrown Weapons	15	Critical Parry	150	Trap Building 6	30	Heraldry	25	Enchant Level 5	180
Bows	60	Each Additional CP	(+75)	Trap Building 7	30	Herb	15	Enchant Level 6	210
Shields	25	Knock Down	75	Trap Building 8	40	Metal	30	Enchant Level 7	230
Siege Weapons	50	Each Additional KD	(+25)	Trap Building 9	40	Planar	45	Enchant Level 8	250
<b>Individual Weapons</b>		Stun	100	<b>Professions</b>		Poison	20	Enchant Level 9	270
Paired Weapons	50	Each Additional Stun	(+25)	Appraisal	20	Racial	20	Demi-Enchant 1	150
Blind Fighting	100	1st Death Strike	200	Bardic Ability	25	Sailing	20	Demi-Enchant 2	250
Bow	30	2nd Death Strike	325	Cartography	15	Scribe	10	Demi-Enchant 3	350
Crossbow	30	Each Additional DS	(+150)	First Aid	10	Stone	30	<b>Alchemy</b>	
Knife	2	<b>Physical Abilities</b>		Forensics	30	Symbol	15	Alchemy Level 1	5
Dagger	10	Armor Move	10	Fortune Telling	15	Terrain	20	Alchemy Level 2	10
Short Sword	20	Damage Control	30	Horsemanship	25	Undead	25	Alchemy Level 3	15
Long Sword	25	Detect Magic	20	Language	15	Urban	20	Alchemy Level 4	20
Bastard Sword	40	Drug Tolerance	35	Math	10	<b>Earth/Water Spells</b>		Alchemy Level 5	25
Great Sword	50	Physical Development	30	More Math	10	Level 1 Spell Slot	5	Alchemy Level 6	30
Mace	15	Resist Charm	30	Navigation	15	Level 2 Spell Slot	5	Alchemy Level 7	35
Hammer	15	Resist Disease	35	Read/Write	10	Level 3 Spell Slot	8	Alchemy Level 8	40
Club	15	Resist Sleep	30	Seamanship	25	Level 4 Spell Slot	15	Alchemy Level 9	45
Staff	12	Stun Maneuver	30	Tanning	40	Level 5 Spell Slot	25	<b>Potions</b>	
Two Handed Mace	25	<b>Rogue Skills</b>		Tracking	30	Level 6 Spell Slot	35	Create Potion Level 1	10
Two Handed Club	25	Back Stab	80	Wilderness Survival	15	Level 7 Spell Slot	45	Create Potion Level 2	15
Two Handed Hammer	25	Knock Out	120	<b>Trade Skills</b>		Level 8 Spell Slot	55	Create Potion Level 3	20
Hand Axe	20	Assassinate	400	Armorsmithing	30	Level 9 Spell Slot	70	Create Potion Level 4	25
Great Axe	20	Silent Kill	950	Craft	15	<b>Fire/Air Spells</b>		Create Potion Level 5	30
Poleaxe	40	Forgery	40	Herbalism	15	Level 1 Spell Slot	10	Create Potion Level 6	35
Halbard	40	Pick Locks	35	Siege Engineering	25	Level 2 Spell Slot	15	Create Potion Level 7	40
Bill	40	Disguise Level 1	20	Weaponsmithing	30	Level 3 Spell Slot	20	Create Potion Level 8	45
Spear	25	Disguise Level 2	30	<b>Magic Skills</b>		Level 4 Spell Slot	30	Create Potion Level 9	50
Pike	40	Disguise Level 3	40	Bard Song	30	Level 5 Spell Slot	40	<b>Scrolls</b>	
Thrown Dagger	10	Disguise Level 4	50	Clerical Lore	10	Level 6 Spell Slot	55	Create Scrolls Level 1	10
Thrown Rock	8	Disguise Level 5	60	Read Magic	24	Level 7 Spell Slot	75	Create Scrolls Level 2	15
Thrown Axe	10	<b>Toxin Skills</b>		Spell Research (Bard)	30	Level 8 Spell Slot	100	Create Scrolls Level 3	20
Thrown Hammer	10	Handle Toxin	40	Spell Research (E/W)	10	Level 9 Spell Slot	125	Create Scrolls Level 4	25
Javelin	8	Create Toxin 1	15	Spell Research (F/A)	25	<b>Bard Song</b>		Create Scrolls Level 5	30
Shield	15	Create Toxin 2	30			Level 1 Spell Slot	10	Create Scrolls Level 6	35
Shield Bash	20	Create Toxin 3	45			Level 2 Spell Slot	15	Create Scrolls Level 7	40
Buckler	10	Create Toxin 4	60			Level 3 Spell Slot	20	Create Scrolls Level 8	45
		Create Toxin 5	75			Level 4 Spell Slot	30	Create Scrolls Level 9	50
		Create Toxin 6	90			Level 5 Spell Slot	40	<b>Tactics</b>	
		Create Toxin 7	105			Level 6 Spell Slot	55	Sm. Unit Tactics	25
		Create Toxin 8	120			Level 7 Spell Slot	75	Med Unit Tactics	30
		Create Toxin 9	135			Level 8 Spell Slot	100	Lrg. Unit Tactics	25
						Level 9 Spell Slot	125	War Casting	30

# Mage Skill Costs

Weapon Groups		Weapon Mastering		Trap Skills		Lore Skills		Item Enchantment	
One Handed Swords	60	Specialization	(Desc)	Locate/Remove Traps	30	Artifact	60	Analyze Magic Item	60
Two Handed Swords	70	Damage +1	150	Trap Building 1	35	Astronomy	10	Mystic Ruins	30
One Handed Blunt	60	Damage +2	300	Trap Building 2	6	Culture	15	Enchant Level 1	60
Two Handed Blunt	70	Damage +3	400	Trap Building 3	6	Fairy	20	Enchant Level 2	90
Axes	65	Damage +4	500	Trap Building 4	12	Fauna	15	Enchant Level 3	120
Polearms	65	Each Additional +	(+100)	Trap Building 5	12	Flora	15	Enchant Level 4	150
Thrown Weapons	15	Critical Parry	225	Trap Building 6	18	Heraldry	30	Enchant Level 5	180
Bows	70	Each Additional CP	(+150)	Trap Building 7	18	Herb	15	Enchant Level 6	210
Shields	60	Knock Down	100	Trap Building 8	24	Metal	25	Enchant Level 7	230
Siege Weapons	100	Each Additional KD	(+50)	Trap Building 9	24	Planar	45	Enchant Level 8	250
<b>Individual Weapons</b>		Stun	150	<b>Professions</b>		Poison	20	Enchant Level 9	270
Paired Weapons	60	Each Additional Stun	(+50)	Appraisal	20	Racial	15	Demi-Enchant 1	150
Blind Fighting	120	1st Death Strike	300	Bardic Ability	25	Sailing	20	Demi-Enchant 2	250
Bow	40	2nd Death Strike	500	Cartography	15	Scribe	10	Demi-Enchant 3	350
Crossbow	35	Each Additional DS	(+200)	First Aid	20	Stone	25	<b>Alchemy</b>	
Knife	2	<b>Physical Abilities</b>		Forensics	30	Symbol	15	Alchemy Level 1	5
Dagger	5	Armor Move	40	Fortune Telling	10	Terrain	20	Alchemy Level 2	10
Short Sword	25	Damage Control	35	Horsemanship	25	Undead	30	Alchemy Level 3	15
Long Sword	35	Detect Magic	30	Language	10	Urban	20	Alchemy Level 4	20
Bastard Sword	55	Drug Tolerance	35	Math	5	<b>Earth/Water Spells</b>		Alchemy Level 5	25
Great Sword	65	Physical Development	40	More Math	5	Level 1 Spell Slot	10	Alchemy Level 6	30
Mace	30	Resist Charm	30	Navigation	10	Level 2 Spell Slot	15	Alchemy Level 7	35
Hammer	30	Resist Disease	35	Read/Write	10	Level 3 Spell Slot	20	Alchemy Level 8	40
Club	30	Resist Sleep	30	Seamanship	25	Level 4 Spell Slot	30	Alchemy Level 9	45
Staff	12	Stun Maneuver	40	Tanning	40	Level 5 Spell Slot	40	<b>Potions</b>	
Two Handed Mace	65	<b>Rogue Skills</b>		Tracking	30	Level 6 Spell Slot	55	Create Potion Level 1	10
Two Handed Club	65	Back Stab	70	Wilderness Survival	15	Level 7 Spell Slot	75	Create Potion Level 2	15
Two Handed Hammer	65	Knock Out	100	<b>Trade Skills</b>		Level 8 Spell Slot	100	Create Potion Level 3	20
Hand Axe	30	Assassinate	225	Armorsmithing	30	Level 9 Spell Slot	125	Create Potion Level 4	25
Great Axe	55	Silent Kill	850	Craft	20	<b>Fire/Air Spells</b>		Create Potion Level 5	30
Poleaxe	55	Forgery	35	Herbalism	15	Level 1 Spell Slot	5	Create Potion Level 6	35
Halbard	55	Pick Locks	35	Siege Engineering	25	Level 2 Spell Slot	5	Create Potion Level 7	40
Bill	55	Disguise Level 1	15	Weaponsmithing	30	Level 3 Spell Slot	8	Create Potion Level 8	45
Spear	45	Disguise Level 2	20	<b>Magic Skills</b>		Level 4 Spell Slot	15	Create Potion Level 9	50
Pike	60	Disguise Level 3	30	Bard Song	25	Level 5 Spell Slot	25	<b>Scrolls</b>	
Thrown Dagger	8	Disguise Level 4	35	Clerical Lore	20	Level 6 Spell Slot	35	Create Scrolls Level 1	10
Thrown Rock	8	Disguise Level 5	45	Read Magic	12	Level 7 Spell Slot	45	Create Scrolls Level 2	15
Thrown Axe	10	<b>Toxin Skills</b>		Spell Research (Bard)	20	Level 8 Spell Slot	55	Create Scrolls Level 3	20
Thrown Hammer	20	Handle Toxin	40	Spell Research (E/W)	25	Level 9 Spell Slot	70	Create Scrolls Level 4	25
Javelin	10	Create Toxin 1	12	Spell Research (F/A)	10	<b>Bard Song</b>		Create Scrolls Level 5	30
Shield	50	Create Toxin 2	24			Level 1 Spell Slot	10	Create Scrolls Level 6	35
Shield Bash	50	Create Toxin 3	36			Level 2 Spell Slot	15	Create Scrolls Level 7	40
Buckler	20	Create Toxin 4	48			Level 3 Spell Slot	20	Create Scrolls Level 8	45
		Create Toxin 5	60			Level 4 Spell Slot	30	Create Scrolls Level 9	50
		Create Toxin 6	72			Level 5 Spell Slot	40	<b>Tactics</b>	
		Create Toxin 7	84			Level 6 Spell Slot	55	Sm. Unit Tactics	35
		Create Toxin 8	96			Level 7 Spell Slot	75	Med Unit Tactics	35
		Create Toxin 9	108			Level 8 Spell Slot	100	Lrg. Unit Tactics	40
						Level 9 Spell Slot	125	War Casting	30

# Rogue Skill Costs

Weapon Groups		Weapon Mastering		Trap Skills		Lore Skills		Item Enchantment	
One Handed Swords	35	Specialization	(Desc)	Locate/Remove Traps	15	Artifact	140	Analyze Magic Item	140
Two Handed Swords	45	Damage +1	100	Trap Building 1	20	Astronomy	20	Mystic Ruins	80
One Handed Blunt	35	Damage +2	200	Trap Building 2	5	Culture	20	Enchant Level 1	120
Two Handed Blunt	45	Damage +3	275	Trap Building 3	5	Fairy	30	Enchant Level 2	160
Axes	45	Damage +4	350	Trap Building 4	10	Fauna	20	Enchant Level 3	200
Polearms	45	Each Additional +	(+75)	Trap Building 5	10	Flora	20	Enchant Level 4	240
Thrown Weapons	15	Critical Parry	175	Trap Building 6	15	Heraldry	25	Enchant Level 5	280
Bows	30	Each Additional CP	(+100)	Trap Building 7	15	Herb	15	Enchant Level 6	320
Shields	35	Knock Down	75	Trap Building 8	20	Metal	25	Enchant Level 7	360
Siege Weapons	75	Each Additional KD	(+25)	Trap Building 9	20	Planar	50	Enchant Level 8	400
<b>Individual Weapons</b>		Stun	100	<b>Professions</b>		Poison	15	Enchant Level 9	440
Paired Weapons	30	Each Additional Stun	(+25)	Appraisal	10	Racial	20	Demi-Enchant 1	300
Blind Fighting	80	1st Death Strike	200	Bardic Ability	20	Sailing	20	Demi-Enchant 2	550
Bow	15	2nd Death Strike	350	Cartography	10	Scribe	10	Demi-Enchant 3	850
Crossbow	15	Each Additional DS	(+150)	First Aid	15	Stone	25	<b>Alchemy</b>	
Knife	2	<b>Physical Abilities</b>		Forensics	30	Symbol	15	Alchemy Level 1	20
Dagger	5	Armor Move	20	Fortune Telling	20	Terrain	20	Alchemy Level 2	30
Short Sword	12	Damage Control	35	Horsemanship	25	Undead	40	Alchemy Level 3	40
Long Sword	15	Detect Magic	30	Language	10	Urban	20	Alchemy Level 4	50
Bastard Sword	30	Drug Tolerance	20	Math	10	<b>Earth/Water Spells</b>		Alchemy Level 5	60
Great Sword	35	Physical Development	35	More Math	10	Level 1 Spell Slot	15	Alchemy Level 6	70
Mace	20	Resist Charm	30	Navigation	20	Level 2 Spell Slot	20	Alchemy Level 7	80
Hammer	20	Resist Disease	35	Read/Write	15	Level 3 Spell Slot	30	Alchemy Level 8	90
Club	20	Resist Sleep	30	Seamanship	25	Level 4 Spell Slot	40	Alchemy Level 9	100
Staff	12	Stun Maneuver	35	Tanning	30	Level 5 Spell Slot	60	<b>Potions</b>	
Two Handed Mace	35	<b>Rogue Skills</b>		Tracking	20	Level 6 Spell Slot	80	Create Potion Level 1	20
Two Handed Club	35	Back Stab	30	Wilderness Survival	10	Level 7 Spell Slot	100	Create Potion Level 2	25
Two Handed Hammer	35	Knock Out	60	<b>Trade Skills</b>		Level 8 Spell Slot	125	Create Potion Level 3	30
Hand Axe	15	Assassinate	175	Armorsmithing	30	Level 9 Spell Slot	175	Create Potion Level 4	35
Great Axe	30	Silent Kill	450	Craft	15	<b>Fire/Air Spells</b>		Create Potion Level 5	40
Poleaxe	30	Forgery	20	Herbalism	25	Level 1 Spell Slot	12	Create Potion Level 6	45
Halbard	30	Pick Locks	20	Siege Engineering	25	Level 2 Spell Slot	20	Create Potion Level 7	50
Bill	30	Disguise Level 1	10	Weaponsmithing	30	Level 3 Spell Slot	30	Create Potion Level 8	55
Spear	20	Disguise Level 2	15	<b>Magic Skills</b>		Level 4 Spell Slot	40	Create Potion Level 9	60
Pike	30	Disguise Level 3	20	Bard Song	20	Level 5 Spell Slot	60	<b>Scrolls</b>	
Thrown Dagger	8	Disguise Level 4	25	Clerical Lore	35	Level 6 Spell Slot	80	Create Scrolls Level 1	20
Thrown Rock	8	Disguise Level 5	30	Read Magic	30	Level 7 Spell Slot	100	Create Scrolls Level 2	25
Thrown Axe	8	<b>Toxin Skills</b>		Spell Research (Bard)	10	Level 8 Spell Slot	125	Create Scrolls Level 3	30
Thrown Hammer	15	Handle Toxin	25	Spell Research (E/W)	50	Level 9 Spell Slot	175	Create Scrolls Level 4	35
Javelin	8	Create Toxin 1	10	Spell Research (F/A)	50	<b>Bard Song</b>		Create Scrolls Level 5	40
Shield	25	Create Toxin 2	20			Level 1 Spell Slot	5	Create Scrolls Level 6	45
Shield Bash	30	Create Toxin 3	30			Level 2 Spell Slot	5	Create Scrolls Level 7	50
Buckler	5	Create Toxin 4	40			Level 3 Spell Slot	8	Create Scrolls Level 8	55
		Create Toxin 5	50			Level 4 Spell Slot	15	Create Scrolls Level 9	60
		Create Toxin 6	60			Level 5 Spell Slot	25	<b>Tactics</b>	
		Create Toxin 7	70			Level 6 Spell Slot	35	Sm. Unit Tactics	30
		Create Toxin 8	80			Level 7 Spell Slot	45	Med Unit Tactics	30
		Create Toxin 9	90			Level 8 Spell Slot	55	Lrg. Unit Tactics	30
						Level 9 Spell Slot	70	War Casting	35

# Warrior Skill Costs

Weapon Groups		Weapon Mastering		Trap Skills		Lore Skills		Item Enchantment	
One Handed Swords	30	Specialization	(Desc)	Locate/Remove Traps	30	Artifact	150	Analyze Magic Item	150
Two Handed Swords	30	Damage +1	75	Trap Building 1	40	Astronomy	20	Mystic Ruins	100
One Handed Blunt	30	Damage +2	150	Trap Building 2	10	Culture	20	Enchant Level 1	150
Two Handed Blunt	30	Damage +3	200	Trap Building 3	10	Fairy	30	Enchant Level 2	200
Axes	30	Damage +4	250	Trap Building 4	20	Fauna	20	Enchant Level 3	250
Polearms	30	Each Additional +	(+50)	Trap Building 5	20	Flora	20	Enchant Level 4	300
Thrown Weapons	15	Critical Parry	100	Trap Building 6	30	Heraldry	20	Enchant Level 5	350
Bows	30	Each Additional CP	(+50)	Trap Building 7	30	Herb	20	Enchant Level 6	400
Shields	25	Knock Down	50	Trap Building 8	40	Metal	30	Enchant Level 7	450
Siege Weapons	25	Each Additional KD	(+10)	Trap Building 9	40	Planar	50	Enchant Level 8	500
<b>Individual Weapons</b>		Stun	75	<b>Professions</b>		Poison	25	Enchant Level 9	550
Paired Weapons	30	Each Additional Stun	(+15)	Appraisal	25	Racial	20	Demi-Enchant 1	350
Blind Fighting	50	1st Death Strike	150	Bardic Ability	20	Sailing	20	Demi-Enchant 2	600
Bow	15	2nd Death Strike	250	Cartography	15	Scribe	10	Demi-Enchant 3	900
Crossbow	15	Each Additional DS	(+100)	First Aid	10	Stone	30	<b>Alchemy</b>	
Knife	2	<b>Physical Abilities</b>		Forensics	30	Symbol	20	Alchemy Level 1	25
Dagger	5	Armor Move	1	Fortune Telling	20	Terrain	20	Alchemy Level 2	35
Short Sword	12	Damage Control	25	Horsemanship	25	Undead	40	Alchemy Level 3	45
Long Sword	12	Detect Magic	30	Language	20	Urban	20	Alchemy Level 4	55
Bastard Sword	20	Drug Tolerance	35	Math	10	<b>Earth/Water Spells</b>		Alchemy Level 5	65
Great Sword	25	Physical Development	25	More Math	10	Level 1 Spell Slot	15	Alchemy Level 6	75
Mace	15	Resist Charm	30	Navigation	20	Level 2 Spell Slot	20	Alchemy Level 7	85
Hammer	15	Resist Disease	35	Read/Write	15	Level 3 Spell Slot	30	Alchemy Level 8	95
Club	15	Resist Sleep	30	Seamanship	25	Level 4 Spell Slot	40	Alchemy Level 9	105
Staff	12	Stun Maneuver	25	Tanning	30	Level 5 Spell Slot	60	<b>Potions</b>	
Two Handed Mace	25	<b>Rogue Skills</b>		Tracking	25	Level 6 Spell Slot	80	Create Potion Level 1	20
Two Handed Club	25	Back Stab	80	Wilderness Survival	10	Level 7 Spell Slot	100	Create Potion Level 2	30
Two Handed Hammer	25	Knock Out	120	<b>Trade Skills</b>		Level 8 Spell Slot	125	Create Potion Level 3	40
Hand Axe	10	Assassinate	375	Armorsmithing	20	Level 9 Spell Slot	175	Create Potion Level 4	50
Great Axe	20	Silent Kill	950	Craft	15	<b>Fire/Air Spells</b>		Create Potion Level 5	60
Poleaxe	20	Forgery	40	Herbalism	30	Level 1 Spell Slot	20	Create Potion Level 6	70
Halbard	20	Pick Locks	40	Siege Engineering	20	Level 2 Spell Slot	25	Create Potion Level 7	80
Bill	20	Disguise Level 1	20	Weaponsmithing	20	Level 3 Spell Slot	35	Create Potion Level 8	90
Spear	15	Disguise Level 2	30	<b>Magic Skills</b>		Level 4 Spell Slot	45	Create Potion Level 9	100
Pike	20	Disguise Level 3	40	Bard Song	35	Level 5 Spell Slot	65	<b>Scrolls</b>	
Thrown Dagger	8	Disguise Level 4	50	Clerical Lore	60	Level 6 Spell Slot	85	Create Scrolls Level 1	20
Thrown Rock	8	Disguise Level 5	60	Read Magic	60	Level 7 Spell Slot	105	Create Scrolls Level 2	30
Thrown Axe	8	<b>Toxin Skills</b>		Spell Research (Bard)	40	Level 8 Spell Slot	130	Create Scrolls Level 3	40
Thrown Hammer	8	Handle Toxin	45	Spell Research (E/W)	60	Level 9 Spell Slot	180	Create Scrolls Level 4	50
Javelin	8	Create Toxin 1	15	Spell Research (F/A)	60	<b>Bard Song</b>		Create Scrolls Level 5	60
Shield	15	Create Toxin 2	30			Level 1 Spell Slot	10	Create Scrolls Level 6	70
Shield Bash	15	Create Toxin 3	45			Level 2 Spell Slot	15	Create Scrolls Level 7	80
Buckler	5	Create Toxin 4	60			Level 3 Spell Slot	25	Create Scrolls Level 8	90
		Create Toxin 5	75			Level 4 Spell Slot	35	Create Scrolls Level 9	100
		Create Toxin 6	90			Level 5 Spell Slot	60	<b>Tactics</b>	
		Create Toxin 7	105			Level 6 Spell Slot	80	Sm. Unit Tactics	25
		Create Toxin 8	120			Level 7 Spell Slot	100	Med Unit Tactics	25
		Create Toxin 9	135			Level 8 Spell Slot	125	Lrg. Unit Tactics	25
						Level 9 Spell Slot	175	War Casting	40