Realms of Tirakan

Free pen and paper rpg

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Introduction

Welcome to *Realms of Tirakan*!

Realms of Tirakan is a complete role-playing game. The rules and all associated materials are sufficient to play adventures in the world of Realms of Tirakan. You can use these rules freely, and adventure with friends.

The *Realms of Tirakan* system is available for download as a PDF and can be played without a digital device. However, the focus of the system is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform https://tirakans-reiche.de offers all kinds of tools for managing characters and campaigns. In addition you can roll any check directly on your character page and optionally display the results in your Discord chat.

What is a role-playing game?

In this case we are, of course, talking about pen and paper role-playing games, not computer games. Traditionally, a role-playing game is played with 2-4 *players* and a *game master*, with players using character sheets and dice to play.

The role-playing game always tells a story that is carried and spun on by all the players. The players create characters for a game session or campaign. The character sheet contains the description of the character, his or her origins, interests and abilities. The latter are recorded in numerical values, because action in the role-playing game requires so-called *checks* or *rolls*, which determine the outcome of an action. For example:

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen an adventure in the Kingdom of Asgoran in the year 322.

So Tom decides to create his character *Jamie*, a noble knight from Thenon. He chooses the character templates "Knight" and "Aristocratic", and the lineage template "Asgoran". He adds up all the values of the templates and records them on his character sheet.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Hand to hand combat*, *Endurance* and *Deftness*. However, in *Nature* or *Performance* his skills are rudimentary at best.

For more information on creating a character, see the chapters Create a character and Rolls and Checks.

While each player creates a character for the game, the *game master* prepares a story. This is often called an *adventure*, *plot* or *campaign*. This story is not, as like a novel, written out to the last detail. Instead, it is a rough script consisting of a general setting, possible courses of events, the description of places and locations, as well as so-called *non-player characters* (NPC).

Once the game starts, everyone player acts in the role of their character. The game leader describes situations to the best of their ability and occasionally shows maps or drawings. The players speak for their characters in the first person ("I sneak up the stairs."). If the

characters' actions have an uncertain outcome, checks are used and dice are rolled.

> After preparing, the group around game leader Julia meets on a Discord video chat. They choose Owlbear Rodeo as the platform for a virtual game table to represent their characters there as figures with markers. (There are many more online platforms, do a search ;))
>
> At the start of the session, Julia sets the scene.
>
> Julia: "It is the 2nd of Fogmoon 322. You are in a tavern in the tranquil town of Lindfield in the south of Asgoran. It is late in the evening, and outside a light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer of ice. It's going to be cold tonight, and slippery. The tavern is well filled. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too tight tar rain jacket."
>
> This is the prelude, and Tom decides that his character *Jamie* would like to have a look at the newcomer. He announces the actions for Jamie:
>
> Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."
>
> Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you do a *perception* check, to see what else is going on?"

So you see, the whole game is about a cooperative development of the story through the actions of the characters. The game leader has a plan of how the story could develop, which characters could appear and what their motivations actually are. Something is happening around the players' characters, and they are drawn into this action.

Where this story leads is uncertain. It may be that something bad is about to happen, or that a secret is uncovered. The game leader has a rough plan, but the players determine the progress.

It's all about storytelling

If you think of computer role-playing games, the strategic development of the character is the most important point. He must be able to survive future battles and have the best possible stats for possible challenges.

In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gaming*) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A though on power gaming: The Realms of Tirakan rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shooting*) to astronomical heights. There should be agreement in the game group on what style of play you want to have. The rules deliberately allow these constructions in order to giveyou freedom in the creation of characters and adventures.

Also, the old role-playing rule comes into play here: "**The word of the game master always weighs more than the rules**. Of course, it should normally be the case that the rules are applied as written, because it is the framework for the players to rely on. However, if there is an unclear rule, situation or case, the ruling of the game master decides the outcome.

Combat in the role-playing game

Even if the focus in pen and paper role-playing lies less on armed confrontation, combat still plays an important role. Not every situation can be resolved peacefully. A fight can quickly break out or maybe the characters plan to rob a trader.

Combat in role-playing is treated differently from free play. Time is compressed into combat rounds, and you usually visualise the situation with a map on the (virtual) table. Players take turns, the game leader controls the NPCs. Wounds, or hit points, indicate how well the characters are still doing. You can find more details on the course of the battle in the chapter Combat.

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but Realms of Tirakan is not a realistic battle simulation. The aim is to carry out a conflict in the most entertaining, cinematic and or exciting way possible.

When fighting in the *Realms of Tirakan* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A map can

be a pre-made, elaborate map, but a quickly drawn floor plan works just as well. When playing online, visual aid systems such as Roll2o, Owlbear Rodeo or FoundryVTT are useful.

- Always use a scale. Characters have different movement ranges. To keep track of advantages and drawbacks make sure not to mix metric and imperial systems.
- Use an initiative tracker. Initiative determines the turn order in combat and visualizes it tranparent for all players . In Realms of Tirakan, it is important for the players to know when it is their turn again (not just because they lose their unsused actions).

Characteristics of Realms of Tirakan

Realms of Tirakan has different approaches compared to other role-playing systems. In part, these were designed to achieve flexibility in the scenarios possible. The system puts a lot of focus on being easily accessible while allowing the player to perform heroic actions in combat.

Standard six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Rolling a 5 or higher means *success*. Usually, a single success enough to pass a check.

Character templates

Realms of Tirakan is not just a numbers game. Characters are not created or enhanced by allocating points to skills, attributes or other stats. Instead, *character templates* are used. Each one represents a small stage in the character's life.

These templates are subdivided into the life aspects: *lineage*, *occupation*, *education*, *character*, *talent* and *environment*. While the templates in the first two categories carry many traits (i.e. a healer is conscientiousness, and has first aid and medicine skills), a template

from the talent section can be, for example, "Good Speaker", which only buffs the *communication* skill.

Character templates "bought" with *reputation* points, which are similar to experience points that characters receive for completing adventures.

Special actions in combat

The combat is designed to make the action as impressive as possible, but the mechanics are kept simple.

The usual turn order of players applies, but the process is a little more fluid. Players are able to use *Reactions*, that are built into the combat system. Every player can safe one or more actions in their turn until the next round of combat. These can be used to *react* other players or NPC actions in their respective turns turns. An example:

Additionally, it is possible to spontaneously create your own actions in combat by spending *bonus dice*, which are obtained through templates. Or the player can even steal an action from opponents by spending a *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemies fatal blow and turn it into the players own action.

This may sound somewhat unrealistic, but it gives the battle very dynamic options and can often lead to epic cinematic situations that even the game master cannot foresee.

Weapons

Weapons are designed to be upgradeable in Realms of Tirakan. There is a list of weapon modifications. Different ammunition is also represented as a weapon modification.

You can find more information about the combat rules and weapon modifications in the chapter Combat.

Your character

Each player creates a character to play a Realms of Tirakan adventure. The character is recorded on the character sheet with all relevant values.

The chapter Creating a character describes exactly how to create a new character. This section describes the basic characteristics that make up a character in Realms of Tirakan.

Persona

The Persona attributes refer to the mental characteristics of the character. Each value corresponds to a personality trait. Persona traits have their own value and are also the base for skills.

Education

Education describes the general knowledge a character has acquired. A character with a high level of education is good at all theoretical skills such as *Nature* or *History*.

Logic

Unlike *Education*, the value of logic relates to the ability to draw reasonable conclusions. Logic is especially important when it comes to solving problems through logical reasoning. A character with high Logic will be better at skills such as *Investigation* or *Mechanics*.

Conscientiousness

How conscientiously does the character approach tasks or activities? A low level of conscientiousness leads to carelessness, whereas a high level of conscientiousness ensures an organised and effective approach.

Willpower

Willpower refers to the character's ability to assert their own ideas and principles. A strong-willed character is good at the skills *Courage* and *Intimidation*, among others.

Apprehension

Perception describes a character's ability to perceive their surroundings and absorb information. A character with good perception is good at the skills *Perception* and *Orientation*.

Charm

A person with a high value for Charm knows how to approach other people and have a positive effect on them. This attribute is not to be confused with the physical trait of *Attractiveness*. A charming character is good at *Politics* and *Empathy*, among other things.

Physis

All physical attributes describe the character's physical abilities. Each attribute has a value that indicates the number of dice rolled for that attribute.

Deftness

This stat describes both the physical dexterity and the agility of the character. A deft character is, among other things, good at *Performance* and *Stealth*.

Strength

Strength is the pure strength of the character and is used whenever it is necessary to move something with pure muscle power. A character with high Strength is good at *Throwing* and good at *Athletics*.

Attractiveness

Attractiveness describes the charisma of the character. A high value does not necessarily mean beauty; a distinctive character can also be attractive.

Endurance

Stamina is the physical endurance of the character, not in the sense of patience (that is more like *Conscientiousness* in Persona). This stat comes into play during an endurance run or a long, strenuous activity.

Resistance

This includes the ability to withstand or avoid injury or pain, as well as resistance to disease, toxins or environmental influences such as heat or cold.

Quickness

Speed is both the speed at which the character is able to move around and the ability to react quickly to a situation.

The minimum roll

The minimum roll is a central feature of the character. It specifies the result a die must have to represent a success. The minimum roll is defined by the lineage and is 5+ for most characters. The "Masterly Presence" template lowers the minimum roll by 1, otherwise it can only be changed by special events or rare items, and often only for a short time.

Evasion

Evasion is used in combat and allows you to avoid a melee attack. It is equal to the Evasion value of the lineage plus the average of Quickness *and* Deftness* (rounded up). Armour and weapons reduce this stat. Character templates can change this value.

Protection

If a character has protection due to their lineage, this is called "innate protection". Unlike the other protection types, this protection does not deplete until the end of combat; it refreshes at the start of the player's combat round (see Combat).

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Rolls and Checks), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see Wounds and healing).

Skills

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values, so the GM can be sure that a player can definitely roll a skill.

Each skill has a base attribute and a skill value. For example, the base attribute for the skill Intimidate is *Apprehension*.

The base attribute is added to the bonuses of the selected character templates.

Intimidation

The Intimidation skill is a measure of how well a character can intimidate others. This skill can be used to extract information from an opponent or to make them retreat from a fight.

Attribute: *Apprehension*

Empathy

Empathy is the ability to interpret a person's feelings and moods, and perhaps to recognise intentions. Thoughts cannot be read.

Attribute: *Conscientiousness*

Stealth

Stealth is the art of concealment. This skill is used both for stealthy movement (sneaking) and to check how secretive the character is. It can be used, for example, when the character is being interrogated or is tempted to divulge a secret.

Attribute: *Conscientiousness*

Magic knowledge

Magic knowledge describes the knowledge of the character in magical topics. Whenever the knowledge of magical artifacts, spells or other teachings is involved, magic knowledge can be cast.

Attribute: *Charm*

Orientation

This skill is used for orientation, both in the countryside and in confusing situations. It can be used in the confusing crowds of the city, but also when the character is whirled by a water vortex.

Attribute: *Apprehension*

Politics

Whenever it comes to assessing political action, this skill is used.

This can be the case in real politics, but can also represent moving safely in aristocratic circles.

Attribute: *Charm*

Religion

This skill includes knowledge of religious teachings, as well as confidence in performing religious ceremonies.

Attribute: *Conscientiousness*

Courage

This skill comes into play whenever it is a question of how brave a character is. For example, it can be used to determine whether a character is brave enough to face a powerful opponent.

Attribute: *Willpower*

Deception

If the character wants to deceive an opponent, or, for example, cheat at the game, this skill can be rolled on.

Attribute: *Charm*

Persuasion

If the character wants to convince his counterpart argumentatively, this skill is used.

Attribute: *Willpower*

Investigation

This skill is used when the character wants to examine an object, a certain scene or an object for certain properties.

Attribute: *Apprehension*

Perception

Perception represents the character's ability to perceive things in his environment. This can be the search of an house, the search for the shadowy thief at the edge of the forest, or even a movement in the face of the opponent.

Attribute: *Apprehension*

Acrobatics

Acrobatics is the art of moving quickly and skillfully. Unlike athleticism, this skill is used when the character climbs over a ledge or makes a short sprint.

Attribute: *Deftness*

Performance

Performance is the artistic presentation. This can be acting, but also the musical performance of a piece. An impressive tall tale can also be told with the help of performance.

Attribute: *Charm*

First Aid

First aid must be carried out with sufficient dressing materials to be successful.

If the throw is successful, the person receiving first aid recovers wounds equal to half the successes (rounded up) of the throw.

First aid stops any bleeding.

Attribute: *Conscientiousness*

Driving

The Driving skill describes the driving of all kinds of vehicles. The skill applies to all mobile objects such as ships, vehicles or carriages.

Attribute: *Deftness*

History

History describes the character's knowledge of history and past events.

Attribute: *Education*

Communication

The ability to socialize is described by the skill Communication. It describes how skillfully the character behaves in conversations.

Attribute: *Education*

Mechanics

Mechanics includes all manual activities as well as the knowledge of mechanical processes. Working on a piece of wood or understanding a mechanical clock can be mapped with this skill.

Attribute: *Logic*

Hand To Hand Combat

The value of this skill is the basis for attacking with melee weapons. This skill is not usually rolled on directly.

Attribute: *Strength*

Nature

Nature describes the character's knowledge of all facets of nature. This skill can be used when the character is searching for plants, gathering wood in the forest, or judging the nature of an animal.

Attribute: *Education*

Shooting

The value of this skill is the basis for attacking with ranged weapons. This skill is not usually rolled on directly.

Attribute: *Deftness*

Throwing

This skill is used whenever the character throws objects. These can be simple objects like stones, but also incendiary charges or nets.

If the throw fails (no single success is achieved), the deviation is determined as follows:

First, a d12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the form of the "clock time", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a d6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

Attribute: *Strength*

Spell Casting

The value of this skill is used as a basis for casting spells. This skill is not usually rolled on directly.

Attribute: *Willpower*

Knowledge

Knowledge works in a similar way to skills, but the list is not predefined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is always associated with a skill. The effective die roll value is the sum of the knowledge value and the skill value.

Knowledge is gained through character templates. The character templates indicate whether they bring this knowledge with them.

Shadows

A character can have special traits that affect them outside of their physical or mental attributes. Each *shadow* has its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows do not have values, but can have their own rules.

Shadows are indicated on character templates. If a character template contains a written rule, it is a shadow.

Languages

The number of languages a character can learn is based on the sum of their *Education* and *Logic* attributes. These can be any languages from the character's world. If the sum of these attributes is 0 or less, the character has only a limited understanding of their native language.

The limit on the number of languages that can be learnt serves as a guideline for new characters. However, languages learned in the course of the game can exceed this limit.

Character templates, body modifications or magical items can increase the number of languages that can be learnt.

Contacts

Contacts are connections that a character has with other people or beings that they can rely on. These are typically people outside the party, such as a noble, a government contact, or a doctor.

When creating a character, they can have a certain number of contacts, based on the sum of the *Charm* and *Attractiveness* attributes. Character templates, body modifications or magical items can increase this number.

This number can be exceeded if new contacts are made during the game.

Create a character

To create a character, you select character templates that reflect their life stages, talents and interests (see Appendix Character Templates). Each template can alter the character's attributes and skills, as well as bringing knowledge and shadows. Additionally, character templates can unlock game mechanics, such as performing the actions of a priest or learning magic spells.

Career points

Career points are used to add character templates. Each template costs a certain number of career points.

New characters usually start with **20** career points. However, the game master can set this number arbitrarily.

Character templates can have negative point costs. In this case, the player receives the points when they select the template. This applies to the *Drunkard* template, for example.

Selecting templates:

A character template represents a specific stage in a character's life. Each template is assigned to one of the following categories: education, occupation, talent, interests, character or environment.

Each template alters a small number of the character's attributes and skills, either positively or negatively, and may bring with it knowledge or shadows. Additio-

nally, templates may contain their own rules, which the character then adopts.

Each template is worth a certain number of career points. This is the number of points that must be spent to incorporate the template into the character's career.

Base values

All of a character's attributes, skills and other values start with a uniform base value. Information from the character templates is then added to these values.

- Actions: 2
- Minimum roll: 5+
- Bonus, destiny, and re-rolls: 0
- Persona and physical attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum hit points: 10
- Arcana: 0
- Spell Points: 0

Lineage

First, select the lineage template that best describes your character's origin. Different lineages offer different bonuses. You can only select one lineage template, and it does not cost any career points.

The available templates are listed in the Appendix Character Templates.

The chosen lineage is noted in the career and the specified modifications are added to the character's values.

Additional templates

You can now select as many additional templates as you wish until you have used up all your career points. You can combine templates from all categories. This means that your character can have one or more occupations, or none at all.

The modifications specified for each template are added to the character's values. In addition, the knowledge, shadows and other rules of the template are added to the character sheet.

All values can also become negative (see Rolls and Checks).

Remaining career points

Once the player is satisfied with the template, they can declare the character finished. Any remaining career points that have not been spent will be added to the character's reputation (see Advancement). This means that no points are lost.

Contacts and languages

Once the character templates have been finalised, the character's languages and contacts can be determined.

Contacts

Contacts are acquaintances or connections that the character had before the start of the campaign. They are recorded with their names and descriptions, and can be imagined as desired.

The number of contacts a new character can have is determined by the sum of the attributes *Charm* and *Attractiveness*.

Contacts are recorded on the character sheet.

Languages

A new character can learn a certain number of languages based on the sum of their *Education* and

Logic attributes. These can be any languages. If the sum of these attributes is 0 or less, the character has only a limited command of their native language.

Languages are recorded on the character sheet.

Equipment

Once the character's stats have been determined using the templates, the character can be equipped with gear. The game master sets a starting capital for the characters for the campaign or adventure.

The starting capital is usually 2,000 Gulden.

This starting capital can be used to purchase equipment such as weapons, armor, and items. For more details, see the equipment chapter.

Equipment

Weapons, Armor and Items can now be purchased with your starting capital. Any purchased items can be noted on the character sheet with their values, and the price can be deducted from your starting capital.

Assets

Any starting capital not spent on weapons, armor, and similar items becomes the character's assets.

Spells

Character templates offer *spell points* and allow the character to learn spells of a certain *origin*.

If the character has obtained both through the choice of character templates, they can use the spell points to choose spells that they have mastered.

Spells are acquired in a similar way to templates for points. Spell points are used for this purpose. Each spell has a specific cost for which it can be added to the character sheet (see Appendix Spells). Only spells of origins that the character has unlocked through character templates can be selected. More details can be found in the chapter Magic.

Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

All dice are rolled using six-sided dice. The number of dice is determined by the character's value in that attribute, plus any bonus or destiny dice.

A check is therefore a roll with a *number* of dice, where a *minimum roll* must be achieved, which can be modified by a *level of difficulty*. The elements are explained in more detail below.

This type of check is used everywhere outside of combat. In combat, there are special rules for determining hits and injuries.

The number of dice

The required or desired skill directly determines the number of dice with its value. A character with an Intimidate skill of 4 has 4 six-sided dice available for this check.

Knowledge skills have a value that determines the number of dice rolled. However, an associated skill is also given, and its value is added to the knowledge value. For example, a character with the skill 'Communication' 2 and the knowledge 'Etiquette (Communication)' 3 has 5 'Etiquette' dice.

If the value is 0 or negative, the character cannot make the check without further help, he is simply too

bad at this skill. However, *bonus dice* or *destiny dice* can be used even if the value is negative.

The minimum roll

The minimum roll for a character is 5+. This can be altered by lineage, additional character templates or special circumstances.

> Hagen's player wants to use brute force to break down a door that stands between him and a suspected gang of thieves. The GM asks him to roll for strength.
>
> Hagen has a value of 4, so he rolls 4 dice. Any die that comes up 5 or higher is a success. However, Hagen's player rolls 4 successes and immediately kicks the door in the first thief's face.

The minimum roll is in the form of "X+" to indicate that this is the minimum roll that must be achieved.

Levels of difficulty

The GM can modify the minimum roll for particularly easy or difficult checks. For hard checks, the modifier can be specified as a roll +, for easy checks as a roll -.

A +3 test means that the minimum roll is increased by 3, so usually 8+. This is where the fact that all dice are rolled *further* comes into play, i.e. they are *exploding dice*.

The usual difficulty levels are:

- **-2**: very easy
- **1**: easy
- **0**: normal
- +**1**: difficult
- +**3**: very difficult
- +**6**: extremely difficult
- +**12**: impossible

> There are two locks to pick, a simple padlock and a complex cylinder lock. Hagen has a picking skill of 3. The GM requires a -1 check for the padlock and a +6 check for the cylinder lock.
>
> Hagen rolls 3 dice on 4+ for the padlock and 3 dice on 11+ for the cylinder lock.

Exploding Dice

In Realms of Tirakan, it is possible for the minimum rolls to be higher than 6+, sometimes significantly higher. The *exploding dice* rule applies to any roll.

Dice that result in a 6 after being rolled may be rolled again. The results are then added together. For example, a 9+ roll can be made by rolling a 6 and then at least a 3. A 14+ roll can only be made by rolling a 6, then another 6 and then at least a 2.

As no distinction is made between the individual dice in a roll of multiple dice, all sixes can be re-rolled at the same time if this is necessary to achieve a high minimum roll.

> Hagen's GM requires him to roll a +9 Courage check, as he is fighting alone against the band of robbers. He must therefore roll a 14 on at least one of his Courage roll dice. Fortunately, he has a Courage rating of 5, so he has 5 dice to roll.
>
> On the first roll, he rolls 4,2,6,6,1, giving him two sixes, which he can keep rolling to try to get to 14. The second roll (with the two dice) shows a 6 and a 1.
>
> Now he can only re-roll the remaining die, which shows a 6. Since the second roll shows a 1, even the strong courage does not help, and Hagen only gets a 13.

Critical successes

Similar to **critical hits** in combat, other rolls can result in critical successes. If a die shows a result of at least 11, this is a critical success. This is the equivalent of rolling another *exploding die*, which will again give a result of 5+. Changes to the character's *minimum roll* are not applied here.

Critical successes result in an additional success each time a 5+ is rolled. This results in the following limits for additional successes.

- **Roll 5**+: normal success
- **Roll 11**+: critical success - results in one additional success
- **Roll 17**+: megacritical success - results in two additional successes
- **Roll 23**+: megacritical success - gives three additional successes
- **Roll 29**+: megacritical success - gives four additional successes
- etc.

Bonus dice

A character can have a certain number of bonus dice. These are determined by the templates (see Create a Character). Any number of bonus dice can be added to the dice of a roll. This can be done even if the actual roll has already failed. In this way, you can sacrifice one bonus die after another in order to achieve a success.

In this way, a check can be made when the number of dice is 0 or less.

The bonus dice are refreshed to their maximum at each rest.

Rerolls

A complete roll can be re-rolled for each re-roll. It is not possible to pass a roll with a value of 0 or less.

Rerolls also refresh to their maximum at each rest.

Destiny dice

Destiny dice are usually given to the character as part of their career, but the GM can also award individual destiny dice for special actions or on special occasions.

Destiny dice can be used as bonus dice as well as for re-rolling. A result of 4+ on a destiny die is **always** a success, regardless of the difficulty of the check. If the destiny die is used as a reroll, this applies to all dice rolled in that check.

The Destiny dice must always be rolled separately from the normal dice to see if they have rolled a 4+.

Destiny dice refresh to their maximum at every rest.

Group rolls

Whenever the group as a whole needs to pass a check, group rolls are used. For example, instead of asking each player to make an Apprehension check, the GM can ask the whole group to make an Apprehension check. If the check is successful, the effect applies to all characters in the group.

A successful group roll always requires a certain number of successes. The GM decides how many successes are required for a group roll to be successful. Each player then rolls for the required attribute or skill.

All the successes of the characters are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to modify the minimum roll based on the severity of the check.

In a group roll, each participant can use Bonus and Destiny dice and Re-rolls as normal. It is also possible to change the minimum roll according to the difficulty of the check.

Concealment

A special roll is the Concealment Roll. This is used when a person is observing a character and is looking for certain conspicuous items of equipment. Each piece of equipment has a concealment value. The higher the value, the more noticeable the item will be.

If a person is observing a character or the whole group, the item with the *highest* concealment value is used for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Concealment value. If successful, the observer can spot a conspicuous object.

Combat

When it comes to combat, the game progresses in rounds.

Start of combat

As soon as a conflict arises, time freezes and the group determines the order in which the combatants act.

Initiative

Each player rolls d6 according to the *quickness* value. The exploding dice rule applies here as well. The dice results are added up. The competitor with the highest score starts the fight, the others follow in the order of their results.

> A rogue with quickness 4 rolls on her speed and gets 4, 5, 1 and 17. Her result is 27.

If two combatants have the same result, the *Quickness* value decides first, and if this is also the same, the *Deftness* value.

Quick Reaction

Befo-
re the combat begins, each participant performs a *apprehension* check. This check symbolises the character's ability to react quickly to new threats. If successful, the competitor receives a "Quick Reaction", which allows them to react before their first round of combat begins. This Quick Reaction counts as a normal action (see below), but can only be used for reactions.

If this check fails, the participant does not receive their actions until the start of the first round of combat, and cannot act before then.

Once it is the player's turn, their actions are refreshed and the Quick Reaction expires.

Sequence of rounds

The combat is divided into *combat rounds*. These have the following order:

- Start of round
- The "Player Combat Round" is conducted for each participant in order of initiative.
  - Start of the Player Combat Round
  - The player's actions are refreshed
  - The player performs their actions
  - End of player combat round
- End of round

The participant may perform an action for each of his available actions (see *Actors and Actions*) or save the action for a reaction in his opponent's turn (see *Reactions*).

Once the last participant has acted, the next *combat round* begins with the first participant.

Both "Start of Round" and "End of Round" are phases in which reactions can be made. To do this, players must save actions and perceive the last *actor* directly.

Some effects, such as spells, can also be carried out during these phases.

Actor and actions

When it is a participant's turn, they are the *actor*. The *actor* is the participant who is actively acting and can use or withhold their actions as they wish.

At the start of the player combat round, the player's *Actions* are refreshed. The number of actions a character has is determined by their character templates. The base value for every character is 2.

"Refresh" therefore means that all actions are available again. If the participant has already used up any actions, e.g. by actions taken in the previous round, the available actions will be reset to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To **attack** with a weapon
- Parry **with a weapon or object**.
- **Reload** a weapon
- **Use** an object
- **Evade** a melee attack.
- **Aim** with a melee weapon or when firing a single shot.
- Perform any action (see below)
- **Hunker** or lay on the ground (The "Hunkered" status effect is active, see Wounds and Healing).
- **Stand Up**
- **Walk** *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- **Run** *Quickness* + 5 meters
- **Rob** *Quickness* / 2 + 1 meters (rounded up), the character must be *Hunkered*. (see Wounds and Healing: Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

Arbitrary actions

A character can also perform any action that is not on the list. In this case, the GM must decide whether the action requires one or more actions. An action that is not on the list should normally require one action. This could be anything, such as lighting a pipe, smashing two opponents' heads together, or throwing an object. The GM decides which roll is required.

Reactions

When an *actor* acts in combat, all participants who directly perceive the *actor* may react to that action.

The following conditions must be met in order to respond to an action:

- The reacting participant must directly perceive the *actor*, i.e. he must hear, see or otherwise take note of his action.
- The reacting participant still has unused *actions*.

The reaction is announced and carried out immediately after the *actor's* action. However, it takes place in the game time before the action. An *action* can only be followed by one *reaction* from a participant. Any number of players can react to the *actor* if they recognise his *action*. In practice, this means that the reacting player announces his reaction after the *actor* has performed his action and possibly rolled the dice. This may vary from situation to situation.

If more than one player reacts to an action, the order of reaction is determined by initiative. The player with the highest initiative reacts first, followed by the other players in descending order of initiative.

Each *reaction* reduces the available *actions* of the reacting participant by one.

> Hagen is involved in a fight with a robber. Hagen has attacked in his combat round, but has saved an action to be able to react. The robber's combat round begins. The robber attacks. The GM rolls four dice and scores three hits. Hagen's player decides that Hagen should react with a *Shield Parry*. He announces his reaction to the robber's attack after the GM has made the attack. He can do this because he still has one action left and is directly aware of his opponent's attack. The reaction now takes place in the game before the robber's attack. The shield parry rule gives Hagen a cover roll of 5+ for his round shield. He rolls for each of the robber's three hits. He rolls a 5 twice, preventing two hits. The third hit hits him.

Bonus dice actions

Bonus and destiny dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the destiny die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

Sequence of an attack

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The **Hit Roll** determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*. *The Cover roll** is available to the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.
- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

The hit roll

To make an attack, a roll of a certain number of dice is made. The *minimum roll* of this roll is equal to the *minimum roll* of the character.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce* and *Cover*.

Critical hits

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* "thrown farther", which then shows a result of 5+ again. Changes to the character's *minimum throw* are not applied here.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in "2 crits, 3 normal hits".

Critical hits are treated as normal hits, but will always penetrate normal armour. Only armour of the type 'protection against critical hits' can protect against critical hits, all other types of armour protection cannot prevent critical hits.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

> The mercenary Maragas rolls 4, 5, 5 and 14, giving him 2 normal hits and a critical hit. The critical hit penetrates the armour, the normal hits are reduced by the protection of the person attacked.

Megacritical hits

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- **Roll 5**+: normal hit.
- **Roll 11**+: critical hit - ignores armor
- **Roll 17**+: megacritical hit - ignores armor, +1 wound
- **Roll 23**+: megacritical hit - ignores armor, +2 wounds
- **Roll 29**+: megacritic hit - ignores armor, +3 wounds

And so on.

Aiming

It is possible to aim with ranged weapons as well as with melee weapons.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 2 for the next attack. This bonus to critical hits may not exceed the character's perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

Incorrect distance

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

Cover

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- 4+ Cover: Most of the person being attacked is hidden.
- 5+ cover: The target is half hidden
- 6+ Cover: It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has scored *critical hits*, the Cover Roll must be made separately for critical and normal hits to determine which hits were prevented.

Shields

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For **Shield Block**, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The **Shield Block** is active until the character cancels it, that is, lowers the shield.

- The **Shield Parry** can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Unlike other armour, shields have a special value, the cover value. This is expressed in the form X+, meaning that shields provide this amount of cover. A round shield provides 5+ cover, so after an attack, the attacked can roll 5+ for each hit to avoid it *before* the application of *Protection* and *Wounds*. This is possible with both *Shield Parry* and *Shield Block*.

Protection and Piercing

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example an explosion can cause "3 hits with 2 wounds each". Here, hits can be prevented by cover.

When a character takes a *hit*, they can use *protection* to avoid that hit. The character has a *protection pool*, which is a combination of all their armour and other effects. For each unit of protection used, one hit is prevented, possibly with additional effects (see Protection Pool).

Any hit not prevented by *protection* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

Protection Pool

Each character has a *protection pool* made up of all their armour. Each piece of armour has a certain amount of protection, which is expressed in protection units. You can find more information about armour in the gear chapter.

When a character is attacked or otherwise hit, they can use protection from their protection pool to prevent these hits. Using protection does not cost an action, and you can use as many as you like.

The protection pool represents the armour a character wears in battle. During combat, the armour can shift, a strap can break, and a piece of armour can fall off. As a result, the pool gets smaller during the fight, which is represented by the amount of protection spent. After the battle, all the armour in the pool is restored.

The protection pool is only available during combat. When a character takes damage outside of combat, it is up to them and the GM to assess the potential damage reduction provided by armour.

Wounds

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a *template*, equipment or other explicitly contains a rule that modifies wounds.

Weaponless melee

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

Dodge

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the character templates plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

Parry melee attacks

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

To do this, you make a *reaction* roll as if you were attacking with a weapon. For each success on this roll, one of the attacker's hits is removed. *Critical hits* can only be prevented by critical successes on the parry roll.

Special Attacks

There are a number of special attacks that a character can use to refine or change their attack.

Accurate Attack

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

Knockout Attack

The Knockout Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent roll a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

Massive attack

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

Disarming attack

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's arm, with a minimum roll raised by 2. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed.

The disarming attack doesn't cause any wounds.

Two-handed fighting

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy

axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

Support weapon

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

Coup de grâce

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do this, the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent is already *dying*, the level of the state is increased by the number of wounds of the attack.

If the attack fails, a sleeping victim is likely to awaken.

Throwing objects

If an item, such as a throwing net, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

Deviation

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a D12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

Items

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

Properties

Items can have various properties relevant to the game. All items have the following properties:

- **Price**: this is the average purchase price of the item when it is acquired. This price is expressed in Gulden.
- **Rarity**: Rarity describes how available the item is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight**: the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.
- **Concealment**: the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

Item rules

Some items have special rules that may also require a skill or attribute roll. These rules are listed with the item. For example, a bandage allows you to use your First Aid skill to heal a character.

Charges

Items can contain charges. If this is the case, a charge is removed if it is used successfully.

For example, a carafe of arcane potion has three charges.

If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

Weapons

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat, throwing) is rolled. There are the following types of weapons:

- Axes
- Blades
- Blunt Weapons
- Bows
- Polearms
- Slings
- Throwing Weapons

Properties

Weapons have the following properties:

- **Price**: as with items, this is the price for which the weapon can be purchased on average.
- **Rarity**: Rarity describes how available the weapon is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight**: as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.
- **Concealment**: the concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- **Type**: the type of the weapon indicates to which weapon class the weapon belongs.
- **Damage potential**: this value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- **Piercing**: Reduces the target's protection by the number of protection units specified. For the protection to have effect, the target must expend more protection units than the piercing of the weapon.
- **Actions to ready**: Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are

also very fast weapons that can be switched to without delay, and also very complex weapons.
- **Range (metres)**: the range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- **Capacity** describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- **Reload actions** indicates how many combat actions the character must invest to completely reload the weapon.

Rules

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see Wounds and Healing). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition **when the weapon causes wounds**. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X
- Burning X

Weapon modifications

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified.

Weapon modifications are divided into the following categories:

- **Blade**: such as a hardened blade or a special engraving
- **Ammunition**: special types of ammunition, but also quivers
- **Grips**: leather-wrapped handles for swords and the like

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

Armour

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

- Clothing
- Light armour
- Medium armour
- Heavy armour
- Shield

Properties

Armour items have the following game-relevant values:

- **Type**: the armour type, e.g. "Light Armour".
- **Price**: the average purchase price of the armour
- **Weight**: the weight of the armour
- **Concealment**: how hard is the armour to spot if an observer specifically looks for it?
- **Encumbrance**: Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character's evasion value.

Protection

Each piece of armour has a certain amount of protection units. These are shown as shields on the armour. These shields can be used in combat to prevent hits. There are the following types of armour:

- **Normal protection**: This protection can be used to prevent a normal hit.
- **Critical protection**: This protection can prevent a critical hit or a normal hit.
- **Sticky Protection**: Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
- **Bleeding Protection**: Prevents a hit and an attack from causing the Bleeding condition.
- **Poison Protection**: Prevents you from being hit and an attack from causing Poisoned condition.
- **Fire Protection**: Prevents being hit and prevents an attack from causing the Burning condition.
- **Reflecting Protection**: Prevents a normal hit and causes the attacker to be hit.
- **Shock Protection**: Prevents being hit and prevents the attack from causing Shocked condition.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Combat.

Currency

The standard currency is the *gulden*, and all items are priced in this unit. One gulden is equal to 100 *deut*. You can buy one golden *ounce* for 250 gulden, and one *ingot* for 4 ounces.

Wounds and Healing

The physical integrity of the character is represented in the form of wounds. A character can withstand a certain number of wounds without passing out.

Wounds and Boosts

If you look at the character sheet of an intact character, you will see a bar of filled hearts:

❤️❤️❤️❤️❤️❤️❤️❤️❤️❤️

These 10 hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:

❤️❤️❤️❤️🤍🤍🤍🤍🤍🤍

These empty hearts can be filled again through healing.

Boost

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).

❤️❤️❤️❤️❤️❤️❤️🤍🤍🤍
💙

Fainting and Death

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

Healing

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

The rest

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance* and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

The character also rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

Conditions

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Some conditions have saving throws that can be used to remove them. These throws are indicated in the description of the condition. All restrictions and difficulties caused by conditions do not apply to these saving throws.

Dying

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If a character gets the *Dying* condition, all other conditions are removed.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

When a character is attacked with the *Dying* condition, the *Dying* value is increased by the number of wounds inflicted (see Combat, Coup de grâce).

Unconscious

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according to the value of this condition, the value is set to 0 and the character wakes up.

Shocked

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Burning

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

Bleeding

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is bandaged (e.g. by *first aid*).

Poisoned

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Hunkered

The character has a 6+ cover (see Combat).

All actions involving manual work (physis attributes, attacks and skills) have a +1 minimum roll.

It takes an action to hunker down or stand up.

Advancement

Over time, the character gains experience and develops further. As with character creation, this development is based on character templates.

Reputation

A character's reputation reflects their level of recognition and life experience.

Reputation is divided into spent and earned reputation, separated by a slash. Earned reputation points are placed after the slash, and used reputation points are placed before the slash. Unused reputation points can be used to purchase character templates.

Gaining reputation

The character gains reputation for successful quests. Reputation is awarded by the GM and should be between 5 and 10 per session.

Reputation can also be awarded directly for individual actions. A successful action or scene in the game can result in the GM awarding a certain number of reputation points.

Developing the character

Further development takes place after each game session, enabling the character to be expanded with additional templates, even during an adventure.

Templates are selected in the same way as when creating a character and purchased using reputation. They are then applied. Any changes to values are calculated directly on the character sheet and take effect immediately.

New spells

If a character gains new spell points through character templates, they can immediately use these to learn new spells or choose spell modifications. There is no need to research a thesis in the game for this.

Magic

The magic of Tirakan is special in different ways. There is a **level** of magic in the world that affects the strength of spells. In addition, magic is always of a **origin**, and spells can cause **side effects**.

Magic level

The world of Tirakan has a magic level that evolves over the centuries. There are also special places, where the magic level differs from the usual.

- 1st century: Magic level 1
- 2nd century: Magic level 2
- 3rd century: Magic level 3
- 4th century: Magic level 4
- 5th century: Magic level 5
- 6th century: Magic level 4
- 7th century: Magic level 3
- 8th century: Magic level 2
- 9th century: Magic level 1
- 10th century: Magic level 0

The current *magic level* has an effect on the spell being cast. The spell description will usually give an indication of how the *magic level* is taken into account.

If the magic level is above 5, the magic cast is completely chaotic and unreliable. The GM decides exactly how a spell is cast. In addition, any spell cast with a magic level of 6 or higher will definitely have **side effects**.

Basic Attributes

The magic is based on two basic attributes, which characters have and which can be obtained through templates.

Arcana

Arcana reflects the amount of magic the character can combine and store. With *Arcana*, the character casts spells and performs rituals. Templates, such as "Arcane Tutor" increase the maximum arcana a character can have.

Arkana regenerates through a rest.

Spell Points

Spell points are used to learn spells. *Spell points* can also be obtained by the character through templates. For example, the "Arcane School" template gives 10 spell points.

Once *spell points* are spent on a spell, they are used up and cannot be used again. Unlike *Arcana*, this is not a value that refreshes by resting.

Skills

Two special skills focus on practising and understanding magic.

Spell Casting

The skill *Spell Casting* is used to perform spells and rituals. It is composed of the attributes *Willpower* and *Charm* and can be increased by templates.

Magic Knowledge

Magic Knowledge is used whenever knowledge of magical occurrences or artifacts is needed. Every character has this skill, which is composed of *Education* and *Conscientiousness*.

Learning spells

To learn a spell, a character needs two things: rest (a spell can only be learned between game sessions) and available spell points. In addition, he needs a thesis, a way to also get the knowledge about that spell. The latter is up to the campaign, or the game master.

Spell points are available when the number of *Spell points* spent is less than the *Spell points* obtained through templates. Each spell has a certain point cost. To learn it, the spell is noted on the character sheet as learned.

A spell can be learned multiple times. This is possible because spells can be modified by spell templates. For example, you can make an energy lightning spell once as an energy spell and once as a light spell.

Spell values

A spell has different values, which are taken into account in the game.

The *spell casting attribute* specifies which attribute (along with the *spell* value) is rolled on to cast the spell. It is shown at the spell.

The value under *Arcana* describes the cost of the spell when cast. To cast a spell with an *arcana* value of 2, the player must also have two arcana available and cross off when casting.

The *strength* of the spell describes how effective the spell is. For newly learned spells, the strength is usually 1, but can be increased by spell templates. In addition, the strength is increased by the successes of the spell casting when the spell is cast.

Each spell has a certain *range*. This is the maximum distance from the caster at which a spell can be cast. This is not to be confused with a possible area where the spell will work. This is mentioned in the spell description. If the *range* of a spell is 0, the spell only works at/on the caster himself.

The *shape* of the spell determines the area of effect. It can be a geometric shape, such as a line or a sphere, or no specific shape. The latter is the case if the spell requires touch or works directly on the caster.

The *Actions* of a spell indicate how many actions are required to cast the spell.

The *Duration* of a spell indicates how long the spell lasts. Some spells have an immediate effect, while others take effect over a period of time.

If a spell requires *concentration*, the caster must concentrate on the spell. While concentrating, the caster cannot cast any other spells. A spell that requires concentration ends when the caster takes damage.

Origin

Spells in Realms of Tirakan are assigned to different origins. In order to learn spells, the character must choose a character template that unlocks the corresponding origin.

For instance, the Ranger template enables the character to cast shamanic spells.

The origins of magic are:

- Wizardry
- White Magic
- Black Magic
- Elemental Magic
- Shamanism
- Sanguine Magic
- Necrology
- Mysticism
- Hermeticism
- Necromancy
- Demonology
- Astral Magic
- Lizard Folk Magic
- Chimerology
- Curses

Magic academies usually devote themselves to one or more of the origins and clearly distinguish themselves from others.

Lizard magic is practiced exclusively by the lizard people and despised everywhere else.

Spell templates

Spell templates change the values of a spell, and can also add effects or completely change the behavior of the spell. Spell templates are divided into four categories:

- Basic: basic adjustments to spells.
- Powerful spell (3 spell points): The power of the spell is increased by one.
- Easy to Perform (5 spell points): The spell requires 1 arcana less, but at least 1 arcana.
- Twin spell (5 spell points): The spell affects one additional target. The effect is applied to all targets.
- Long Range (2 spell points): The range of the spell is increased by 20 meters.
- Fast Execution (3 spell points): The spell requires one less action, but at least 1 action.
- Affinity (1 spell point): The element of the spell is changed. This initially has no effect in the game mechanics, but it can turn an acid spell into a fire spell, for example.
- Shape (3 spell points): changes the shape of the spell, for example from a point to a sphere of certain diameter.

Spell templates can be added to any learned spell. To do this, note on the character sheet at the spell that it contains the special template, e.g. "Simple Healing (Powerful Spell)".

Each spell template can also be added to a spell more than once.

Forgetting spells

Just like learning spells, it is possible to forget spells with the necessary peace of mind. To do this, the spell is removed from the character sheet, and the character can be credited again for the spell points used.

Cast a spell

A spell can be cast if the character still has at least the arcana specified with the spell available.

To cast a spell, the player casts on the *Spell Casting* value specified with the spell. This value is made up of the character's *Spell Casting* skill and the attribute refered to by the spell.

If the roll achieves at least one success, the spell is successful. For each success achieved, the *Power of the spell* is now increased by one.

The effect of the spell occurs as indicated in the description. The specified arcana cost is deducted from the character, even if the spell failed.

> Luta wants to cast a simple heal. Her *Spell Casting* value is 2, in the attribute *Conscientiousness* (which is the attribute of the spell) she has 4. She thus has 6 dice available for casting the spell.
>
> She rolls a result of 3,4,5,5,3,1. Thus, she has achieved 2 successes, which are added to the *Power* of the spell. She thus heals 3 plus magic level wounds.

Side effects

Magic is unstable, and side effects can occur. Whenever a spell roll shows exactly **two ones**, side effects occur, regardless of whether the spell succeeds or fails.

- The exact effects on the spell are in the hands of the game master. There can be small deviations from the description, but also a complete reversal.
- Side effects affect magic storages. These have a chance to explode if there are side effects near them. If side effects occur in the immediate vicinity of a magic storage, a d6 is rolled for each arcana stored in the magic storage. The magic store loses one arcana for every 1 that is rolled. The explosion causes **3 hits of 2 wounds each and pierce 1** to all characters within 3 steps for each arcana. Cover and armor apply as usual.

Magic Duel

In some of the following rules, **Magical Duel** is a rule used. Mages may engage in a magical duel.

If the duel is initiated by a mage, the challenged mage must agree to the duel or it will not occur. There is no effect if a duel is refused. The duel takes place exclusively in the mind, no physical actions are required.

To adopt spells, no consent to a magical duel is required, the test is simply rolled.

To perform a magical duel, both opponents cast on their **spellcasting ability**. The contestant with the most successes wins the duel. The loser takes the difference in successes direct wounds. Protection and cover do not prevent wounds in this case.

Taking over other people's spells

If a spell is active, it can be taken over by a mage. To do this, a **magic duel** is performed, whereby the mage casts against the **spellcasting value** of the mage who performed the spell. If the duel is successful, the spell is now under control of the taker, and can be **dropped**, for example.

Redirecting spells

Own spells can be redirected as long as they are active. Redirecting a spell requires an action, and a roll on the **casting skill**. It costs 1 arcana to redirect a spell to another target. The target here must be a valid target for the spell. Thus, a spell with a range of 0 (touch) cannot be redirected to a distant target.

Magic and armor

Wearing armor does not directly hinder the casting of magic. Neither the material of the armor, nor the design of the armor type have any influence on the casting of spells. However, armor that greatly restricts the freedom of movement may cause difficulties in necessary gestures of execution.

Armor of the **Heavy Armor** type increases the minimum casting roll when casting spells by its **encumbrance**.

Magic artifacts

In addition to spells, the magic extension brings the possibility of magic items, weapons, armor or weapon modifications. In addition, artifacts can be created by the player.

For example, a *Simple Healing Potion* restores 1D3 wounds when used.

Creating Artifacts

The character who wants to create an artifact only needs the item into which the spell will be infused. To create an artifact, he performs the spell normally and binds it in the item. While doing this, he also specifies the action that will trigger the spell in the artifact. This can be a complex action or just a spoken word.

After normal execution of the spell, the number of successes determines how strong an artifact is. If the roll is unsuccessful, the creation of the artifact is also unsuccessful. If the roll succeeds, the artifact can be used as many times as the roll shows successes. The cost of creating an artifact is the *arcana* cost of the spell multiplied by the uses of the artifact. If these exceed the character's maximum *arcana points*, as many applications are bound into the artifact as the character can pay with his *arcana*.

Very rarely it can happen that an artifact has an unlimited number of active applications. What quality an artifact has is not determined by the character who creates the artifact, but only by fate itself. No mage can predict how strong an artifact he creates will become.

If a single success of the roll shows at least a value of 30, he has created an infinite artifact.

For an infinite artifact, the number of successes is doubled to determine the cost. If these exceed the character's available *arcana*, excess costs are covered by wounds.

When the artifact is created, the magic knowledge of the character creating the artifact is recorded in a value called the artifact level. This artifact level indicates how powerful the creator was at the time they created the artifact.

Using artifacts

To use an artifact it is sufficient to perform the described action. If a spell is bound in the item, it will be cast that way, and it will not cost the user any *arcana*. The effect of the spell occurs as if it had been cast directly by a mage.

To use an artifact, the magic knowledge of the person who wants to use the artifact must be equal to or higher than the artifact level of the artifact. If the user's magic knowledge is lower, he must pass a *Spell Casting* roll whose successes are at least equal to the difference between his magic knowledge and the artifact level.

Storing arcana

Magic is an element that is not easy to comprehend. But if a being is granted the ability to handle it (i.e., a character possesses *arcana*), the character can easily store it in all non-magical materials in order to access it again later. But this method is not without danger.

Create a magic storage

To create a magic storage, it is enough to touch the item in which *Arcana* is to be stored and simply let the power flow into the item. The procedure takes as many hours as the character wants *Arkana* to flow into

the memory and is completely harmless. The *arcana* is then subtracted from the character's *arcana* and noted with the storage.

Magic storages, like artifacts, are assigned an artifact level equal to the *magic knowledge* of the creator.

Using magic storages

A character discharges a storage by touching it and absorbing the stored power. In doing so, he must not exceed his maximum *arcana*. He does not have to draw the entire *arcana* stored at once, the power can also be dosed.

A stranger can only use the magic storage if his *magic knowledge* is equal to or higher than the artifact level of the storage.

Dangers of the storages

Magic storages are unstable, they explode if there is magic instability near them. If a spell fails near a storage, the wearer of the storage casts on his *magic knowledge*. If he achieves at least as many successes as the memory has *Arcana*, an explosion is prevented. Otherwise, the storage explodes.

When a storage explodes, it causes twice as many hits within 2D6 meters as *Arcana* is stored in the storage. The explosion causes a bonus wound and both *Burning 1* and *Shocked 1*.

Pantheon

The deity world of Tirakan is diverse and difficult for amateurs to keep track of. All cultures of the world have their own deities, which are more or less present. In general, gods on Tirakan are very approachable, many can be invoked directly. The peoples of Tirakan pray for certain weather, for personal luck, for success in battle, or for fellow humans.

These rules reflect the closeness of the peoples to the world of the gods.

Level of faith

Similar to magic, Tirakan's faith evolves over the centuries. While the churches pray for a long time in silent waiting for the return of the gods' work, the influence of the gods develops into a very strong, direct influence by the end of the age. This is represented by the **faith level**, which behaves similarly to the **magic level** and changes over the centuries.

- 1st century: Faith level 1
- 2nd century: Faith level 1
- 3rd century: Faith level 1
- 4th century: Faith level 1
- 5th century: Faith level 1
- 6th century: Faith level 2
- 7th century: Faith level 3
- 8th century: Faith level 4
- 9th century: Faith level 5
- 10th century: Faith level 6

Grace

As a value, grace represents the relationship between services of the priest and favors of the god. The value is 0 at the beginning and can become negative or positive.

The cost of the favors is subtracted from the grace. Grace points can be gained by the priest through godly actions in the game. It depends very much on the type of deity, with which the priest can rise in the deity's favor.

Relics

Relics have a special role in the churches. They strengthen the bond with the god and help the believer to continue on his path.

Common relics are objects from the possession of saints, but also bones of them. But even a simple object related to the deity can be a low level relic, such as a special stone for a diety of stone. The character can get to a relic in many different ways, but it always requires a consecration.

Relics always have a level, which can range from 1 to 6. A level 1 relic can be an object that a saint once touched, for example. A level 6 relic can be a holy weapon or the bones of a saint.

The forms of invocation

There are four forms of invocation to a god. Each of them is performed differently. Each has a different effort and requests a different favor from the deity.

Common to all forms of invocation is the influence of the environment, the priest's condition, as well as faith level of the world. Thus, the following modifications are added to the **minimum roll** of each invocation (there are invocations that require multiple rolls).

- Grace of the priest: **–(grace/2)**
- The intention of the character does not correspond to the virtues of the deity: **+10**
- Ceremonial design (candles, clean cloths, etc.) not present: **+5**
- The attitude of the priest is contrary to the deity: **+15**
- The request is not the first request of the day: **+2**
- Sacrifice is offered: **–3**
- The priest uses incense: **–2**
- The invocation is done in Doldag: **–2**
- The invocation is chanted (additional performance check): **–5**
- The prevailing level of faith: **–faith level**
- Additional priests at the invocation: **–Number**
- Relic present: **–Level**

Shock prayer

The least form of request is the Shock Prayer. In a short, pleading invocation of 3 seconds, the priest can gain a bonus to one of his attributes or skills. The bonus is equal to **faith level** points and lasts for **faith level** minutes.

A Shock Prayer requires a single **Charm** roll.

The Shock Prayer costs the priest 2 grace points.

Blessing

A blessing is able to break a divine curse (the work of a dark god, as indicated by the work in each case), but can also be transferred to an object to create a blessed weapon, holy water, or the like. To cast the blessing takes 5 minutes, and it lasts indefinitely.

A Blessing requires a Willpower and a Charm check.

The blessing costs the priest 5 grace points.

Lesser request

The Lesser Request invokes direct divine action. In it, the abilities of the character's deity and all of its servants that are classified as "minor" can be requested. The prayer for the low petition takes about 15 minutes. It can also be done as part of a ceremonial service.

A charm roll is required for the lesser request.

The grace cost of the favor depends on the request and ranges from 2 to 12 points.

Invocation

The invocation requests a deity's work that is classified as "higher". Again, both the deity of the character and its servants may be invoked. The invocation requires a larger ceremony and lasts at least 30 minutes. It can also be done as part of a ceremonial service.

The invocation requires 2 charm rolls and a willpower roll.

The grace cost of the invocation depends on the request and ranges from 10 to 25 points.

> A word about the gods' work. The work of the gods is sometimes described with concrete rules. However, most descriptions remain rather vague. This is to reflect the fact that the nature and workds of the gods are their own business. GMs and players should be open to spontaneous developments when a god or demon intervenes in world events.

Consecration

With the consecration, an item such as a weapon is given to a god. The divine power ensures that the item is improved (stats plus about 30-50%), however there is also a chance that the item will be ensouled after the consecration and have some life of its own.

A consecration is a two-hour ceremony during which the deity is invoked three times by means of a charm roll. In addition, a test of strength is required as the item is held for the entire period. Finally, a 50% chance of ensoulment is thrown.

The consecration costs the priest 7 grace points.

Silent prayer

Once per day, the priest may spend one hour in silent devotion to his deity. For this, he rolls a **charm** roll and adds one grace point for each success.

Ceremonial Service

Ceremonial service is a service to the deity to strengthen their work and spread their word. The service can be both a classical ceremony in memory of the deity and something like a ritual funeral or exorcism. Minor petitions or invocations may be made as part of the ceremonial service, but they do not have to be.

A ceremonial service earns the priest one grace point for each participant, up to the double **faith level** per service. If a petition or invocation is performed, this cost is deducted again.

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Appendix – Character Templates

Lineage

Kroto'Chim

* ✳ Quickness +1
* ✳ Strength +1
* ✳ Resistance +1
* ➔ Nature +2
* ➔ Hand to Hand Combat +1

Hadewald

* ✳ Strength +2
* ✳ Deftness +1
* ➔ Mechanics +2
* ➔ Acrobatics +1

Katora

Night vision: Katora have innate night vision. They have slightly worse night vision than elves, but they can orientate themselves well. For all *difficult perception* rolls in darkness, Katora get 2 additional dice.

* ✳ Strength +2
* ✳ Willpower +1
* ➔ Hand to Hand Combat +2
* ➔ Religion +1

Duigosz

* ✳ Logic +2
* ✳ Education +1
* ➔ Mechanics +2
* ➔ Driving +1

O'Grut

* ✳ Deftness +1
* ✳ Resistance +2
* ➔ Peformance +1
* ➔ Deception +2

Al Bah JiRa

* ✳ Willpower +1
* ✳ Apprehension +1
* ➔ Orientation +2
* ➔ Religion +1
* ➔ Peformance +1

Yadosia

* ✳ Charm +2
* ✳ Education +1
* ➔ Peformance +2
* 📖 Heraldry +1

Gas'Danir

- ✳ Quickness +1
- ✳ Deftness +2
- ➥ Stealth +1
- ▤ Seafaring +2

Toran

- ✳ Conscientiousness +2
- ✳ Education +1
- ➥ Shooting +1
- ➥ Politics +1
- ▤ Administration +1

Atiarel

Night vision: Atiarel have innate night vision. For all *perception* checks in darkness, Atiarel get 2 additional dice.

- ✳ Logic +1
- ✳ Charm +2
- ➥ Spell Casting +1
- ➥ Magic Knowledge +1
- ➥ Persuasion +1

Nur'Tuk

- ✳ Willpower +2
- ➥ Courage +1
- ➥ Mechanics +1
- ▤ Zoology +1
- ▤ Riding +1

Meridian

- ✳ Logic +2
- ✳ Education +1
- ➥ Politics +1
- ▤ Statesmanship +1
- ▤ Myths and legends +1

Silkanda

Night vision: Silkanda have innate night vision. For all *perception* checks in darkness, Silkanda get 2 additional dice.

- ✳ Quickness +1
- ✳ Deftness +1
- ➥ Nature +2
- ➥ Empathy +1
- ▤ Zoology +1

Xordai

Night vision: Xordai have innate night vision. For all *perception* checks in darkness, Xordai get 2 additional dice.

- ✳ Endurance +2
- ✳ Deftness +1
- ➥ Mechanics +1
- ▤ Petrography +1
- ▤ Mining +1

Doldagor

Flying: Doldagor can fly from birth. They can move freely through the air. However, in order to take off, they either need a high jumping point, or they must run and jump, passing a quickness roll. When flying, Doldagor's speed is double their running speed. Additionally, the rule of 'walking' applies to 'running', meaning they can perform actions while flying.

Dive: If a Doldagor attacks while diving, it can strike. The attack must be unarmed. For every five meters that the Doldagor moves through the air in the same combat round, it receives an additional die for the melee attack. For every 10 meters flown in the same combat round, the Doldagor takes a normal hit on impact.

- ☀ Protection +1
- ☀ Max health +3
- ☀ Actions −1
- ✳ Resistance +1
- ➥ History +2
- ▤ Ancient Relics +1

Flit

Flying: Flits learn to fly in childhood, just as humans learn to walk. They can move freely in the air.

- ☀ Actions +1
- ☀ Evasion +1
- ☀ Max health −3
- ✳ Endurance +1
- ✳ Quickness +2
- ➥ Communication +1
- ➥ Acrobatics +2

Fraxut

Night vision: Fraxut have innate night vision. For all *perception* checks in darkness, Fraxut get 2 additional dice.

- ✳ Conscientiousness +2
- ✳ Endurance +1
- ➲ Orientation +1
- 📓 Petrography +2

Asgoran

- ✳ Deftness +1
- ✳ Endurance +1
- 📓 Seafaring +2
- 📓 Swimming +2

Human

- ☀ Bonus dice +2
- ☀ Rerolls +2

Quitaron

- ✳ Willpower +1
- ✳ Endurance +1
- ✳ Quickness +1
- ➲ Nature +1
- 📓 Riding +1
- 📓 Zoology +1

Gasdaria

- ☀ Destiny dice +1
- ✳ Deftness +1
- ✳ Strength +1
- ➲ Hand to Hand Combat +1
- ➲ Politics +1
- ➲ Persuasion +1

Yavon

- ✳ Willpower +1
- ✳ Apprehension +2
- ➲ Courage +1
- ➲ Persuasion +1
- 📓 Statesmanship +1

Ancatir

Night vision: Ancatir have innate night vision. For all *perception* checks in darkness, Ancatir get 2 additional dice.

- ✳ Charm +2
- ✳ Deftness +1
- ✳ Quickness +1
- ➲ Shooting +1
- ➲ Stealth +1
- ➲ Communication +1

Occupation

Black mage

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Education +1
- ✳ Charm +1
- ➲ Magic Knowledge +1
- ➲ Intimidation +1
- ➲ Spell Casting +1
- ⚚ Magic Origin: Black Magic

Rider

- ✳ Deftness +2
- ✳ Strength +1
- ➲ Empathy +1
- 📓 Riding +3
- 📓 Zoology +2

Innkeeper

- ✳ Apprehension +2
- ➲ Communication +2
- ➲ Empathy +2

Druid

It is not so much for its beauty that the forest makes a claim upon men's hearts, as for that subtle something, that quality of air that emanation from old trees, that so wonderfully changes and renews a weary spirit.
- Robert Louis Stevenson

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Resistance +1
- ✳ Willpower +1
- ➴ Spell Casting +1
- ➴ Nature +2
- 📘 Ancient Relics +1
- ☄ Magic Origin: Elemental Magic

Visionary

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Conscientiousness +1
- ✳ Apprehension +1
- ➴ Perception +1
- ➴ Magic Knowledge +1
- ➴ Empathy +1
- ☄ Magic Origin: Astral Magic

Necromancer

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Resistance +1
- ✳ Willpower +1
- ➴ Stealth +1
- ➴ Deception +1
- 📘 Ancient Relics +1
- ☄ Magic Origin: Necrology

Wizard

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Apprehension +1
- ✳ Logic +1
- ➴ Magic Knowledge +1
- ➴ Spell Casting +1
- 📘 Mathematics +1
- ☄ Magic Origin: Wizardry

Witch

Eye of newt, and toe of frog, Wool of bat, and tongue of dog, Adder's fork, and blind-worm's sting, Lizard's leg, and owlet's wing,— For a charm of powerful trouble, Like a hell-broth boil and bubble. Double, double toil and trouble; Fire burn, and caldron bubble.
- William Shakespeare

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Apprehension +1
- ✳ Charm +1
- ➴ Spell Casting +1
- ➴ First Aid +2
- ➴ Magic Knowledge +1
- ☄ Magic Origin: Curses

Demonologist

The treachery of demons is nothing compared to the betrayal of an angel.
- Brenna Yovanoff

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Charm +1
- ✳ Endurance +1
- ➴ Spell Casting +1
- ➴ Magic Knowledge +1
- ➴ Peformance +1
- 📘 Ancient Relics +1
- ☄ Magic Origin: Demonology

Ranger

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Endurance +1
- ✳ Quickness +1
- ➴ Magic Knowledge +1
- ➴ Spell Casting +1
- ➴ Nature +1
- ☄ Magic Origin: Shamanism

Boxer

- ✳ Quickness +1
- ✳ Endurance +2
- ✳ Quickness +1
- ➴ Hand to Hand Combat +2

Ranger

- ✳ Strength +1
- ➲ Orientation +2
- ➲ Communication -1
- ➲ Nature +2
- ➲ Shooting +1

Spy

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

- ✳ Quickness +2
- ➲ Stealth +2
- ➲ Deception +2
- ➲ Perception +2
- ➲ Communication +1

Adventurer

- ☼ Rerolls +1
- ✳ Deftness +1
- ✳ Strength +1
- ➲ Orientation +2
- ➲ Investigation +1
- ➲ Hand to Hand Combat +1

Bard

- ✳ Attractiveness +2
- ✳ Charm +2
- ➲ Peformance +3
- ➲ History +2
- 📖 Reading/Writing +1

Medicus

- ✳ Conscientiousness +1
- ✳ Deftness +1
- ➲ First Aid +4
- 📖 Medical science +2

Barber surgeon

- ✳ Deftness +1
- ➲ Deception +1
- ➲ First Aid +2
- 📖 Medical science +1

Knight

- ✳ Strength +1
- ✳ Endurance +2
- ✳ Deftness +1
- ➲ Hand to Hand Combat +2
- ➲ Politics +1
- 📖 Riding +1

Doctor

A doctor, or physician, is a healthcare professional who diagnoses, treats, and prevents illnesses and injuries in individuals.

"We need a Doctor!"

- ➲ First Aid +3
- ➲ Investigation +1
- 📖 Medical science +4
- 📖 General Knowledge +1

Medium

- ☼ Max stress +1
- ➲ Empathy +2
- 📖 Myths and legends +2

Paladin

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Allows to perform the acts of a priest.

- ✳ Resistance +2
- ✳ Endurance +2
- ➲ Religion +3
- ➲ Hand to Hand Combat +2
- 📖 Heraldry +1

Chimærologist

- ☼ Max arcana +3
- ☼ Spell points +5
- ✳ Resistance +1
- ✳ Strength +1
- ➲ Magic Knowledge +1
- ➲ Spell Casting +1
- ➲ Courage +1
- ⚕ Magic Origin: Chimerology

Vampire Hunter

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Resistance +1
- ✳ Deftness +1
- ➔ Spell Casting +1
- ➔ Courage +1
- ➔ Stealth +1
- ✳ Magic Origin: White Magic

Astrologist

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Apprehension +1
- ✳ Conscientiousness +1
- ➔ Magic Knowledge +1
- ➔ Spell Casting +1
- ➔ Mechanics +1
- ✳ Magic Origin: Astral Magic

Ghost Summoner

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Charm +1
- ➔ Magic Knowledge +1
- ➔ Spell Casting +1
- ➔ Empathy +1
- ▤ Myths and legends +1
- ✳ Magic Origin: Necromancy

Hermetic

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Logic +1
- ✳ Education +1
- ➔ Spell Casting +1
- ➔ Magic Knowledge +1
- ➔ Persuasion +1
- ✳ Magic Origin: Hermeticism

Mummy Hunter

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Resistance +1
- ✳ Apprehension +1
- ➔ Spell Casting +1
- ➔ Magic Knowledge +1
- ▤ Ancient Relics +1
- ✳ Magic Origin: White Magic

Mystic

- ☀ Max arcana +3
- ☀ Spell points +5
- ➔ Spell Casting +1
- ➔ Magic Knowledge +1
- ➔ Peformance +1
- ▤ Myths and legends +2
- ✳ Magic Origin: Mysticism

Shaman

- ☀ Spell points +5
- ☀ Max arcana +3
- ✳ Willpower +1
- ✳ Charm +1
- ➔ Magic Knowledge +1
- ➔ Empathy +1
- ➔ Spell Casting +1
- ✳ Magic Origin: Shamanism

White mage

- ☀ Max arcana +3
- ☀ Spell points +5
- ✳ Resistance +1
- ✳ Education +1
- ➔ Spell Casting +1
- ➔ Magic Knowledge +1
- ➔ Empathy +1
- ✳ Magic Origin: White Magic

Monk

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Allows to perform the acts of a priest.

- ➔ Communication +1
- ➔ Religion +2
- ▤ Music +2

Priest

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Allows to perform the acts of a priest.

- ☼ Destiny dice +1
- ✳ Education +1
- ➔ Communication +2
- ➔ Religion +2
- 📘 Music +2

Knacker

- ✳ Resistance +1
- ✳ Attractiveness -1
- ➔ Intimidation +1
- ➔ Nature +1
- 📘 Medical science +1

Undertaker

- ✳ Endurance +1
- ✳ Charm +1
- ➔ Empathy +1
- ➔ Driving +1
- 📘 Etiquette +1

Thief

- ✳ Deftness +2
- ➔ Acrobatics +1
- ➔ Stealth +3
- ➔ Hand to Hand Combat +2

Assassin

- ✳ Deftness +1
- ➔ Shooting +2
- ➔ Hand to Hand Combat +2
- ➔ Deception +2
- ➔ Acrobatics +2

Soldier

Obedient: You obey every order of your superior without giving it a second thought.

- ✳ Endurance +1
- ✳ Strength +1
- ➔ Orientation +1
- ➔ First Aid +1
- ➔ Courage +1
- ➔ Driving +1
- ➔ Throwing +2
- ➔ Shooting +2
- ➔ Hand to Hand Combat +1
- 📘 Vehicles +1

Clerical

Religious: You are religious, believe in your deity and also actively defend your faith.

- ☼ Destiny dice +2
- ✳ Education +1
- ➔ Religion +3
- ➔ Communication +2

Merchant

- ✳ Logic +2
- ✳ Apprehension +1
- ➔ Empathy +1
- ➔ Persuasion +2

Messenger

- ✳ Endurance +1
- ✳ Quickness +2
- ➔ Orientation +2
- ➔ Driving +1

Sailor

- ✳ Resistance +1
- ✳ Deftness +1
- ✳ Strength +1
- ➔ Throwing +2
- ➔ Driving +1
- ➔ Hand to Hand Combat +1
- 📘 Seafaring +3

Mercenary

- ✳ Endurance +1
- ✳ Deftness +1
- ➽ Persuasion +1
- ➽ Shooting +1
- ➽ Hand to Hand Combat +2

Scribe

- ✳ Conscientiousness +1
- ✳ Education +1
- ➽ Communication +2
- 📘 Reading/Writing +2

Blacksmith

- ✳ Deftness +2
- ✳ Strength +2
- ➽ Mechanics +2

Scholar

- ✳ Education +4
- ➽ History +2
- ➽ Nature +1
- ➽ Communication +1

Education

Arcane Study

- ☀ Spell points +5
- ☀ Max arcana +1
- ✳ Willpower +1
- ✳ Logic +1
- ➽ Magic Knowledge +2
- ➽ Spell Casting +1

Arcane meditation

- ☀ Spell points +5
- ☀ Max arcana +2
- ➽ Magic Knowledge +2

Quadrivium

- ☀ Destiny dice +2
- ✳ Education +2
- ➽ History +2
- ➽ Politics +1
- 📘 Mathematics +2
- 📘 Reading/Writing +2
- 📘 Astronimy +2
- 📘 Music +2

Trivium

- ☀ Bonus dice +1
- ✳ Education +2
- ➽ Communication +3
- 📘 Rhetoric +2
- 📘 Ancient Relics +1
- 📘 Reading/Writing +2

Squire

Wer ein guter Schildknappe gewesen ist, wird auch ein guter Statthalter sein.
- Miguel de Cervantes Saavedra

- ✳ Resistance +1
- ✳ Endurance +1
- ➽ Hand to Hand Combat +1

Arcane School

- ☀ Max arcana +2
- ☀ Spell points +10
- ✳ Education +1
- ➽ Magic Knowledge +2
- ➽ Spell Casting +1

Military academy

Whoever said the pen is mightier than the sword obviously never encountered automatic weapons.
- Douglas MacArthur

- ☀ Destiny dice +1
- ➽ Hand to Hand Combat +1
- ➽ Intimidation +1
- ➽ First Aid +1
- ➽ Politics +1
- ➽ Shooting +1
- 📘 Warfare +2
- 📘 Reading/Writing +1
- 📘 Riding +1

Craftsman Apprenticeship

- ☼ Bonus dice +2
- ✱ Deftness +1
- ➋ Mechanics +2
- ➋ Acrobatics +1
- ➋ Driving +1

Arcane Mentor

Es gibt eine Art von Zauberei, die man mühsam erlernen muß: Das ist die, wie sie im Koraktor steht, Zeichen für Zeichen und Formel um Formel. Und dann gibt es eine, die wächst einem aus der Tiefe des Herzens zu: aus der Sorge um jemanden, den man lieb hat. Ich weiß, daß das schwer zu begreifen ist - aber du solltest darauf vertrauen, Krabat.
- Otfried Preußler

- ☼ Spell points +15
- ☼ Max arcana +1
- ✱ Willpower +1
- ➋ Magic Knowledge +1
- ➋ Spell Casting +2

Interests

Alchemy

Alles ist Gift, ausschlaggebend ist nur die Menge. Alles Tun ist ein alchemistisches Zuendeführen, eine geistige Goldmachung und Kunst der Vollendung. Alles Wachsen ist Auferstehen. Auch in die Liebe muss man hineinwach-sen und ihre Stunden abwarten, denn die Gewächse der Erde und die Gaben im Menschen haben ihre Zeit.
- Paracelsus

- ➋ Nature +2
- 🗐 Alchemy +1

Music

- ✱ Deftness +1
- ➋ Peformance +1
- 🗐 Music +2

Reading

- ✱ Conscientiousness +1
- 🗐 Reading/Writing +2

Esotericism

- ☼ Destiny dice +1
- ✱ Logic -2
- ➋ Deception +1
- ➋ Intimidation +1
- ➋ Stealth +1

History

- ➋ History +2
- 🗐 Ancient Relics +2

Hunt

- ✱ Endurance +1
- ➋ Shooting +2
- 🗐 Zoology +1

Art

- ➋ Peformance +2

Dancing

- ✱ Deftness +1
- ✱ Endurance +1
- ✱ Attractiveness +2

Riding

- ➋ Driving +1
- 🗐 Riding +2

Acolyte

Allows to perform the acts of a priest.

He had hopes, but hope wasn't a solution.
- Melissa Marr

- ➋ Religion +2
- 🗐 Etiquette +1

Heraldry

- ✱ Conscientiousness +2
- ➋ History +1
- ➋ Perception +1
- 🗐 Heraldry +2

Cooking

My gran could do better! And she's dead!
– Gordon Ramsay

📖 Cooking +2

Strength training

✴ Strength +1

Eager for Knowledge

✴ Education +2

Arcane Training

☉ Spell points +5

Cult Membership

☉ Rerolls +1
☉ Destiny dice +1
☉ Bonus dice -2

Handcraft

✴ Deftness +2

Character

Masterly self-confidence

Dice results of 1 can be repeated once.

When you have a lot of confidence and you feel like nobody can beat you, it's game over for everyone else.
– Jason Day

Jack of all trades

☉ Rerolls +1
☉ Bonus dice +2
➔ Communication +1

Addiction Resistant

✴ Conscientiousness +1

Smoker

✴ Endurance -2
✴ Attractiveness -1

Pettifogging

☉ Rerolls +2
✴ Conscientiousness +1

Gambler

✴ Conscientiousness -2

Modest

✴ Willpower +1
✴ Conscientiousness +1

Blood Magic

You may spend wounds instead of arcana to cast spells.

Due to the nature of blood magic, it is not possible to heal wounds with spells cast by blood magic.

☉ Spell points +5
➔ Magic Knowledge +1

Stalwart

☉ Max health +2

Conscientious

✴ Conscientiousness +2

Likable

✴ Attractiveness +2
✴ Charm +1

Adventurous

✴ Conscientiousness -2
✴ Resistance +1
✴ Apprehension +1

Dandy

Vanity: You are vain beyond measure and like to show it often.

✳ Attractiveness +2
✳ Charm +1
➲ Communication +1
📕 Etiquette +1

Wallflower

✳ Charm -1
✳ Attractiveness -1
➲ Stealth +2
➲ Communication -1

Chauvinist

✳ Charm -2
✳ Attractiveness +2

Cheat

➲ Deception +3

Smart-Arse

✳ Conscientiousness +1
✳ Charm -1
➲ Persuasion +2

Blabbermouth

➲ Stealth -3
➲ Communication +3

Egoistic

☀ Destiny dice +1
✳ Conscientiousness -1

Accommodating

✳ Charm +1
➲ Communication +1

Drunkard

☀ Destiny dice +1
✳ Apprehension -2
➲ Perception -1

Corrupt

✳ Conscientiousness -2
➲ Intimidation +1
➲ Deception +2

Philanthropist

✳ Attractiveness +1
➲ Empathy +1

Notorious Liar

✳ Logic -1
➲ Deception +2

Arcane Initiation

☀ Max arcana +1
☀ Spell points +5
➲ Magic Knowledge +2

Introverted

☀ Destiny dice +1
✳ Conscientiousness +1
➲ Communication -2

Paranoid

The Character is a paranoid type, can never trust fully, and is always wary,

☀ Bonus dice +1
✳ Conscientiousness -2

Reactionary

The char is not very tolerant towards "strangers", "new things" and tends toward extremely conservative views of life and even more reactionary world views.

✳ Charm -1

Brawler

☀ Max health +1
➲ Hand to Hand Combat +1

Bookworm

* ✶ Strength -1
* ✶ Education +1
* ✶ Endurance -1
* ✶ Apprehension +1
* 📘 General Knowledge +1

Sadist

* ✶ Charm +1
* ➡ Persuasion +1
* ➡ Empathy +1

Rational

* ✶ Logic +1

Intimidating

* ✶ Charm -1
* ➡ Intimidation +2

Disgust

The character feels pronounced disgust for a particular subject and will stay away from it if possible.

Justice Fanatic

The character is a militant justice fanatic. If he experiences a situation in the game that he feels is unjust, he can hardly control himself.

* ➡ Empathy +1

Faithful

The character is especially devout. All effects performed on him by clerics of the same alignment have double the effect. Clerics with this gift also receive more favor points when they perform a ceremonial service.

Greedy

A greedy character always has his personal enrichment in mind first. This includes trying to collect gold or the rewards of his travel group for himself. It also means an almost magical attraction to gold and valuables of all kinds.

* ✶ Logic +1
* ➡ Deception +1

Irascible

A hot-tempered character is quick to fly off the handle and has a "thin skin". On any occasion that is offensive to the character, the game master can ask for a roll on Logic. If this fails, at least the fists will probably fly.

* ✶ Logic -1

Confused

A character with this trait is easily confused. In busy markets or crowds, the gamemaster may require a roll for Orientation to keep the character from panicking.

* ➡ Orientation -2

Country bumpkin

The character comes from the countryside. Stand and education are not relevant, as soon as the character comes into a larger settlement (from 1000 inhabitants) he is confused. Rolls for orientation in larger settlements have a minimum roll increased by 1.

Addicted

The character is addicted to a certain substance, depending on the degree of addiction, the renunciation or the prospect of soon having to renounce can influence him in his actions.

Messenger of Death

The character attracts the mischief. If he enters a new region or society, he must roll a d6. If the roll shows a 5 or 6, a disaster, accident or similar happens.

Weapon enthusiast

* ➡ Hand to Hand Combat +1
* ➡ Shooting +1
* 📘 Warfare +1

Naive

Naive: Your character is naive. He sometimes believes too much in the good in people. Whenever the character doubts the statements or intentions of NPCs, the game master can have him roll for logic. If the roll fails, the character believes the NPC.

Aversion

The character has an aversion to a particular subject. All rolls that interact with the subject have a minimum roll increased by 1.

Strong-minded

✱ Willpower +2

Good behaviour

📖 Etiquette +2

Talent

Conscientious

✱ Conscientiousness +2

Good shooter

👉 Shooting +1

One with the Magic

☀ Spell points +15

Arcane recovery

Once a day, outside of a rest, you can renew your connection to magic and replenish your **arcana**. To do this, you need to rest for about an hour to concentrate on the flow of magic. Roll on your **magic knowledge** value and fill up your arcana with half of the successes.

Arcane Mastery

☀ Max arcana +4
☀ Spell points +50

Medicine

👉 First Aid +1
📖 Medical science +2

Particular vigilance

At the beginning of a fight, the character receives one action, which, however, can only be used to react. Once the character's turn begins in the first round of combat, his actions override this additional action.

Interrogation

👉 Intimidation +1
👉 Empathy +1
📖 Interrogation +2

Deep concentration

☀ Max arcana +3

Magically gifted

Scientists have calculated that the chances of something so patently absurd actually existing are millions to one. But magicians have calculated that million-to-one chances crop up nine times out of ten
- Terry Pratchett

☀ Max arcana +2

Sanguine Magic

☀ Spell points +5
🏹 Magic Origin: Sanguine Magic

Camouflage and hiding

👉 Stealth +2

Evade

Knowing where the trap is—that's the first step in evading it.
- Frank Herbert, Dune

☀ Evasion +2
✱ Quickness +1

Eagle Eye

Ranges of ranged weapons are increased by 25%.

Misdirection

As an reaction while in combat, you can roll on your Deception Skill. An enemy losses success dice equal to your successes

Requires deception of 3 or more

Inspiring Leader

As an action in combat you can roll on your Persuasion Skill. A party member gains bonus dice equal to your successes or at least 1

✳ Charm +1
➥ Persuasion +1

Critical Hits

The minimum roll to achieve for critical hits is reduced by one. This applies only to critical hits, but not to megacrits.

Marksman

Once per round any roll of 1 on a shooting dice roll can be rerolled

Requires shooting of 5 or more

➥ Orientation +1
➥ Shooting +1
📕 Warfare +1

Blade dance

The character is skilled in two-handed combat with two weapons. The minimum roll for the attack with the secondary weapon is no longer increased by one.

Shield Training

The character learned how to wield a shield effectively in combat.

This allows the character to parry attacks with a shield in accordance with the "Parry melee attacks" rule. For this purpose, either Strength or Deftness is used as a skill value.

Animal Empathy

The minimum roll is reduced by 2 for all rolls involving animals.

➥ Empathy +1

Attack of Opportunity

The character can make one attack against an opponent once per combat round as a reaction to the opponent leaving the area of effect (range) of his melee weapon by moving. No action is used.

Evasion

☀ Evasion +2

Synesthesia

✳ Apprehension +1
➥ Perception +2

Quick

✳ Quickness +2

Wizardry

☀ Spell points +5
⚕ Magic Origin: Wizardry

White Magic

☀ Spell points +7
⚕ Magic Origin: White Magic

Black Magic

☀ Spell points +5
⚕ Magic Origin: Black Magic

Masterly confidence

in terms of the Exploding Dice rule, each time a 6 is rolled on a die, a success is added to the roll's successes.

With realization of one's own potential and self-confidence in one's ability, one can build a better world.
- The Dalai Lama

Masterly Presence

The character's minimum roll is reduced by 1.

Ah, mastery... what a profoundly satisfying feeling when one finally gets on top of a new set of skills... and then sees the light under the new door those skills can open, even as another door is closing.
- Gail Sheehy

☀ Minimum roll –1

Acrobat

➯ Acrobatics +2

Pickup Artist

Gives bonus dice for every throw that involves seduction in any form.

Lock picking

▤ Lock picking +2

Runner

✶ Quickness +1
✶ Endurance +1

Elemental Magic

☀ Spell points +5
⚚ Magic Origin: Elemental Magic

First Aid

Our real enemy is not our neighboring country; it's hunger, cold, poverty, ignorance, superstition and prejudice.
- Henry Dunant

➯ First Aid +2

Dash

Whenever the character uses the "Run" action in combat, he may make an acrobatic throw to advance further meters. If this roll succeeds, he may move further than his running range according to the successes.

If the roll is unsuccessful, the character stumbles and is considered to be prone. He must spend one action to get back on his feet or into the *Hunkered* stance.

✶ Quickness +1

Shamanism

☀ Spell points +7
⚚ Magic Origin: Shamanism

Trained sword arm

"Nur hartes Training und unbändige Disziplin sorgen für Tod und Verderben in einem flüssigen Streich"

✶ Strength +2
➯ Hand to Hand Combat +1

Warhorse

➯ Hand to Hand Combat +1
➯ Shooting +1

Deft

✶ Deftness +2

Skilled Fighter

Everyone has a plan until they've been hit.
- Joe Lewis

☀ Actions +1

Well equipped

The character may spend a wound to take any item from his backpack, even if he doesn't possess it. To do so, the character takes a wound and the player rolls a d6:

- *1–2*: The desired item doesn't exist in the backpack
- *3–5*: A similar item could be found in the backpack
- *6*: The exact desired item could be found

With a little bit of imagination, anything is possible.
- MacGyver

Joker

The character has the ability to profit from special rolls. Everytime the player rolle one of the following dice patterns (while not in combat) the stated effect applies.

- **Three of a kind** - The character gains one bonus die
- **Small Straight** - The character gains one boost immediately
- **Full House** - The character gains one destiny die
- **Large Straight** - The character rediscovers an item in his backpack (the player chooses an item and adds it to his backpack)
- **Four of a kind** - The character gains +1 actions in every round of the next combat
- **Five of a kind** - The characters group gains one additional turn prior to the enemies in the next combat

In each case, the highest pattern to be achieved counts for a roll. So 5, 4, 3, 3, 2, 1 is a large straight, but not three of a kind.

As you know, madness is like gravity...all it takes is a little push.
- The Joker

Trickster

The character may force a person in sight to use one of his rerolls for a recent roll. To do this, the character must spend a bonus or destiny die.

☀ Rerolls +1

Looting lunatic

Der Charakter kann bei einem Untersuchenwurf durch einen kritischen Erfolg besonders interessante Dinge entdecken.

Arcane natural talent

☀ Spell points +5
☀ Max arcana +2

Necrology

☀ Spell points +5
🏹 Magic Origin: Necrology

Mysticism

☀ Spell points +5
🏹 Magic Origin: Mysticism

Hermeticism

☀ Spell points +5
🏹 Magic Origin: Hermeticism

Ghost conjurations

☀ Spell points +5
🏹 Magic Origin: Necromancy

Demonology

☀ Spell points +5
🏹 Magic Origin: Demonology

Astral Magic

☀ Spell points +5
🏹 Magic Origin: Astral Magic

Chimerology

☀ Spell points +5
🏹 Magic Origin: Chimerology

Empathic

🖐 Empathy +3

Ignore pain

Once per combat you can roll for resistance. If successful, the damage of an attack source is completely prevented in this action. This roll does not require an action.

Athletic

✷ Deftness +2
✷ Endurance +2

Luck

The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.

Total submission

Any grace received is doubled.

Good Thrower

➤ Throwing +3

Strongman

✱ Strength +2
➤ Intimidation +1

Leader

The character may give an action to a fellow character every combat round, instead of using it.

☀ Bonus dice +1
✱ Endurance +1
✱ Apprehension +1

Photographic Memory

✱ Logic +1
➤ Perception +1
➤ Orientation +2

Accomplished Sleeper

☀ Rest minimum roll –1
✱ Conscientiousness +1

Strong immune system

✱ Resistance +3

Curses

☀ Spell points +7
✳ Magic Origin: Curses

Cold Hands

✱ Attractiveness –1
➤ Intimidation +1

Resistance

The character has natural resistance to injury. A D6 is rolled for each wound inflicted. The minimum roll is 5 + the total number of wounds. Each success prevents one wound.

Intelligent

Phantasie ist wichtiger als Wissen, denn Wissen ist begrenzt.
– Albert Einstein

✱ Logic +1
✱ Education +1

Good Speaker

➤ Communication +3

Agile

✱ Quickness +1

Shield Mastery

The character is a master of shield use. The shield can be prepared for a shield block in one action instead of two. The shield block can also be performed as a reaction.

Contortionist

✱ Deftness +3
✱ Resistance +1

Environment

Magical Encounter

☀ Spell points +5

Loss of a limb

☀ Destiny dice +1
✱ Attractiveness –1
✱ Deftness –1

Orphan

☀ Destiny dice +1
✱ Resistance +1

Blessing of the forest spirit

- ☀ Spell points +8

Vampire

Vampire: You are undead. This fact causes you to crumble into a pile of dust when you die. A drop of blood can always revive you. Staying in direct sunlight makes you take one direct wound per hour. If you have a deity, you can perform the actions of a priest and ask for their grace.

Allows to perform the acts of a priest.

- ☀ Max health +2
- 📖 Ancient Relics +2

Wanted

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

- ☀ Destiny dice +1
- ✳ Conscientiousness +1

Serf

Obedient: You obey every order of your superior without giving it a second thought.

- ✳ Apprehension +2
- � Stealth +1

Guru

- ✳ Attractiveness +2
- ✳ Charm +1
- � Communication +2

Journeyman years

- ✳ Education +1
- � Courage +2
- � Mechanics +1
- � Orientation +1

Deformed

- ✳ Attractiveness -1
- ✳ Charm -1
- � Courage +2
- � Intimidation +2

Aristocratic

- ☀ Max health +1
- � Hand to Hand Combat +1
- � Deception +1
- � Communication +2
- 📖 Reading/Writing +2

Loss of a family member

- ☀ Destiny dice +1
- � Courage +2

Widower

- ☀ Bonus dice +1
- � Courage +2

Homeless

Companion: You may choose one animal companion, which is considered a familiar and accompanies you wherever you go.

- ✳ Resistance +3
- ✳ Attractiveness -1
- � Hand to Hand Combat +1

Hermit

- ✳ Charm -1
- � Orientation +1
- � Communication -1
- � Perception +1

Barkskin

- ☀ Protection +1
- ✳ Quickness -1

Monasticism

- ✳ Conscientiousness +1
- � Nature +1
- � Religion +2
- � Communication -1

Unhappy in love

- ✳ Willpower +1

Single parent

✴ Willpower +1
➥ Courage +1

Connection organised crime

The character has a contact to the organised crime. (Extend in consultation with the gamemaster.)

I know people.

Connection Dealer

The character has a contact to a dealer. (Extend in consultation with the gamemaster.)

Blessed

☀ Minimum roll -1
☀ Destiny dice +2

Connection Jurisdiction

The character has a contact to the jurisdiction. (Extend in consultation with the gamemaster.)

Appendix - Weapons

Blades

Foil

Piercing: 1
Concealment: 5
Damage Potential: 2
    Price: 180

Poison Dagger

A dagger with a notch for applying poison, particularly good at piercing armour. Poisons with the strength of the poison used.

Piercing: 2
Concealment: 2
Preparation: 0
Poison Notch: 1
    Price: 1400

Stiletto

A parrying dagger, when wielded, gives the wielder one extra action per combat round, which may only be used for defence.

Concealment: 2
Preparation: 0
Damage Potential: 1
    Price: 750

Armour Crusher

A heavy dagger which is suitable for damaging armour. For each hit, the victim's armour is damaged by 10% in addition to the wound.

Concealment: 3
Damage Potential: 1
    Price: 650

Long Sword

Range: 2
Concealment: 5
Damage Potential: 2
    Price: 2000

One and a half-handed sword

Piercing: 1
Concealment: 3
Damage Potential: 2
    Price: 850

Short Sword

Piercing: 1
Concealment: 2
Damage Potential: 1
    Price: 1000

Barbarian sword

Range: 2
Concealment: 7
Damage Potential: 4
    Price: 2500

Broadsword

Concealment: 5
Damage Potential: 3
    Price: 500

Small sword

Piercing: 1
Concealment: 3
Damage Potential: 1
    Price: 140

Pata

Piercing: 1
Concealment: 3
Damage Potential: 3
    Price: 850

Cutlass

Concealment: 4
Damage Potential: 3
    Price: 1000

Flammberge

The Flammberge has a serrated blade and causes bleeding 1.

Range: 2
Concealment: 6
Damage Potential: 3
    Price: 2200

Flame dagger

The Flame Dagger has a serrated blade and causes Bleeding 1.

Concealment: 2
Preparation: 0
Damage Potential: 1
Bleeding: 1
    Price: 450

Hunting knife

Piercing: 1
Preparation: 0
Reload actions: 0
Damage Potential: 1
    Price: 120

Katar

Piercing: 1
Concealment: 2
Damage Potential: 2
    Price: 450

Blade crusher

If attacked or parried successfully with this weapon, the opponent's weapon takes 10% damage for each success, in addition to wounds.

Concealment: 3
Damage Potential: 1
    Price: 850

Rapier

Concealment: 3
Damage Potential: 3
    Price: 1200

Katana

Piercing: 1
Concealment: 3
Damage Potential: 3
    Price: 1200

Scimitar

Concealment: 5
Damage Potential: 3
    Price: 500

Left Hand

The left hand is a defensive weapon. Wielded in the left hand, it provides one additional action per combat round that can only be used for defence.

Concealment: 2
Preparation: 0
Damage Potential: 1
    Price: 580

Machete

Do not send a message!

Concealment: 4
Damage Potential: 3
 Price: 450

Knife-studded staff

Range: 2
Concealment: 7
Damage Potential: 3
 Price: 950

Wakizashi

Concealment: 2
Preparation: 0
Damage Potential: 2
 Price: 180

Chunchunmaru

Shocked 1

Piercing: 1
Concealment: 3
Damage Potential: 3
 Price: 1600

Sabre

Concealment: 3
Damage Potential: 3
 Price: 950

Long Knife

Concealment: 4
Damage Potential: 2
 Price: 300

Two-handed Sword

Piercing: 1
Range: 2
Concealment: 8
Damage Potential: 3
 Price: 4000

Sword cane

Piercing: 1
Damage Potential: 1
 Price: 160

Dagger

A simple dagger, forged from iron. This item is used both as a tool and as a weapon.

Concealment: 1
Preparation: 0
Damage Potential: 1
 Price: 300

Sickle

Concealment: 4
Damage Potential: 2
 Price: 150

Scalpel

Concealment: 1
Preparation: 0
Damage Potential: 2
 Price: 250

Al'bah JiRa Rune Dagger

A quite rare weapon that can be found in the oases of Al'Bah JiRa.

The rune-engraved blade of this weapon is slightly curved and sharp like a razor blade.

Concealment: 2
Preparation: 0
Damage Potential: 2
 Price: 6000

Ancatir One and a Half Handed

Ancatir one-and-a-half-handed sword. Made of Ancatir steel and characterised by the special hardness of the steel and its lightness.

Concealment: 3
Damage Potential: 3
 Price: 1000

Ancatir longsword

This weapon is of Ancatir make, few people have ever seen the forests of the Ancatir with their own eyes, even fewer have entered them, of those who have, only a handful have been allowed to wield an Ancatir weapon,

It is not known how the Ancatir forge their weapons, but it is certain that anyone who sees them is surprised by their superior quality.

Piercing: 1
Concealment: 3
Damage Potential: 3
   Price: 1400

Axes

Hatchet

Preparation: 0
Damage Potential: 2
   Price: 80

Lumberjack axe

Piercing: 1
Concealment: 5
Damage Potential: 3
   Price: 350

Long Axe

Range: 2
Concealment: 5
Damage Potential: 3
   Price: 500

Orc Splitter

A long war axe that provides the reach to cleave an orc from some distance.

Piercing: 2
Range: 2
Concealment: 7
Damage Potential: 3
   Price: 2900

Tomahawk

Piercing: 1
Range: 15
Concealment: 2
Preparation: 0
Capacity: 1
Damage Potential: 3
   Price: 40

Battle Axe

Piercing: 1
Range: 2
Concealment: 8
Damage Potential: 4
   Price: 2000

Francisca

The Francisca (also Franzisca) is a special form of throwing axe, especially common in Yadosia in the first and early second centuries.

Piercing: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
   Price: 60

Axe

Concealment: 4
Damage Potential: 3
   Price: 250

Tss'Krokk

A lizard war axe. The only way to obtain this axe is to take it from the dead hands of a lizard.

Piercing: 2
Range: 2
Concealment: 8
Preparation: 2
Damage Potential: 4
   Price: 8500

Blunt Weapons

Morning Star

Piercing: 1
Concealment: 5
Damage Potential: 3
    Price: 1600

Nunchaku

If the hit roll is unsuccessful, the wearer of the weapon is wounded for one wound.

Concealment: 3
Preparation: 0
Damage Potential: 3
    Price: 650

Baton

Concealment: 3
Damage Potential: 1
    Price: 800

Bec de corbin

A long cutting weapon with a metal hammer head, often made in the shape of a raven's head.

Range: 2
Concealment: 6
Damage Potential: 3
    Price: 1800

Forging hammer

Concealment: 4
Damage Potential: 3
    Price: 850

Pickaxe

Piercing: 1
Concealment: 5
Damage Potential: 2
    Price: 180

Mace

Concealment: 5
Damage Potential: 3
    Price: 1200

Battle Scythe

Piercing: 1
Range: 2
Concealment: 7
Damage Potential: 3
    Price: 1300

Bullwhip

Range: 3
Concealment: 1
Capacity: 1
Damage Potential: 1
    Price: 20

Sledgehammer

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 2
    Price: 850

Tss'Glonx

An lizard warhammer. The only way to obtain this hammer is to take it from the dead hands of a lizard.

Piercing: 1
Range: 2
Concealment: 9
Preparation: 2
Damage Potential: 4
    Price: 8500

Warhammer

Range: 2
Concealment: 6
Preparation: 2
Damage Potential: 2
    Price: 1500

Flail

Range: 2
Concealment: 5
Damage Potential: 1
　　Price: 120

Maul

Concealment: 5
Damage Potential: 1
　　Price: 800

Gorash's Argorin Blessed Metal Jug

Gorash, son of Marbor carries this unique beer mug made entirely of metal with a tinned interior, lined on the outside with wide rivet-adorned bands.

Concealment: 3
Damage Potential: 4
　　Price: 8500

Club

Concealment: 4
Damage Potential: 1
　　Price: 15

Battle flail

Piercing: 2
Range: 2
Concealment: 6
Damage Potential: 3
　　Price: 580

Metal studded club

Concealment: 5
Damage Potential: 2
　　Price: 120

Nine-tails

If the hit roll is unsuccessful, the nine-tails wounds the wearer with a wound.

Range: 2
Concealment: 5
Damage Potential: 2
　　Price: 850

Polearms

Battle staff

Range: 2
Concealment: 6
Damage Potential: 2
　　Price: 150

Pike

Piercing: 2
Range: 2
Concealment: 6
Damage Potential: 3
　　Price: 1800

Lance

Piercing: 2
Range: 2
Concealment: 8
Damage Potential: 2
　　Price: 1000

Halberd

Piercing: 2
Range: 2
Concealment: 8
Damage Potential: 3
　　Price: 3000

Spear

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 1
　　Price: 600

Pitchfork

A simple pitchfork. It hurts when you are stabbed in the face with it.

Piercing: 1
Range: 2
Concealment: 1
Reload actions: 0
Damage Potential: 2
　　Price: 5

Angrasch's forge

A dwarven fighting staff with the golden branding "Angrasch's forge". A magical dwarven rune is embedded in the tip.

Piercing: 2
Range: 2
Concealment: 5
Damage Potential: 2
    Price: 8000

Trident

Piercing: 1
Range: 2
Concealment: 5
Damage Potential: 3
    Price: 850

Glaive

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 3
    Price: 2750

Hadbard's staff

The magical fighting staff of the magnificently dilletant illusionist Hadbard Fuzknod. If four equal numbers are rolled on the hit roll, the staff casts a random spell of wizardry.

Range: 2
Concealment: 5
Damage Potential: 3
    Price: 6800

Corseque

Range: 2
Concealment: 5
Damage Potential: 3
    Price: 2450

Staff

Range: 2
Concealment: 5
Preparation: 0
Damage Potential: 1
    Price: 100

Battle lance

Piercing: 2
Range: 2
Concealment: 7
Damage Potential: 3
    Price: 1500

Partisan

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 3
    Price: 1000

Toranian Boar Spear

Piercing: 1
Range: 2
Concealment: 6
Damage Potential: 2
    Price: 650

Scythe

Range: 2
Concealment: 7
Damage Potential: 3
    Price: 580

Tournament lance

Range: 3
Concealment: 7
Preparation: 2
Damage Potential: 3
    Price: 1400

Dignity wand

An insignia of a priest, not actually intended for combat.

Range: 2
Concealment: 7
Preparation: 0
    Price: 950

Bows

Crossbow

Piercing: 1
Range: 40
Concealment: 3
Preparation: 2
Capacity: 1
Reload actions: 2
Damage Potential: 3
    Price: 800

Composite bow

Range: 50
Concealment: 5
Preparation: 0
Capacity: 1
Damage Potential: 3
    Price: 750

Battle Bow

Piercing: 1
Range: 70
Concealment: 6
Capacity: 1
Damage Potential: 4
    Price: 1450

Light Crossbow

Piercing: 1
Range: 40
Concealment: 3
Capacity: 1
Damage Potential: 2
    Price: 650

Repetier Crossbow

A very easy to tension crossbow, which is quick to load.

Piercing: 1
Range: 40
Concealment: 3
Preparation: 2
Capacity: 2
Damage Potential: 3
    Price: 950

Taxaro's trail

This is the tail of the Taxaros, a powerful artifact bow that occurs only once. Causes Burning 2.

Piercing: 1
Range: 50
Concealment: 5
Capacity: 1
Damage Potential: 4
    Price: 6500

Quadruple crossbow

Piercing: 1
Range: 45
Recoil Compensation: 1
Concealment: 8
Preparation: 2
Capacity: 4
Reload actions: 2
Damage Potential: 3
    Price: 4100

Double Crossbow

Piercing: 1
Range: 45
Concealment: 4
Preparation: 2
Capacity: 2
Damage Potential: 3
    Price: 2900

Short bow

Range: 40
Concealment: 3
Capacity: 1
Damage Potential: 2
    Price: 400

Bow of the Elements

While attuned to this bow and holding it, you can spend one minute in meditation focused upon one of the five elemental damage types. At the end of the minute, the bow pulses brightly in the color corresponding to that damage type, and its alignment changes to that element.

This bow is engraved with elaborate swirling designs like swirling clouds, lashing waves, and tongues of fire. The crevices of the designs glow with a slowly pulsing light. The color of this light depends on which elemental damage type the bow is currently aligned with: red for fire, white for cold, green for acid, blue for lightning, purple for thunder.

Range: 50
Concealment: 5
Capacity: 10
Damage Potential: 3
 Price: 100000

Long Bow

Piercing: 1
Range: 60
Concealment: 5
Capacity: 1
Damage Potential: 2
 Price: 600

Elven Bow

Piercing: 2
Range: 70
Concealment: 5
Damage Potential: 2
 Price: 850

Hand crossbow

A concealed, easy to tension small crossbow which can be drawn quickly.

Piercing: 1
Range: 30
Concealment: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
 Price: 900

Hunting Bow

Piercing: 1
Range: 60
Capacity: 1
Damage Potential: 2
 Price: 650

Slings

Slingshot

Range: 25
Concealment: 1
Preparation: 0
Capacity: 1
Damage Potential: 2
 Price: 30

Sling

Range: 20
Preparation: 0
Capacity: 1
Damage Potential: 1
 Price: 20

Pilum with Amentum

Piercing: 1
Range: 80
Capacity: 1
Damage Potential: 1
 Price: 1

Blowpipe

Piercing: 1
Range: 25
Concealment: 5
Preparation: 0
Capacity: 1
 Price: 120

Rifles

O'Grut Blunderbuss

If a hit roll shows 4 of the same dice, the O'Grut blunderbuss inflicts 2 wounds on the wearer.

Piercing: 1
Range: 45
Concealment: 5
Capacity: 1
Damage Potential: 5
    Price: 3800

Throwing Weapons

Throwing Axe

Range: 10
Concealment: 3
Capacity: 1
Damage Potential: 3
    Price: 25

Throwing Spear

Piercing: 1
Range: 20
Concealment: 6
Capacity: 1
Damage Potential: 1
    Price: 300

Appendix - Weapon Modifications

Sights

Crossbow Iron Sight

Attach an iron sight to your crossbow to increase accuracy and damage potential on a hit.

Price: 600

Gadget

Blessed

The weapon has been blessed by a priest. It carries the blessing of a higher being, has special abilities and is more effective against the forces of evil.

Results of 1 when rolling for hits can be re-rolled once. Hits against demons and ghosts are doubled.

Price: 500

Quick draw quiver

This quiver is designed to allow an arrow to be placed on the string of a bow much more quickly.

Price: 200

Quickdraw Sling

This feature on the weapon allows it to be drawn and fired quickly.

Price: 200

Grips

Hardened Wood Handle

A hardwood grip improves handling and increases damage potential and accuracy.

Price: 200

Leather wrapped handle

A leather-covered handle improves the handling of the weapon and increases its damage potential.

Price: 80

Ammunition

Pebbles

Simple pebbles to use with a sling

Price: 2

Iron balls

Iron balls do more damage when used in a slingshot instead of stones.

Price: 10

Extended Magazine (Pistols)

The extended magazine holds an additional 7 rounds and can be used for pistols.

Price: 80

Extended Magazine (Assault rifles)

The extended magazine holds an additional 20 rounds and can be used for machine guns.

Price: 150

Poison Arrows

Poison arrows have a special tip to which the poison adheres. These arrows will cause poisoning according to the strength of the poison used.

Price: 20

Explosive Arrows

A special device at the tip of the arrow causes it to explode on impact.

Price: 700

Slugs

This ammo allows a single bullet to be fired from a shotgun, causing more damage and increasing the range of the shotgun.

Price: 100

Blade

Serrated Edge

A serrated edge will cause severe bleeding wounds.

Price: 400

Roughened Blade

If a weapon's blade is roughened, the weapon's piercing power will be reduced, but a blow will cause severe bleeding wounds.

Price: 100

Enchantment

An enchantment by Song

The weapon is enhanced by 2

Price: 400

Hardened Blade

The hardened blade increases the weapon's piercing power and damage potential.

Price: 200

Engraved Blade

The blade of the weapon has a special engraving.

Price: 100

Poison Notch

A notch for applying poison. Bladed weapons can be modified with this. Poisons with the strength of the poison used.

Price: 250

Curved Blade

If the weapon has a curved blade, its range will increase and the wound will bleed as the weapon is more likely to hit unprotected parts of the body. An existing weapon cannot be converted to a curved blade by a blacksmith; this must be ordered directly for new weapons.

Price: 300

Appendix - Armor

Light armour

Linen Surcoat

Made of linen, this lightweight garment is worn over armour to keep the metal cool and reduce glare. It's decorated with emblems and colours, making it easy to identify the wearer in battle.

🏃 Encumbrance: 1
⚖️ Weight: 2
🗡️ Concealment: 0
🪙 Price: 400

Protection
🛡️ 🛡️ Normal Protection

🛡️ Bleeding Protection

Canvas and Leather Brigandine

This brigandine is made with an outer layer of canvas and metal plates sewn inside and covered with leather. The internal plates are arranged to provide flexible but solid protection, making it practical for foot soldiers.

🏃 Encumbrance: 1
⚖️ Weight: 3

🗡️ Concealment: 0
🪙 Price: 600

Protection
🛡️ 🛡️ 🛡️ Normal Protection

🛡️ Bleeding Protection

Chain mail hauberk

🏃 Encumbrance: 1
⚖️ Weight: 12
🗡️ Concealment: 3
🪙 Price: 600

Protection
🛡️ 🛡️ Sticky Protection

🛡️ 🛡️ Normal Protection

Glitzerballerinas

Ballerinas. Sie glitzern.

🏃 Encumbrance: 0
⚖️ Weight: 1
🗡️ Concealment: 0
🪙 Price: 50

Protection

🛡️ Bleeding Protection

Paper armor

The paper or the fibers of the mulberry tree are used to make the paper armor. The paper is folded several times, pressed and glued with glue. The paper sheets are formed into individual scales, which are connected by leather strips. These individual scales are used to make armor that protects the shoulders, chest, abdomen, genitals, back, and sometimes the thighs.

🏃 Encumbrance: 0
⚖️ Weight: 5
🗡️ Concealment: 2
🪙 Price: 120

Protection

🛡️🛡️🛡️🛡️ Normal Protection

Quilted Linen Gambeson

This padded jacket is made from layers of quilted linen filled with wool for extra cushioning. Worn under armour, it absorbs shock and prevents metal from rubbing against the skin.

🏃 Encumbrance: 0
⚖️ Weight: 2
🗡️ Concealment: 0
🪙 Price: 400

Protection

🛡️ Bleeding Protection

🛡️ Shock protection

Leather Armor

🏃 Encumbrance: 1
⚖️ Weight: 2
🗡️ Concealment: 1
🪙 Price: 200

Protection

🛡️🛡️🛡️🛡️ Normal Protection

Medium armour

Cuirass

The iron cuirass is made from iron plates with a fitted, flared shape around the waist. Its smooth, rounded surfaces help to deflect blows to the chest, providing both protection and a sleek aesthetic.

🏃 Encumbrance: 4
⚖️ Weight: 3
🗡️ Concealment: 7
🪙 Price: 1200

Protection

🛡️🛡️🛡️🛡️ Normal Protection

🛡️ Crit Protection

Reinforced Iron Plackart

This lower chest plate is made of reinforced iron and protects the stomach and lower ribs. It is attached to a cuirass to form a continuous barrier against attacks to the torso.

🏃 Encumbrance: 3
⚖️ Weight: 3
🗡️ Concealment: 4
🪙 Price: 500

Protection

🛡️🛡️ Normal Protection

🛡️🛡️🛡️ Crit Protection

Half-Plate

🏃 Encumbrance: 2
⚖️ Weight: 13
🗡️ Concealment: 4
🪙 Price: 800

Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

Heavy armour

Ulrich's plate armour

This armour was made by a master blacksmith named Ulrich. It has increased resistance.

🏃 Encumbrance: 4
⚖️ Weight: 15
🗡️ Concealment: 8
🪙 Price: 5000

Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

🛡️ Crit Protection

Plate Armor

🏃 Encumbrance: 4
⚖️ Weight: 15
🗡️ Concealment: 8
🪙 Price: 2000

Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Normal Protection

🛡️ 🛡️ 🛡️ 🛡️ 🛡️ Crit Protection

Clothing

Tunic

🏃 Encumbrance: 0
⚖️ Weight: 3
🗡️ Concealment: 0
🪙 Price: 120

Protection

🛡️ Normal Protection

Robe of useful things

It is an inconspicuous garment on the outside, but when it is put on it is embroidered with three small patches of different shapes. Only the wearer of the robe can see these patches, understand their function, and remove them from the robe. It takes one turn to remove a patch. Once removed, the patch becomes a real item. Once all the patches have been removed, the spell is over.

🏃 Encumbrance: 1
⚖️ Weight: 1
🗡️ Concealment: 0
🪙 Price: 500

Protection

🛡️ Reflective Protection

Fancy dress

A really chic dress, in any color.

🏃 Encumbrance: 0
⚖️ Weight: 1
🗡️ Concealment: 0
🪙 Price: 250

Protection

🛡️ Bleeding Protection

Robe

🏃 Encumbrance: 0
⚖️ Weight: 4
🗡️ Concealment: 1
🪙 Price: 120

Protection

🛡️ Bleeding Protection

Normal clothing

🏃 Encumbrance: 0
⚖️ Weight: 1

🗡 Concealment: 0
💰 Price: 200

Protection

🛡 Normal Protection

Gown

🏃 Encumbrance: 0
⚖ Weight: 2
🗡 Concealment: 0
💰 Price: 20

Protection

🛡 Bleeding Protection

Arms and Legs

Amulett wider dem Dämon

🏃 Encumbrance: 0
⚖ Weight: 0
🗡 Concealment: 0
💰 Price: 200

Protection

🛡 🛡 Protection against demonic influence

Iron Gauntlets

These gauntlets are constructed from small, overlapping iron plates that allow each finger to move independently. Reinforced knuckles protect the hands from direct blows, while still allowing for dexterity when wielding weapons.

🏃 Encumbrance: 2
⚖ Weight: 2
🗡 Concealment: 2
💰 Price: 200

Protection

🛡 🛡 🛡 Normal Protection

Iron Sabatons

These boots are forged from blackened iron to resist rust. The sabatons are articulated for flexible movement, while the pointed toes add a touch of intimidating style.

🏃 Encumbrance: 1
⚖ Weight: 2
🗡 Concealment: 2
💰 Price: 250

Protection

🛡 🛡 Normal Protection

Iron Rerebrace

Covering the upper arm, this piece of armour is made from iron and secured with leather straps. Its curved shape follows the natural contours of the arm, providing robust protection without restricting movement.

🏃 Encumbrance: 0
⚖ Weight: 1
🗡 Concealment: 2
💰 Price: 150

Protection

🛡 Normal Protection

Poleyns with Hinged Plates

Made from iron, these knee guards have a hinged design that allows the wearer to move freely while still protecting the knee joint. Their rounded shape helps to deflect blows to this vulnerable area.

🏃 Encumbrance: 0
⚖ Weight: 2
🗡 Concealment: 1
💰 Price: 150

Protection

🛡 Crit Protection

Iron-Plated Tassets

These thigh protectors are made of iron plates that hang from the waist to cover the thighs. Their overlapping design allows for mobility while effectively shielding the thighs from blows.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 1
- 🗡️ Concealment: 2
- 🪙 Price: 150

Protection

🛡️ Normal Protection

🛡️ Crit Protection

Iron Spaulders

These shoulderguards are made of iron with decorative etching along the edges. They curve over the shoulders and connect to the upper arm armour, providing coverage without restricting arm movement.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 1
- 🗡️ Concealment: 3
- 🪙 Price: 200

Protection

🛡️ 🛡️ Normal Protection

Pauldrons with Wing Extensions

These large shoulder protectors are made from iron and have flared wing extensions for extra coverage of the neck and upper arms. The curved design deflects blows away from vital areas.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 2
- 🗡️ Concealment: 2
- 🪙 Price: 150

Protection

🛡️ 🛡️ Crit Protection

Wool gloves

Wool gloves protect your hands from cuts and cold.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 0
- 🗡️ Concealment: 0
- 🪙 Price: 20

Protection

🛡️ Bleeding Protection

🛡️ Normal Protection

Silk gloves

- 🏃 Encumbrance: 1
- ⚖️ Weight: 0
- 🗡️ Concealment: 0
- 🪙 Price: 40

Protection

🛡️ Normal Protection

Leather shoes

Laced leather shoes

- 🏃 Encumbrance: 1
- ⚖️ Weight: 1
- 🗡️ Concealment: 0
- 🪙 Price: 70

Protection

🛡️ Normal Protection

Head and Throat

Iron Gorget

Made from thick iron, this neck guard wraps around the throat to prevent injury from slashes and thrusts. It fits snugly around the neck and attaches to the upper armour, providing continuous defence.

- 🏃 Encumbrance: 1
- ⚖️ Weight: 1

Concealment: 0
Price: 300

Protection

Crit Protection

Chainmail Aventail

This aventail is made of interlinked iron rings and hangs from the helmet to cover the neck and shoulders. It provides extra protection for the neck while allowing flexible movement.

Encumbrance: 0
Weight: 1
Concealment: 4
Price: 150

Protection

Sticky Protection

Leather Bascinet Helmet

Made from boiled leather, this helmet has a rounded, pointed shape with a visor for extra face protection. The leather material is lighter than metal but still offers decent protection, and the visor can be lifted for better visibility.

Encumbrance: 1
Weight: 0
Concealment: 3
Price: 150

Protection

Normal Protection

Kettle hat

The helmet has a wide, flaring brim, giving it the appearance of a cooking pot. Made entirely of iron, it shields the head from above while deflecting rain and sunlight from the face.

Encumbrance: 1
Weight: 1

Concealment: 3
Price: 200

Protection

Normal Protection

Chainmail Coif

This coif consists of interlocking iron rings that form a hood-like structure covering the head, neck and shoulders. It's worn under a helmet to provide additional protection to areas that might otherwise be exposed.

Encumbrance: 1
Weight: 1
Concealment: 3
Price: 250

Protection

Normal Protection

Sticky Protection

Brass-Crested Burgonet Helmet

The helmet has an open face with a small brass crest on top and cheek plates on the sides. The rounded shape of the helmet deflects blows, while the brass detailing adds a touch of grandeur.

Encumbrance: 1
Weight: 2
Concealment: 3
Price: 350

Protection

Normal Protection

Padded Cloth Coif

Made from padded fabric and worn under a helmet for added comfort and shock absorption. It covers the head and neck, providing an extra layer of defence against blows.

- Encumbrance: 0
- Weight: 0
- Concealment: 0
- Price: 50

Protection

 Bleeding Protection

Iron Bevor

This neck and lower face guard is made from a single piece of iron that curves upwards to cover the chin and jawline. It fits underneath the helmet, protecting vulnerable areas such as the throat and allowing for freedom of movement.

- Encumbrance: 1
- Weight: 2
- Concealment: 3
- Price: 150

Protection

  Crit Protection

Shield

Flit Buckler

A buckler for flits

- Encumbrance: 1
- Weight: 1

- Concealment: 3
- Price: 100

Protection

Roundshield

- Encumbrance: 2
- Weight: 2
- Concealment: 5
- Price: 500

Protection

Buckler

- Encumbrance: 0
- Weight: 4
- Concealment: 4
- Price: 200

Protection

Tower shield

- Encumbrance: 4
- Weight: 11
- Concealment: 6
- Price: 1200

Protection

Appendix - Items

First Aid

Bandages

Enables the use of "first aid".

⚖ Weight: 0
🪙 Price: 5

Potions and Poisons

Snake Oil

This tincture is often falsely sold as a healing potion. When used, the potion restores a wound.

⚖ Weight: 0
🪙 Price: 100

Arcane Potion Carafe

Restores 2 arcana when used. Contains 3 applications.

⚖ Weight: 1
🪙 Price: 200

Laughter potion

⚖ Weight: 1
🪙 Price: 10

Butterfly dragon secretion

If one is careful, butterfly dragons can be milked. They secrete a very strange secretion, which immediately makes the person who consumes it fall into a sleep with fascinating dreams.

If the potion is administered or taken, the person consuming it will sleep soundly for at least eight hours. Double rest is applied for this time. The sleeper is at most to be awakened by real pain.

⚖ Weight: 0
🪙 Price: 200

Tobacco

Best long bottom leaf, coarse cut, full-bodied.

⚖ Weight: 0
🪙 Price: 15

Flying Snake Venom Vial

A vial filles with the venom of a flying snake.

⚖ Weight: 0
🪙 Price: 40

Lesser Potion of Healing

Heals 1d3 wounds when applied. Contains 3 applications.

⚖️ Weight: 0
🪙 Price: 100

Simple wound tincture

When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

⚖️ Weight: 0
🪙 Price: 30

Potion of Might

The amount of dice rolled by the player are doubled. The potion lasts for 2D6 minutes.

⚖️ Weight: 0
🪙 Price: 1200

Ink bottle

A securely sealed inkwell containing ink for a quill or goose quill.

⚖️ Weight: 0
🪙 Price: 10

Kinstarchel Secret

This secretion is extracted from the bones of dead Kinstarchel. When mixed with a potion, it is capable of causing the potion to explode when thrown. A vial or carafe of the potion thrown has the effect of ingesting the potion within a radius of 1D3 metres. The same applies to poisons.

⚖️ Weight: 0
🪙 Price: 800

Potion of Protection

When used, the character receives 1D3 boost.

Contains 3 applications.

⚖️ Weight: 0
🪙 Price: 80

Throwables

Throwing net

The throw net can be thrown in combat to catch the opponent in the net.

If the "throw" roll is successful, the opponent is considered to be caught. He needs a deftness roll to free himself from the net (1 action). As long as the opponent is caught in the net he cannot move, all actions are difficult rolls.

⚖️ Weight: 1
🪙 Price: 30

Containers

Tincture pouch

A pouch, usually made of linen, which may be worn around the body. The inside consists of compartments for bottles or cups.

⚖️ Weight: 0
🪙 Price: 15

Leatherbag

⚖️ Weight: 0
🪙 Price: 15

Water barrel

This barrel can be filled with 20l of liquid.

⚖️ Weight: 5
🪙 Price: 10

Glass bottle

A glass bottle that can be filled with anything.

⚖️ Weight: 0
🪙 Price: 5

Bucket

A 10l bucket.

⚖️ Weight: 0
🪙 Price: 5

Pack saddle

A pack saddle for use on a horse.

⚖ Weight: 4
🪙 Price: 30

Ceramic Flask

⚖ Weight: 0
🪙 Price: 10

Vial

A glass vial

⚖ Weight: 0
🪙 Price: 20

Basket

In this basket you can transport objects or other items.

⚖ Weight: 1
🪙 Price: 10

Bag

A canvas sack, large enough to carry many items.

⚖ Weight: 1
🪙 Price: 10

Parchment cover

Your documents are safe in this! A leather, waterproof case to store parchments or documents.

⚖ Weight: 0
🪙 Price: 40

Leather satchel

A comfortable to wear leather satchel that can store items.

⚖ Weight: 2
🪙 Price: 20

Cloth bag

The cloth bag can be used to store or transport items in it.

⚖ Weight: 0
🪙 Price: 5

Jade Casket

⚖ Weight: 0
🪙 Price: 50

Tools

Hourglass

HourglassThe hourglass can be used to estimate the time accurately.

⚖ Weight: 0
🪙 Price: 50

Hammer

⚖ Weight: 2
🪙 Price: 30

Lockpicks

If a lockpick is used with the knowledge "lock picking", an easy roll is made instead of a normal roll.

⚖ Weight: 0
🪙 Price: 30

Shovel

⚖ Weight: 1
🪙 Price: 30

Flint and Steel

⚖ Weight: 0
🪙 Price: 10

Pipe

A pipe for smoking tobacco or the like.

⚖ Weight: 0
🪙 Price: 100

Parchment

A sheet of parchment to write on

⚖ Weight: 0
🪙 Price: 10

Quill

A quill for writing

⚖ Weight: 0
🪙 Price: 15

Obsidian ritual dagger

⚖ Weight: 1
🪙 Price: 100

Nails

Assortment of simple Nails

⚖ Weight: 0
🪙 Price: 0

Small Kettle

A small iron kettle

⚖ Weight: 1
🪙 Price: 5

Small Pan

⚖ Weight: 1
🪙 Price: 5

Mortar and Pestle

⚖ Weight: 0
🪙 Price: 5

Abacus

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

⚖ Weight: 0
🪙 Price: 80

Plumb line

A sinker to estimate about the depth of something.

⚖ Weight: 0
🪙 Price: 10

Compass (drawing tool)

A compasss can be used for navigation or geometric tasks.

⚖ Weight: 0
🪙 Price: 30

Slate

On this slate you can write, and you can always wipe away what you have written.

⚖ Weight: 0
🪙 Price: 10

Charcoal pencils

Charcoal pencils can be used to write on parchment or paper.

⚖ Weight: 0
🪙 Price: 5

Brush

Use this brush to paint on a canvas.

⚖ Weight: 0
🪙 Price: 5

Tether rope

This tether rope is suitable for tying tight knots.

⚖ Weight: 1
🪙 Price: 20

Improvised Picklock

⚖ Weight: 0
🪙 Price: 0

Crowbar

Gordon Freeman knows how to use it

⚖ Weight: 1
🪙 Price: 29

Small weaving frame

A small weaving frame to be able to make woven fabrics on the trip.

⚖ Weight: 2
🪙 Price: 20

Brush broom

A broom. You can sweep with him.

⚖ Weight: 2
🪙 Price: 10

Pulley

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

⚖ Weight: 2
🪙 Price: 40

Lights

Storm lantern

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

⚖ Weight: 1
🪙 Price: 60

Oil lamp

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

⚖ Weight: 1
🪙 Price: 30

Candle

One candle. Burns for about 8 hours.

⚖ Weight: 0
🪙 Price: 5

Lantern

⚖ Weight: 1
🪙 Price: 40

Pitch Torch

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

⚖ Weight: 0
🪙 Price: 10

Torch

⚖ Weight: 0
🪙 Price: 2

Surveillance

Telescope

All *perception* rolls made using the telescope are simple samples.

⚖ Weight: 0
🪙 Price: 80

Handcuffs

⚖ Weight: 0
🪙 Price: 80

Trekking gear

Backpack

⚖ Weight: 1
🪙 Price: 100

Bedroll

⚖ Weight: 1
🪙 Price: 50

Blanket

⚖ Weight: 1
🪙 Price: 50

Grappling Hook

A throwing hook, intended to be thrown where it can hook. Ideally, it is used together with a rope tied to it.

⚖ Weight: 2
🪙 Price: 90

Rope (3m)

⚖ Weight: 3
🪙 Price: 30

Climbing hook

A climbing hook can be attached to fix ropes in it. To hammer it into the rock you can use a hammer.

⚖ Weight: 1
🪙 Price: 5

Fishing hook and line

A simple fishing equipment.

⚖ Weight: 0
🪙 Price: 10

Lamp oil

A container full of lamp oil to refill storm lanterns or oil lamps.

⚖ Weight: 1
🪙 Price: 20

Flint and steel

A way to start a fire. A little exhausting, but a very safe method.

⚖ Weight: 0
🪙 Price: 5

Tinder box

A tinder box. With the contents you can easily light a fire.

⚖ Weight: 0
🪙 Price: 20

Magnifying glass

A magnifying glass that can be used to light a fire, among other things.

⚖ Weight: 0
🪙 Price: 50

Fanny packs

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

⚖ Weight: 0
🪙 Price: 30

Lasso

This rope is made to tie a lasso to capture animals.

⚖ Weight: 2
🪙 Price: 20

Fishnet

With this net you can fish well.

⚖ Weight: 1
🪙 Price: 10

Rope ladder

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters hight.

⚖ Weight: 2
🪙 Price: 40

Tent

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

⚖ Weight: 5
🪙 Price: 70

Snowshoes

This pair of snowshoes can be used to walk on snow comfortably and quickly.

⚖ Weight: 1
🪙 Price: 20

Hammock

This hammock can be spanned to provide a comfortable place to sleep.

⚖ Weight: 2
🪙 Price: 20

Waterskin

A 1 liter leather bag to carry water.

⚖ Weight: 0
🪙 Price: 20

Hyena fur

The skinned fur of an adult hyena.

⚖ Weight: 2
💰 Price: 20

Jerky

Dried meat is meat that has been preserved by air drying and can be produced from raw or heated meat or meat products.

⚖ Weight: 0
💰 Price: 5

Food / Provisions

Stew

A stew made from various ingredients, anything the cook could find. It may be a bit heavy to carry, but the stew certainly contains a lot of nutritious ingredients.

⚖ Weight: 0
💰 Price: 5

Bier

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

⚖ Weight: 1
💰 Price: 1

Dried meat

Dried meat, nutritious and long-lasting

⚖ Weight: 0
💰 Price: 1

Fine wine

A bottle of fine wine.

⚖ Weight: 1
💰 Price: 80

Vehicles

Covered wagon

A covered wagon pulled by two horses. The cover provides protection from most weather conditions.

⚖ Weight: 400
💰 Price: 400

Ox cart

The ox cart is pulled by two oxen. A very slow but reliable form of transport.

⚖ Weight: 250
💰 Price: 120

Dog sled

The dog sled is pulled by 8-10 dogs and can be optionally equipped with tires to drive on solid ground.

⚖ Weight: 80
💰 Price: 80

Chariot

A well-crafted chariot provides protection from attackers and allows you to make tight turns.

⚖ Weight: 500
💰 Price: 1000

Racing carriage

The racing carriage is particularly streamlined.

⚖ Weight: 300
💰 Price: 1200

Four-Horse Carriage

A large, heavy carriage with a wooden top or canvas cover. It is pulled by four horses.

⚖ Weight: 400
💰 Price: 900

Simple One-Horse Carriage

The simple single carriage is a small vehicle pulled by a horse.

⚖ Weight: 120
💰 Price: 400

Two horse carriage

The carriage is pulled by two horses and has an optional canvas cover.

⚖ Weight: 220
🪙 Price: 600

Small rowing boat

A rowboat complete with oars.

⚖ Weight: 100
🪙 Price: 120

Canoe

The canoe can be used to cross water. However, it is not seaworthy.

⚖ Weight: 20
🪙 Price: 60

Box wagon

The wooden body on this box wagon protects against wind, weather and burglars. The vehicle is pulled by a horse.

⚖ Weight: 500
🪙 Price: 600

Animal supplies

Animal food

High quality pet food. One serving lasts about a week.

⚖ Weight: 1
🪙 Price: 1

Horse feed

High quality horse feed, one dose is enough for about a week

⚖ Weight: 1
🪙 Price: 2

Bridle

⚖ Weight: 1
🪙 Price: 70

Kummet

A padded ring used to harness oxen.

⚖ Weight: 1
🪙 Price: 20

Horse blanket

⚖ Weight: 2
🪙 Price: 40

Saddle

⚖ Weight: 4
🪙 Price: 80

Packing saddle

A saddle with pockets.

⚖ Weight: 5
🪙 Price: 50

Curry comb

⚖ Weight: 1
🪙 Price: 30

Riding crop

⚖ Weight: 1
🪙 Price: 20

Iron spurs

⚖ Weight: 1
🪙 Price: 10

Silver spurs

⚖ Weight: 1
🪙 Price: 50

Falconer glove

⚖ Weight: 2
🪙 Price: 40

Muzzle

⚖ Weight: 1
🪙 Price: 20

Collar and leash

Collar and leash for a dog. Or the partner in life.

⚖ Weight: 1
🪙 Price: 30

Bird cage

⚖ Weight: 1
🪙 Price: 30

Oddities

cap of logical thinking

+1 Logic

⚖ Weight: 1
🪙 Price: 1111

Spielzeugäffchen

⚖ Weight: 1
🪙 Price: 10

cap of logical thinking

+1 Logic

⚖ Weight: 1
🪙 Price: 1111

cap of logical thinking

+1 Logic

⚖ Weight: 1
🪙 Price: 1111

Shard of tanium

⚖ Weight: 1
🪙 Price: 9999

Talisman of a Sethlarn

Claw of a Sethlarn on a leather thong It exudes an enormous magical power. It stops the aging process of the wearer. When it is removed, time catches up with the wearer.

⚖ Weight: 0
🪙 Price: 1000

Rest stone

Gives 1x daily opportunity 3d6 which can be used either as bonus dice for rest or to restore arcana (at 5 as success).

⚖ Weight: 0
🪙 Price: 500

Golden monocle

A golden monocle, which can be used in front of one eye for the purpose of good vision.

⚖ Weight: 1
🪙 Price: 150

Historic Bible

A bound, historical edition of the Bible.

⚖ Weight: 1
🪙 Price: 100

cap of logical thinking

+1 Logic

⚖ Weight: 1
🪙 Price: 1111

cap of logical thinking

+1 Logic

⚖ Weight: 1
🪙 Price: 1111

Holy Symbol of Ravenkind

Holy Symbol of Ravenkind Wondrous item, legendary (requires attunement by a cleric or paladin of good alignment)

The Holy Symbol of Ravenkind is a unique holy symbol sacred to the good-hearted faithful of Barovia. It predates the establishment of any church in Barovia. According to legend, it was delivered to a paladin named Lugdana by a giant raven-or an angel in the form of a giant raven. Lugdana used the holy symbol to root out and destroy nests of vampires until her death. The

high priests of Ravenloft kept and wore the holy symbol after Lugdana's passing.

The holy symbol is a platinum amulet shaped like the sun, with a large crystal embedded in its center. The holy symbol has 10 charges for the following properties. It regains 1d6 + 4 charges daily at dawn.

Hold Vampires. As an action, you can expend 1 charge and present the holy symbol to make it flare with holy power. Vampires and vampire spawn within 30 feet of the holy symbol when it flares must make a DC 15 Wisdom saving throw. On a failed save, a target is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect on itself.

Turn Undead. If you have the Turn Undead or the Turn the Unholy feature, you can expend 3 charges when you present the holy symbol while using that feature. When you do so, undead have disadvantage on their saving throws against the effect.

Sunlight. As an action, you can expend 5 charges while presenting the holy symbol to make it shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight and lasts for 10 minutes or until you end the effect (no action required).

⚖️ Weight: 1
🪙 Price: 1

Fruit Cake

⚖️ Weight: 0
🪙 Price: 10

Hairpin

Can also serve as a simple lockpick and stabbing tool.

⚖️ Weight: 0
🪙 Price: 19

Toranian Citizen Pass

This document declares the bearer a citizen of Toran, and opens up to him all the rights and duties of Toran citizenship.

⚖️ Weight: 1
🪙 Price: 0

Fairy tale book

A book of fairy tales.

⚖️ Weight: 1
🪙 Price: 10

Cloth doll

A simple cloth doll.

⚖️ Weight: 0
🪙 Price: 10

Ring, Silver

A silver ring

⚖️ Weight: 0
🪙 Price: 10

Ring, Gold

A golden ring.

⚖️ Weight: 0
🪙 Price: 60

Sundial

A portable sundial.

⚖️ Weight: 0
🪙 Price: 20

Glasses

Glasses, hopefully matched to your prescription.

⚖️ Weight: 0
🪙 Price: 80

Hand mirror

A simple, small hand mirror

⚖️ Weight: 0
🪙 Price: 15

Juggling balls

Either you can, or you can't.

⚖️ Weight: 1
🪙 Price: 10

Components

Cowslip (Primula veris)

Cowslip was known in the as a fertility and protective medicine. Today, the root tea helps against colds. Sage and fennel enhance the effect.

⚖ Weight: 0
🪙 Price: 5

Greater celandine (Chelidonium majus)

In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.

⚖ Weight: 0
🪙 Price: 5

Comfrey (Symphytum officinale)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

⚖ Weight: 0
🪙 Price: 5

Trollfang

The fang of a troll

⚖ Weight: 0
🪙 Price: 30

Mugwort (Artemisia vulgaris)

A mugwort plant. The tops of the sprout are used to revive the digestion.

⚖ Weight: 0
🪙 Price: 5

Troll blood vial

A vial filled with blood of a troll.

⚖ Weight: 0
🪙 Price: 30

Thymus (Thymus vulgaris)

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

⚖ Weight: 0
🪙 Price: 5

Angelica (Angelica archangelica)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

⚖ Weight: 0
🪙 Price: 3

Death Poppy

The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export of Asgoran.

⚖ Weight: 0
🪙 Price: 20

Salvia (Salvia officinalis)

The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.

⚖ Weight: 0
🪙 Price: 5

Yarrows (Achillea millefolium)

Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

⚖ Weight: 0
🪙 Price: 15

Ribwort plantain (Plantago lanceolata)

The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.

⚖ Weight: 0
🪙 Price: 10

Inula (Inula helenium)

This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

⚖ Weight: 0
🪙 Price: 5

Marshmallow (Althaea officinalis)

The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.

⚖ Weight: 0
🪙 Price: 10

Amber

A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

⚖ Weight: 0
🪙 Price: 50

Pebble

A small stone. Usable as sling bullet.

⚖ Weight: 0
🪙 Price: 0

Camomile (Matricaria recutita)

Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile

can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

⚖ Weight: 0
🪙 Price: 2

Goldnugget

A small piece of unprocessed gold, about 5 grams.

⚖ Weight: 0
🪙 Price: 300

Harpy Blood Vial

A vial filled with blood of a harpy.

⚖ Weight: 0
🪙 Price: 60

Herbal blend

A delicious blend of herbs to flavour food.

⚖ Weight: 0
🪙 Price: 5

Lemon balm (Melissa officinalis)

Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

⚖ Weight: 0
🪙 Price: 5

Lavender (Lavandula officinalis)

In the eleventh century, lavender was settled by monks in central europe. In medicine, lavender was said to be effective for insect bites and burns. A lavender tea helps with colds and headaches.

⚖ Weight: 0
🪙 Price: 4

Wolf's bane (Arnica montana)

Arnica is used for inflammation, wounds, to stimulate circulation and as an abortifacient. The flowers are used as an ointment, as a tea or as a tincture.

Weight: 0
Price: 5

Valeriana (Valeriana officinalis)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

Weight: 0
Price: 3

Nettle (Urtica dioica)

Nettles have a draining and anti-inflammatory effect. A tea made from the leaves of nettle provides relief from rheumatism and gout.

Weight: 0
Price: 2

Musical Instruments

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5
Price: 250

Lute

A lute (/lju:t/[1] or /lu:t/) is any plucked string instrument with a neck and a deep round back enclosing a hollow cavity, usually with a sound hole or opening in the body. It may be either fretted or unfretted.

Weight: 1
Price: 25

Flute of Enlightenment

An artfully crafted wooden flute, decorated with exquisite designs that bear witness to its special significance. A successful Performance check is required to unleash its magic. When played, it inspires the player, filling him with creative energy and reducing the minimum roll by 1 for two rounds.

Weight: 0
Price: 150

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5
Price: 250

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5
Price: 250

Lute

A lute (/lju:t/[1] or /lu:t/) is any plucked string instrument with a neck and a deep round back enclosing a hollow cavity, usually with a sound hole or opening in the body. It may be either fretted or unfretted.

Weight: 1
Price: 25

Appendix - Spells

Wizardry

Levitar

Mit einer einfachen Geste entfesselt der Zaubernde eine unsichtbare Kraft, die Gegenstände durch die Luft bewegt. Levitar kann genutzt werden, um Objekte aufzuheben, heranzuziehen oder mit einem kraftvollen Stoß fortzuschleudern. Die Stärke der Bewegung hängt von der Willenskraft des Anwenders ab.

Besonderheit: Erfahrene Magier können den Zauber verfeinern, um Objekte vorsichtig zu greifen oder sie im Kampf einzusetzen.

Spruchformeln: „Levitaris Volantis!" – (Für präzise, schwebende Bewegungen) „Levitar Impetus!" – (Für kräftige Stöße oder Würfe)

- ▦ Spell Casting: Willpower
- ⚚ Arcana: 1
- ↔ Range: 50
- ● Shape: -
- ⧖ Actions: 1
- ⧖ Duration: Instant
- ⚚ Spell Point Cost: 3

Simulacrum

The caster conjures a simulacrum of a creature that appears deceptively real. The illusion remains for **magic level** rounds. A successful roll on Perception against the **power** of the spell allows it to be recognised as an illusion.

- ⊞ Spell Casting: Quickness
- ⚚ Arcana: 2
- ↔ Range: 10
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level rounds
- ⚚ Spell Point Cost: 5

Bogus

The caster creates an illusion that replaces any object. The illusion must be approximately the same shape as the object. The object, like the illusion, must not exceed a size of meters corresponding to the **power of the spell**. The duration of the effect is **magic level**+1 W6 minutes.

- ⊞ Spell Casting: Quickness
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: 4d6 minutes
- ⚚ Spell Point Cost: 1

Water to wine

The sorcerer turns water, which he holds in front of him in a vessel, into wine.

- ⊞ Spell Casting: Deftness
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚚ Spell Point Cost: 1

Glitter

In the magician's field of vision, a glitter is created anywhere on an area 10***power** centimeters square. The glitter can take any shape and color. The glitter remains for __magic level__W6 minutes.

- ⊞ Spell Casting: Quickness
- ⚚ Arcana: 1
- ↔ Range: 200
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power d6 minutes
- ⚚ Spell Point Cost: 3

Doppelganger

The caster summons an exact replica of himself that moves in his vicinity for **magic level** combat rounds, confusing attackers. For the duration of the spell's effect, the caster's *Evasion* is increased by **power**.

- ⊞ Spell Casting: Quickness
- ⚚ Arcana: 2
- ↔ Range: 10
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level rounds
- ⚚ Spell Point Cost: 5

Perfect shape

The caster appears in a perfect form. All good features are highlighted. The caster receives the **power of the spell** as a bonus to attractiveness for **magic level** minutes.

- ⊞ Spell Casting: Quickness
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level minutes
- ⚚ Spell Point Cost: 3

Unmask

Within a radius of **power**+**magic level** meters, the spell instantly cancels all illusions.

🎲 Spell Casting: Logic
✨ Arcana: 1
↔ Range: 0
● Shape: Sphere
⧖ Actions: 1
⧖ Duration: Instant
✨ Spell Point Cost: 3

Flatulentio

The magician creates the illusion that a creature no more than 50 paces away is farting loudly enough to be heard from afar. In addition to the obvious noise, a distinctive odour also spreads away from the person.

The greater the **power** of the spell and the **magic level**, the more noticeable the flatulence.

🎲 Spell Casting: Quickness
✨ Arcana: 1
↔ Range: 50
● Shape: Cloud
⧖ Actions: 1
⧖ Duration: Instant
✨ Spell Point Cost: 2

Illusion

The great illusion! Within a radius of **power***20 steps around the wizard, everything begins to deform. Familiar objects become strange artifacts, walls bend to impossible angles, and living creatures transform into other-like creatures. The zone of illusion remains in the place where it was created. The spell lasts (**magic level**+1)W6 minutes.

🎲 Spell Casting: Quickness
✨ Arcana: 2
↔ Range: 0
● Shape: Sphere
⧖ Actions: 1
⧖ Duration: Power*2 d6 minutes
✨ Spell Point Cost: 5
(Needs concentration)

Ogre's breath

The magician creates a cloud of any odor, which spreads over an area of **power***10 steps. The smell remains even after the spell is finished, but the spell is active for **Magic level** W6 minutes. The cloud can only be controlled within the spell duration and is driven by the wind afterwards.

Magic level 5+: The smell is so intense that anyone who smells it is significantly affected by it. A foul smell will make them sick, while a sweet smell will enchant them.

🎲 Spell Casting: Quickness
✨ Arcana: 1
↔ Range: 2
● Shape: Cloud
⧖ Actions: 1
⧖ Duration: Power d6 minutes
✨ Spell Point Cost: 3

White Magic

Detect magician

The caster can detect the magical talent and alignment of a person in his field of vision. The observed person rolls a WillPower roll. If he achieves success according to the **power of the spell** + **magic level**, his magical talent remains hidden.

▣ Spell Casting: Apprehension
✎ Arcana: 1
↔ Range: 200
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 3

Defenseless figure

The caster appears absolutely harmless for 5***Power** minutes. Depending on the appearance, he appears like a frail old, sick man, a defenseless woman or similar.

The caster receives a bonus of **magic level** points to his *stealth* skill.

▣ Spell Casting: Quickness
✎ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: 5*Power minutes
✎ Spell Point Cost: 5

Banish lower undead

The caster's hand releases a flash of bright white light that strikes up to **Power** undead. These immediately shatter, leaving nothing but a smoking pile of bones. The spell only works on lower undead like zombies, skeletons, or lower vampires. To higher undead, such as higher vampires or were-creatures, it inflicts significant damage (**magic level***3 wounds).

▣ Spell Casting: Logic
✎ Arcana: 3
↔ Range: 10
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 9

Protection wall

The caster creates a protective wall around himself that offers protection to the caster.

The wall can withstand **power***2 wounds. The protective wall can only be damaged by magical weapons or spells, in this way it can be worn down to 0 prematurely.

The wall remains **Magic level**+1 combat rounds.

▣ Spell Casting: Charm
✎ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power rounds
✎ Spell Point Cost: 5

Candle

The caster lights up to **Power***3 candles.

▣ Spell Casting: Charm
✎ Arcana: 1
↔ Range: 50
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 3

Banish magic

The caster creates a **power***2 meter magic spell circle. No magic or magical action can be cast within this circle. Existing spells expire immediately, with the exception of the spell "Banish Magic".

The circle remains in place for ___magic level__+1 minutes.

▣ Spell Casting: Logic
✎ Arcana: 1
↔ Range: 0
● Shape: Circle
⧗ Actions: 1
⧗ Duration: 5 minutes
✎ Spell Point Cost: 3

Healing

The caster heals the target for **power*magic level** wounds.

⬚ Spell Casting: Conscientiousness
⚕ Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
⚕ Spell Point Cost: 10

Circle of light

The caster creates a bright circle of light of **Power***2 meters radius around him. The circle remains for 15 minutes.

⬚ Spell Casting: Charm
⚕ Arcana: 1
↔ Range: 0
● Shape: Circle
⧗ Actions: 1
⧗ Duration: 15 minutes
⚕ Spell Point Cost: 3

Banish ghosts

The caster banishes up to **magic level** ghostly creatures that are in a defined area (house/temple/forest). He must at least mentally fix the ghosts.

The ghosts roll dice according to their remaining wounds. If they achieve as many successes as the **power of the spell**, they remain unaffected by the spell.

⬚ Spell Casting: Logic
⚕ Arcana: 3
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
⚕ Spell Point Cost: 5

Light attack

The victim is blinded by glaring light and is completely disoriented and unable to act for **power** rounds of combat. The victim takes **magic level** hits.

⬚ Spell Casting: Strength
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power rounds
⚕ Spell Point Cost: 5

Terrifying figure

The caster appears before the bystanders as a fearsome magician. Lightning flashes around him and wind swells his clothes. Anyone intending to approach the caster must pass a *Courage* roll with **power** successes.

⬚ Spell Casting: Quickness
⚕ Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level+1 d6 minutes
⚕ Spell Point Cost: 3
(Needs concentration)

Good friend

The caster makes the victim believe that he is a good friend of his, even one of his best. He willingly tells him everything he would tell his best friend. After the spell is finished, the victim cannot explain why he did it.

The victim of the spell rolls on his willpower. If he achieves successes equal to the **power of the spell**, the spell has failed and the victim has knowledge of the enchantment attempt.

The friendship lasts for **magic level** minutes.

⬚ Spell Casting: Willpower
⚕ Arcana: 2
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Magic level d6 minutes
⚕ Spell Point Cost: 7

Banish curses

The caster banishes a curse. The minimum roll of the check is raised by the power of the curse spell, and lowered by the **magic level**.

▦ Spell Casting: Logic
✎ Arcana: 1
↔ Range: 10
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 4

Banish higher undead

From the hands of the caster a glaring white wall of light emerges, which glides towards an undead. The undead flares up in flames and suffers unimaginable agonies (it is said that he goes through all the agonies of his victims at once). Apart from a pile of ashes, nothing remains of the higher undead. The wall of light has a width of about **power***3 meters, it is also possible to destroy several lower undead that are hit by the wall, but only one higher undead. Other higher undead that are next to the victim suffer **magic level***2 wounds.

The wall moves at a speed of **magic level**+1 steps per combat round.

▦ Spell Casting: Logic
✎ Arcana: 5
↔ Range: 0
● Shape: Wall
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 13

Blur

The spell refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll + **magic level**).

▦ Spell Casting: Deftness
✎ Arcana: 1
↔ Range: 1
● Shape: –
⧗ Actions: 1
⧗ Duration: Power rounds
✎ Spell Point Cost: 5

Overlight

The caster is able to get ahead of effects that have taken place in a range of **magic level***5 steps in approx. **power***2 seconds. It is possible for him to catch a glass even though it shatters on the ground.

▦ Spell Casting: Willpower
✎ Arcana: 2
↔ Range: 15
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 5

Detect black mage

The magus can detect the disposition and alignment of any mage he sees for up to **magic level** d6 days. If a mage obstructs this examination by his Magic Lore, the White Mage still examines his spirit value. The spell is designed primarily against its black magic counterpart, White Mage; it neutralizes that spell completely.

▦ Spell Casting: Apprehension
✎ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level d6 days
✎ Spell Point Cost: 3

End transformation

The caster banishes a transformation taking place in front of him. The transformer may roll his Magic Lore value against the caster's spell, increasing the minimum roll of the spell by the **power** of the "End Transmutation" spell. If the roll shows a success, the transformation remains.

▦ Spell Casting: Deftness
✎ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✎ Spell Point Cost: 5

Detect lie

The caster recognizes whether his counterpart is lying or not. Up to **magic level** statements of the observed can be checked.

The target of the spell may roll against its willpower. If the roll with **power** successes, it remains hidden whether it is lying or not.

🎲 Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 3
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

Neron Statue

The spellcaster makes a transparent statue appear, shaped after the model - a statue of the young Neron in the center of the Neronite settlement. Due to the fact that no Neronite has ever seen the living Neron, the statue appears static and lifeless. Depending on the will of the caster, the statue has a size from 10cm to life-size.

🎲 Spell Casting: Quickness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Magic Level hours
🪄 Spell Point Cost: 3

Fast as light

The caster begins to run at a speed equal to that of light. To bystanders, he seems to vanish into thin air, but in reality he sprints at incredible speed, perceiving his surroundings as if he were merely running fast. It is possible for the caster to run over any walkable terrain, for example, he can cross an entire continent in the time of a blink of an eye. It is not possible for him to perform any other action while running.

The spell lasts for one second.

🎲 Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 11

Black Magic

Summon nightmare

The caster summons an alp, a spirit creature that haunts its victims in their sleep. The alp has no shape, and can change places at will and without loss of time. The spirit is not under the control of the caster. If the alp is to perform a service, a successful charm roll is required. If this fails, the alp will disappear as soon as possible.

The minimum roll of the charm roll is 7-**magic level**. The caster can give **power** orders to the alp.

- ▣ Spell Casting: Charm
- ✎ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: 1 nights
- ✎ Spell Point Cost: 5

Night creature

Once the sun has set, the enchanted person barely makes a sound when walking (the Stealth skill is increased by **power**+**magic level**) and can see in the dark as if it were daytime.

The spell lasts for one night.

- ▣ Spell Casting: Attractiveness
- ✎ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: 1 nights
- ✎ Spell Point Cost: 5

Tongues of Seth'Nra

In a circle of **Power** meters in diameter, **Power** tentacle-like black tongues grow out of the ground, holding creatures of any kind. Touching the tentacles decreases the held's arcana value by **magic level** points per combat round. Physical damage does not occur. The tentacles have 3 possible wounds. If they are not destroyed, they remain indefinitely.

- ▣ Spell Casting: Charm
- ✎ Arcana: 2
- ↔ Range: 10
- ● Shape: Circle
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ✎ Spell Point Cost: 5

Dark paths

The mage can translocate at will within a radius of (**power**+**magic level**)*3 meters. During translocation, a dark shadow appears to glide across the ground.

- ▣ Spell Casting: Willpower
- ✎ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ✎ Spell Point Cost: 7

One with the shadows

As long as the enchanted person remains in the shadow, he is difficult to make out. He can then only be recognized as a deeper shadow within the shadow itself.

When he stands still, he will only be spotted by those who specifically look for him and look directly at him. For this, **Power** successes must be achieved on a Perception roll.

If the enchanted person moves slowly, the number of successes to be achieved is halved, while fast movements can be seen without difficulty.

The spell lasts for **Power** minutes.

- ▣ Spell Casting: Attractiveness
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power minutes
- ⚚ Spell Point Cost: 5

Voice of hate

The caster whispers something in the ear of the first victim.

The victim is infused with hatred and feels the desire to carry the spell further by targeting more victims up to **Power**. Thus, the hatred builds up more and more.

The effect lasts for **magic level** days.

- ▣ Spell Casting: Willpower
- ⚚ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level days
- ⚚ Spell Point Cost: 11

Domination

The caster can make the victim carry out a command of the caster.

The command transmitted by the caster manifests itself as a "strange idea" in the mind of the controlled. During the duration of the spell, this idea keeps entering the mind of the victim, as long as the victim does not give in to it, and sometimes it can even disturb his concentration on other things.

The caster can make the controlled do things that are not immediately life-threatening to him or go against his innermost principles. For example, a mage cannot be made to burn valuable books, but a paid henchman can be made to betray his master, or a mercenary to change sides in battle.

The spell lasts for **power** minutes. Once a minute, the victim casts on his willPower. If it achieves less than the **power of the spell**+**magic level**, it is convinced of the strange idea and performs it.

- ▣ Spell Casting: Willpower
- ⚚ Arcana: 2
- ↔ Range: 10
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power*5 minutes
- ⚚ Spell Point Cost: 7

(Needs concentration)

Blood flow

The victim rears up while a torrent of blood seeps out of his body through all pores at lightning speed. The victim takes **magic level** wounds per combat round, and the spell lasts for **power** combat rounds.

At the end of the combat round, the victim rolls on his strength. If it reaches as many successes as the spell has **power**, the spell ends immediately.

- ▣ Spell Casting: Deftness
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power rounds
- ⚚ Spell Point Cost: 7

(Needs concentration)

Blood thorns

The caster causes dark thorns to sprout from the ground within a predetermined **Strength***2 metre radius. Anyone standing in the area at the end of their own combat round takes **Strength** hits.

The blood thorns remain for ___magic level__+1 combat rounds before turning into a black, stinking pulp.

- ▦ Spell Casting: Charm
- ⚗ Arcana: 2
- ↔ Range: 20
- ● Shape: Circle
- ⧗ Actions: 1
- ⧗ Duration: Magic Level+1 rounds
- ⚗ Spell Point Cost: 7

Vision of fear

The victim feels cruel images of distorted worlds, which he perceives as a vision. More and more, however, it seems to him as reality. If a Willpower roll with a minimum roll of **magic level**+2 fails, the victim is in danger of going insane for a short time.

The spell lasts for **Power** minutes.

- ▦ Spell Casting: Attractiveness
- ⚗ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power minutes
- ⚗ Spell Point Cost: 7

Schwarzer Tod

Der Zaubernde rezitiert die folgenden Worte mit klarer, fester Stimme:

"Aus der Tiefe der Schatten, aus dem Schoß des Todes, rufe ich die schwarze Pest. Faul sei das Fleisch, welk sei der Geist, bis die Stille des Grabes dich heimführt!"

Schwarze, geisterhafte Schwaden steigen aus deiner Hand empor und rasen auf das Ziel zu. Das Opfer verspürt sofort eine brennende Kälte in seinen Adern. Innerhalb von Sekunden breiten sich dunkle Flecken auf seiner Haut aus, begleitet von starkem Schwindel und Schwäche.

Falls der Zauber nicht rechtzeitig gebannt oder geheilt wird, verfällt das Ziel innerhalb von Minuten einem tödlichen Fieber.

Der Zauber fügt direkten Schaden zu und ignoriert jeglichen Rüstungswert des Ziels.

Wirft der Zaubernde einen Megakrit zerfällt das Ziel sofort bei Kontakt des Zaubers zu Staub.

Höhere Wesen erleiden durch diesen Zauber nicht den sofortigen Tod. Diese erleiden im Verlauf des Kampfes pro Runde Magieniveau * Stärke Schaden.

Gegenmittel: Eine Priestersegnung oder ein starker Heilzauber kann den Fluch aufheben, wenn er innerhalb einer Stunde gewirkt wird. Das Blut eines Engels kann den Effekt vollständig neutralisieren.

- ▦ Spell Casting: Strength
- ⚗ Arcana: 10
- ↔ Range: 20
- ● Shape: Beam
- ⧗ Actions: 2
- ⧗ Duration: Instant
- ⚗ Spell Point Cost: 20

Elemental Magic

Call elemental spirit

The caster places a little of the element whose elemental spirit is to be invoked in a bowl or on a surface of the opposite element. Then he kneels down in front of the bowl and invokes the powers of the element.

After about 30 minutes, the face of an elemental spirit appears in the element used. This can vary greatly depending on the element, so that anything from a face to a non-material appearance is possible. The elemental spirit has no feelings and no alignment, but it can only be controlled by the caster if the latter binds it (Bind Elemental Spirit).

The elemental spirit remains for (**power**+**magic level**)*2 minutes.

🎲 Spell Casting: Charm
🪄 Arcana: 4
↔ Range: 0
⬤ Shape: -
⧗ Actions: 10
⧗ Duration: (Power+Magic level)*2 minutes
🪄 Spell Point Cost: 8

Melting

On an area of **Power__W6 square meters at a distance of 2 steps, the ground liquefies. After __magic level** minutes, the ground solidifies again within three seconds.

🎲 Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 2
⬤ Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level minutes
🪄 Spell Point Cost: 7

Rot

The adept must spit on a plant or creature.

As long as the saliva touches the victim, the flesh or plant continues to rot. As long as the flesh is rotting, the spell will cause a cumulative wound every third round of combat. When the spell ends, the victim will no longer rot, but the corrupted flesh will be lost forever.

The spell ends when the saliva is washed off or after wounds of **power**+**magic level**.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 3
⬤ Shape: -
⧗ Actions: 3
⧗ Duration: Instant
🪄 Spell Point Cost: 9

Cold

The caster points his hand at the victim of the spell. Then he spreads his fingers and calls upon Jogran.

The caster creates a small shard of ice in his hand, which flies towards the victim with rapid speed, hitting him in a spot of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

In the next 5 minutes, the part of the body that was hit cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding part of the body. The victim does not take damage, all actions with the body part reduce the skill/attribute values by half.

The cold remains **power**+**magic level** minutes.

🎲 Spell Casting: Deftness
✨ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power+Magic level minutes
✨ Spell Point Cost: 5

Ginae's Call

The caster instructs the person to be treated to remove their clothes and lie down in a flowing body of water. There the caster stands next to the person to be treated and places his hand on his head.

During the whole time of the drifting, the person to be treated draws life energy corresponding to **power**+**magic level** wounds per minute from the river. During this time he cannot and does not have to breathe. He is not aware of his surroundings. The caster must stand beside him during the entire time.

🎲 Spell Casting: Conscientiousness
✨ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✨ Spell Point Cost: 2

Bind elemental spirit

The caster points to the elemental spirit.

The caster can bind an elemental spirit (which must have already materialised) to him. If this is done, the elemental spirit follows any command of the caster. If the elemental spirit is already bound, the caster can only take over the elemental spirit with a magic duel by taking over the foreign spell. The caster binds the elemental spirit for (**power**+__magic level)*2 minutes.

🎲 Spell Casting: Willpower
✨ Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: (Power+Magic level)*2 minutes
✨ Spell Point Cost: 5

Summon element

The caster closes his left hand into a fist.

In the fist of the caster a small occurrence of the element he wants to summon is created. This spell is mainly used in combination with the calling of an elemental spirit.

🎲 Spell Casting: Charm
✨ Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
✨ Spell Point Cost: 3

Elemental object

The caster focuses on the desired object in his mental eye, reaches into an object from a certain element (it is possible for him to simply slide his hand into the object during the spell) and pulls out the desired object.

The caster pulls an object of his choice from another object. Swords made of ice, drinking vessels made of wood, shields made of rock or water, etc. are possible. There are no limits to the caster's creativity, but he can only pull out one object at a time, which makes the creation of chains, for example, very time-consuming.

The item has its typical properties, plus the elemental component, so a sword made of fire inflicts fire damage on the victim, a sword made of wood receives no damage bonus. Only the caster does not receive this possible elemental damage. A drinking goblet of ice is very pleasant if one likes to enjoy very strongly chilled drinks, but it could freeze to the fingers and or lips of everyone else except the creator.

The spell can be dropped by the caster at any time. If the caster does not return the item to its place of origin when dropping the spell (e.g. does not put the wooden shield back into the tree) he receives a wound on the hand, possibly a few burn or frost blisters and the item dissolves.

The object remains (**power**+**magic level**)*10 minutes.

- 🎲 Spell Casting: Deftness
- ⚡ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 4
- ⏳ Duration: (Power+Magic level)*10 minutes
- ⚡ Spell Point Cost: 5

Elementar

The caster summons a creature of pure elemental energy for **power** rounds to aid them in battle. The elemental has **magic level** wounds and can attack with **magic level** damage potential.

- 🎲 Spell Casting: Charm
- ⚡ Arcana: 2
- ↔ Range: 10
- ● Shape: –
- ⏳ Actions: 2
- ⏳ Duration: Power rounds
- ⚡ Spell Point Cost: 10

Veil of mist

From the ground around the caster, as he raises his arms, a dense fog rises, obstructing vision and muffling sounds. The cloud of mist has a diameter of **Power***3 meters and a height of about 3 meters. The higher the **Power** of the spell, the denser the fog cloud. The cloud is stationary and forms around the caster as the center.

The fog acts as an extension of the caster's senses through the magical connection to him. As long as he remains in the fog himself, he can instinctively perceive all movements within the cloud and better hear all sounds within it (Perception + **magic level**).

Rumor has it that loud, manic laughter while summoning the fog increases its later, threatening effect. However, this can almost certainly be dismissed to the realm of myths and legends.

The fog cloud persists for **Power** minutes.

- 🎲 Spell Casting: Charm
- ⚡ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power minutes
- ⚡ Spell Point Cost: 5

Ice shard

The caster creates a small ice shard in his hand, which flies towards the victim at a fast speed, hitting him in a place of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

After a minute, the hit part of the body cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding body part. The victim does not take any damage, all actions with the body part reduce the skill/attribute values by **magic level***2.

The effect lasts **Power***2 minutes.

- 🎲 Spell Casting: Deftness
- ⚡ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power*2 minutes
- ⚡ Spell Point Cost: 5

Eye of Seth'Nra

The caster takes one of his eyes out of the eye socket with two fingers and holds it on the flat of his hand.

The eye gets black outgrowths in the form of tentacles and wings and starts to fly by itself. It moves with the speed of 10 meters per second and has **power** maximum wounds. If the eye is not back when the spell expires, it falls to the ground. In this case, the caster can retrieve and use it within half an hour.

If the eye is destroyed or lost, it withers and grows back only after 2D6 days. In this case, it causes 2 wounds to the caster once.

The spell lasts for **magic level***5 minutes.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Magic level*5 minutes
- 🪄 Spell Point Cost: 7

Wild Growth

The caster creates unnaturally fast growth of plants. Within a radius of max **Power** meters, natural and unnatural plants are created that can burrow through the ground, penetrate walls, and burst steel. The plant growth persists for **magic level** days, after which the plants decay into a stinking something.

The caster cannot control the growth of the plants.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Magic Level days
- 🪄 Spell Point Cost: 3

Screen

The caster blurs against the background. Only a slight flicker in the air reveals the presence of an object at the spot. If the caster moves, the visual shield moves as well. Detecting the unusual glimmer requires a Perception roll, which achieves successes according to the **Power** of the spell.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Magic Level rounds
- 🪄 Spell Point Cost: 5

Elemental shield

The caster creates a magical shield around their body using their preferred element. The shield provides the caster with **magic level***2 protection for **power** combat rounds and an additional effect depending on the element:

Fire: Attackers must roll a D6 for each attack. On a roll of 1-3, they are afflicted with the Burning 1 condition. Non-magical projectiles (arrows, slings, spears, etc.) have a 50% chance of burning rather than piercing.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power rounds
- 🪄 Spell Point Cost: 7

Avatar of the storm

The caster consumes all his arcana and becomes the focus of a raging storm. For **magic level** d6 + **arcana spent** rounds, all surrounding creatures take electrical damage equal to the **power of the spell**.

All creatures within the area of effect must make a Athletics roll with 2 successes per round or be thrown to the ground by the raging wind.

- Spell Casting: Charm
- Arcana: 3
- Range: 25
- Shape: Cloud
- Actions: 2
- Duration: Magic level d6 + Arcana spent rounds
- Spell Point Cost: 15

A fresh breeze

A fresh breeze makes an encouraging and fresh breeze appear. In moments of hopelessness, the spell is the right thing to increase the enterprise of companions.

The wind sweeps across the land for about a minute within a radius of 100 meters, filling everyone it touches with new courage and freshness. Anyone within the radius heals **power** wounds and receives a bonus of **magic level** points to their bravery for the next two hours.

- Spell Casting: Charm
- Arcana: 1
- Range: 0
- Shape: -
- Actions: 1
- Duration: 2 hours
- Spell Point Cost: 3

Amber path

The caster places five amber crystals in the shape of a pentagram at the place where the amber portal is to be created and concentrates on the destination. Then, for one minute, he imagines a tunnel that will take him to this place.

The portal remains **magic level** hours and can transport **power***2 people or animals.

At the location of the amber pentagram, an ivy plant begins to grow in a circle and form a vortex. The vortex forms a maw in the center which leads through a portal to a location known to the caster at a distance of 20 miles. When the caster enters the portal, he immediately appears on the other side at the destination.

- Spell Casting: Deftness
- Arcana: 2
- Range: 0
- Shape: -
- Actions: 20
- Duration: Magic Level hours
- Spell Point Cost: 9

Leech tendrils

The caster kneels on the ground, fixes the target with his gaze and slams the fingers of one hand into the ground.

Tendrils sprout from the fingers of the caster with breathtaking speed, growing under the surface of the earth towards the opponent. Under the ground, the tendrils move at a speed of **magic level** meters per combat round. As soon as the tendrils are under the opponent, they grow to the surface and entwine his legs, so that he can neither run nor fight without restrictions. His combat skills (hand to hand combat, shooting, throwing) are reduced by **Power**.

- Spell Casting: Charm
- Arcana: 1
- Range: 15
- Shape: -
- Actions: 1
- Duration: Power rounds
- Spell Point Cost: 5

Arcane storm

Shortly after the invocation, a magical mist manifests directly above the caster, emitting lightning and creating a magical tension. The storm grows at a rate of one meter per combat round to a size of **Power***5 meters, and can be controlled by the caster.

In the magical storm, each magic adept suffers one wound per combat round. In addition, no spellcaster is able to perform a magical action in the storm. Those not skilled in magic do not suffer any limitations.

The storm can be controlled at a speed of two meters per action. This control requires the caster to remain focused on the spell, which is not otherwise necessary.

🎲 Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Power rounds
🪄 Spell Point Cost: 7

Flaming death

At a distance of no more than 10 meters a blazing fire is created that causes **magic level** wounds per combat round on an area of **Power** meters squared. The fire is not magical and burns until it consumes its food, without combustible material **Power** combat rounds.

🎲 Spell Casting: Strength
🪄 Arcana: 2
↔ Range: 10
● Shape: Circle
⏳ Actions: 1
⏳ Duration: Power rounds
🪄 Spell Point Cost: 7

Water breathing

The caster says the words Þat mælti mín móðir, at mér skyldi kaupa fley ok fagrar árar.

The caster casts a spell on themselves or someone they can touch.

The enchanted person is able to breathe underwater for (**spell power**+**magic level**)*2 minutes. When the spell ends, the enchanted person must say something in their natural language to be able to breathe air again.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: (Power+Magic level)*2 minutes
🪄 Spell Point Cost: 5

Odem

For **Power** combat rounds, the caster's breath is a foul, demonic surge which has a range of 2 meters and inflicts **magic level** wounds per combat round to anyone within the cloud.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 2
● Shape: –
⏳ Actions: 1
⏳ Duration: Power rounds
🪄 Spell Point Cost: 5

Energy Bolt

The caster summons a bolt of pure energy that flies toward a target, causing hits equal to the **spell power**+**magic level** on impact.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 5
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

Ivy coat

The caster causes ivy tendrils to grow from the ground and entwine themselves around the caster's entire body, detaching them from the ground after growth so that the caster can move freely.

The tendrils provide the caster with **magic level** protection for **power** combat rounds in combat.

They decay into a withered heap after one hour. Until then, the tendrils also give a bonus of **power** to Stealth outside of combat depending on the environment.

- ▦ Spell Casting: Charm
- ⚒ Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: 1 hours
- ⚒ Spell Point Cost: 5

Shock

Fires a bolt of pure energy at an enemy. The bolt deals __ Power__-3 hits and has a penetration 2. The victim gets Shocked **magic level** even if the spell does not cause any wounds.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 1
- ↔ Range: 10
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚒ Spell Point Cost: 5

Wings of wind

The enchanted creature grows wind wings that carry it or another creature through the air.

The enchanted creature can fly for **power**+**magic level** minutes.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 2
- ↔ Range: 1
- ● Shape: -
- ⧗ Actions: 2
- ⧗ Duration: Power+Magic level minutes
- ⚒ Spell Point Cost: 5

Elemental form

The caster touches the corresponding element, concentrates and murmurs "(element) become my body".

The caster's body transforms into the corresponding element, with all its advantages and disadvantages. It should be noted that clothing and equipment are not transformed and may be damaged. The spell can be dropped at any time. While the spell is being maintained, the caster cannot cast an elemental spell based on an element other than that of his body.

The spell lasts (**power**+**magic level**)*2 minutes.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: (Power+Magic level)*2 minutes
- ⚒ Spell Point Cost: 5

Small sandstorm

The caster concentrates and stirs up dust, earth or sand within their line of sight. A small sandstorm **Magieniveau** paces high and **Magieniveau** paces wide forms for **power** rounds.

Anyone in the centre of the sandstorm must make a Perception check, with at least as many successes as the spell's power. Otherwise, they are blind for the duration of the spell, with all penalties to blindness.

- ▦ Spell Casting: Deftness
- ⚒ Arcana: 1
- ↔ Range: 10
- ● Shape: Cloud
- ⧗ Actions: 1
- ⧗ Duration: Power rounds
- ⚒ Spell Point Cost: 5

Shard Storm

Splinters form in the caster's palm and fly towards the target at high speed. At an angle of **magic level***15°, the splinters cause a total of **Strength***3 hits and cause major structural damage to solid objects.

If living creatures are hit, the game master distributes the damage among the victims.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 10
⬤ Shape: Cone
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 9

Fireball

The caster hurls a skull-sized flaming fireball at the target. On impact, the spell deals **Power** hits and sets anything flammable to **Burning magic level** status.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 15
⬤ Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Grass ring

The spell caster creates a ring of grass that grows in the specified location within sight and is **power** metres in diameter. The grass emits a magical vapour, anyone who passes through the ring regenerates **magic level** wounds once and is *Shocked 1*.

The spell lasts for **power** combat rounds.

🎲 Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: Circle
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 5

Elemental Weapon

The character channels the magic of their favoured element into their melee weapon to strengthen it.

For the next **magic level** combat rounds, the weapon ignores the opponent's protection. In addition, attacks with the weapon have **strength** increased damage potential for the next two combat rounds.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
⬤ Shape: -
⧗ Actions: 1
⧗ Duration: Magic Level rounds
🪄 Spell Point Cost: 5

Chain lightning

The caster summons the essence of a thunderstorm in his hand and hurls it as lightning at a creature. The creature struck suffers _Strength__ hits.

The lightning bounces off it and moves to the creature closest to the one hit. This receives *strength*-1 hit.

This process is repeated **magic level**+2 times.

The spell does not differentiate between friend and foe and only hits each victim once.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 15
⬤ Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Arrow of wind

The caster enchants up to **magic level** arrows with the element of wind. On a successfull cast the weapon ignores armor. The arrow hits the victim with such force that they have to throw their resistance. If it scores less than the strength of the spell, the victim is thrown to the ground.

⊞ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 15
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Charcoal stone

The caster can turn a diamond or gemstone of any size into a glowing piece of coal. The piece is equal to the size of the diamond and remains glowing for **magic level** hours. In the process, it is so hot that it ignites combustible materials. The purer the gemstone is, the hotter the piece of coal glows. An amber is not enough to ignite anything with the coal.

⊞ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level hours
🪄 Spell Point Cost: 3

Life Stream

The caster completely undresses and lies face down in flowing water, which is so large that the caster is completely submerged in it. There he lets himself drift.

During the whole time of floating, the caster draws life energy from the river, and heals **power**+**magic level** wounds in an hour. During this time he can not and does not have to breathe, and not perceive his environment.

⊞ Spell Casting: Conscientiousness
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 5
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Shamanism

Call of the wild

The caster summons a group of a desired animal species from up to **Power** kilometers around. The animals behave like the caster's familiars for the duration of the spell.

When the spell expires, the caster casts on Charm. If the roll fails, the animals turn on the caster or his companions.

The caster can call up to **Power** animals the size of a wolf.

⊞ Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
● Shape: –
⧗ Actions: 3
⧗ Duration: Magic Level minutes
🪄 Spell Point Cost: 3

Smoke

The caster throws a burning piece of cloth on the ground.

A dense smoke emanates from the burning piece of cloth as soon as it hits the ground. The smoke is driven by the wind and cannot be controlled. Enough eye-burning smoke is created to form a cloud of **Power***10 meters around the caster.

▦ Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: Cloud
⧗ Actions: 1
⧗ Duration: Magic Level minutes
🪄 Spell Point Cost: 5

Mark animal

The caster marks the animal so that he knows the direction in which the animal is for the entire period of the spell. The spell lasts **Power** days. The caster is able to determine the distance of the animal.

▦ Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power days
🪄 Spell Point Cost: 2

Locate animal

The caster goes to the natural habitat of an animal (e.g. a stream or a tree) and stays there for 5 minutes. During this time he directs his thoughts to the animal he is looking for.

The caster tracks down the exact location of the animal. He knows at that moment where the animal is.

▦ Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 3

Clear water

The water that the caster touches, starting from the caster's hand, becomes so pure that it can be drunk. The final cost depends on the purity of the water before the spell is cast. The game master decides on this. The caster can purify up to **Power** buckets of water.

Magic level 4+: The water has a healing power. Drinking it heals **magic level** wounds.

▦ Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 2

Nature play

To the enchanter and the other spectators, nature shows itself in all its grace, beauty and perfection. A perfect landscape reveals itself to them: The trees shine in their most beautiful colors and sway rhythmically to the pleasant whisper of the wind. Water casts magnificent plays of waves, over which fish leap symmetrically. The nature play is different in its expression every time and of course also dependent on the attitude of the spellcaster.

The spell lasts **power**+**magic level** minutes.

▦ Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Power+Magic level minutes
🪄 Spell Point Cost: 3

Animal Companion

The caster connects his mind to an animials mind in range to compell it to be his ally. The animal needs successes on its willpower equal to the **Power** of the spell or be his companion for the next **magic level** hours.

If the animal is hostile to the caster the spell casting roll is a difficult roll (+1).

▦ Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 50
● Shape: –
⏳ Actions: 1
⏳ Duration: 8 hours
🪄 Spell Point Cost: 5

Weather forcast

The caster is able to predict the weather for the next **magic level** days. If the **Power** of the spell is above 3, he can always predict the weather changes with exact time, otherwise he only knows how the weather will develop.

▦ Spell Casting: Apprehension
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 3
⏳ Duration: Instant
🪄 Spell Point Cost: 2

Healing hands

The caster heals **power**+**magic level** wounds on the wounded. It also heals broken bones and closes wounds.

▦ Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

Simple healing

The caster heals a person or animal for **power**+**magic level** wounds.

▦ Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 5
● Shape: –
⏳ Actions: 1
⏳ Duration: Instant
🪄 Spell Point Cost: 5

Foxfire

The caster creates **power** living bioluminescent beings within 10 paces. These beings are made of living plant matter. They magically illuminate their surroundings and can move very slowly (speed 1).

The creatures follow the caster and provide a pleasant light around the caster for the duration of their existence. They have no combat abilities, they are plants that crawl on the ground.

They last for **magic level** D6 hours and then disintegrate.

▦ Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⏳ Actions: 1
⏳ Duration: Magic Level d6 rounds
🪄 Spell Point Cost: 5

Call birds

The caster summons all birds within a radius of **Power***100 meters, who believe that there is a large amount of their favorite food at the desired location. The caster cannot control the birds, but a trained observer is able to recognize the individual bird species.

Magic level 4+: The caster can suggest that the birds do a task for him. If the caster rolls charm roll with **magic level** successes, the birds may heed their call.

- ⊞ Spell Casting: Charm
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚚ Spell Point Cost: 3

Living Hideaway

The caster slides an object he wants to hide into a plant.

The object enters the plant without damaging it. To release the item from the plant, the caster must cast the spell again. The item can remain in the plant for **Power** moons, after which it will be ejected from it.

- ⊞ Spell Casting: Deftness
- ⚚ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power months
- ⚚ Spell Point Cost: 5

Trust

The animal fully trusts the caster. For **Power***5 minutes, the animal is considered a familiar. The animal may be a natural creature the size of a wolf. The animal must not be hostile to the caster for this spell.

Magic level 4+: The animal may be the size of an elephant.

- ⊞ Spell Casting: Willpower
- ⚚ Arcana: 1
- ↔ Range: 5
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Power*5 minutes
- ⚚ Spell Point Cost: 5

Salamander feet

The caster is able to walk on hands and feet on smooth walls and even ceilings or overhangs.

In addition, he can safely jump down from heights up to **Power***3 meters and land on his feet unharmed. However, he needs free hands to catch himself with. He can keep his shoes and gloves on for this.

The effect lasts for **magic level** minutes.

- ⊞ Spell Casting: Deftness
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level minutes
- ⚚ Spell Point Cost: 5

Hawk Eyes

The caster can clearly and accurately see everything up to a distance of **Power** kilometers for one hour, unless fog or smoke obstruct his vision. Attacks with ranged weapons gain **magic level** additional hit dice.

- ⊞ Spell Casting: Attractiveness
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: 1 hours
- ⚚ Spell Point Cost: 5

Sanguine Magic

Transfusion

The caster taps into the life energy of a being, using a blood crystal to establish a connection with his victim. The victim must have a wound through which the caster can make the connection. He spins a thread of blood from his blood crystal to the wound of the victim.

The target suffers **Power** wounds and the caster is healed by the same number + **magic level**.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 2
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 7

Blood Arrow

The caster summons an arrow-like projectile from his blood, which he hurls at the opponent at high speed.

The caster takes **magic level** wounds. The victim suffers **Power** wounds.

🎲 Spell Casting: Strength
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Blood Ban

The caster affects the blood circulation of his victim and can cause numbness and paralysis of certain parts of the body. Skills that require the affected body part are reduced by **magic level**.

After **Power** combat rounds, the caster must spend one arcana or wound to maintain the effect.

🎲 Spell Casting: Willpower
🪄 Arcana: 1
↔ Range: 0
● Shape: -
⧗ Actions: 1
⧗ Duration: Power rounds
🪄 Spell Point Cost: 7

Rite of the blood crystal

The caster enters a meditative state and concentrates on the flow of magic and blood. After a day, the caster opens his veins and lets almost all of his blood flow into a clay bowl.

After adding ruby dust, he reduces it to the absolute essence and forms a crystal shard from it. He then inserts this into an incision on his body. The caster then uses this crystal to cast his Sanguine magic without having to inflict a separate wound each time.

🎲 Spell Casting: Deftness
🪄 Arcana: 4
↔ Range: 0
● Shape: -
⧗ Actions: 10
⧗ Duration: Instant
🪄 Spell Point Cost: 8

Rite of purification

The caster enters a meditative state and focuses on harmful substances in his blood, such as diseases and poisons. He collects these in a certain place of his body and then lets them out through a cut.

For each disease and poison he wishes to cure, the caster takes a wound. This number is reduced by the **Power** of the spell.

🎲 Spell Casting: Conscientiousness
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: –
⧗ Actions: 2
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Rite of life

The caster takes **Power** wounds. The target is healed twice as much and gains **magic level** health.

🎲 Spell Casting: Conscientiousness
🪄 Arcana: 2
↔ Range: 0
⬤ Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 3

Necrology

Bone growth

The caster must kneel in the centre of the area to be enchanted and drill a bone splinter into the ground.

The caster creates an unnatural growth of bone that grows to full size within 25 minutes. Within a radius of max. **power** steps, a large growth of bones is created. The necrologist can climb walls with the help of the bone growth, or make it break open gaps in doors. The bone growth remains for **magic level** hours, after which it disintegrates into dust. The caster only gives the growth an approximate direction, he cannot control it.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: –
⧗ Actions: 10
⧗ Duration: Magic Level hours
🪄 Spell Point Cost: 4

Dead gaze

The caster places his thumb and forefinger in the eyes of the dead person and closes his eyes.

The caster looks backward from the time of death into the dead person's past. In doing so, he sees everything that the dead person saw out of his eyes. The images appear more blurred the further the gaze goes into the dead person's past. The caster sees at most the last **Power** days before death. The higher the **magic level**, the clearer the impressions.

- 🎲 Spell Casting: Apprehension
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 7

Death Scream

The caster lets out a cruel death cry, which makes all those present within a radius of 10 meters, who did not cover their ears, become incapacitated for **magic level** combat rounds.

Each victim makes a roll on his willPower. If it does not succeed according to the **Power of the spell**, the victim flees in panic.

- 🎲 Spell Casting: Quickness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: Circle
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 6

Summon skeletons

Power Skeletons rise from the ground, armed with bone swords (penetration 0). They can fight with the caster's skill. They have **magic level** possible wounds and stay for **Power***3 combat rounds.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power*3 rounds
- 🪄 Spell Point Cost: 9

Awaken zombie

The caster awakens up to **magic level** corpses within a radius of 10 meters. The zombies follow his command and stay alive for up to **Power** minutes.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power minutes
- 🪄 Spell Point Cost: 11

Path of bones

The caster decays to fine dust and can travel at 10 kilometers / hour in this form. Maximum he can keep in this form **Power** hours.

The caster has **magic level** wounds in this form, but can only be wounded by things that can harm a pile of bones.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power hours
- 🪄 Spell Point Cost: 3

Death sword

The caster creates a death sword out of thin air. The sword has piercing 1 and a damage potential of **magic level** dice in melee combat.

Each wound caused, the sword absorbs. For each wound absorbed, the sword gets one die of damage potential. If the absorbed wounds reach **Power**+1, the sword disintegrates and the spell ends.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 5

Breath of transience

All living plants within **Power***3 meters perish under the caster's breath and weather into a dead, black mass. This also affects magically created plants.

- 🎲 Spell Casting: Deftness
- 🔪 Arcana: 1
- ↔ Range: 0
- ⬤ Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🔪 Spell Point Cost: 3

Bone whip

A bone whip about 3 meters long forms from the caster's arm, which can be wielded by the caster as a weapon. The range of the whip is 3 meters, it has a penetration of 0 and a damage potential of **magic level** dice.

The whip lasts up to **Power***3 combat rounds.

- 🎲 Spell Casting: Charm
- 🔪 Arcana: 2
- ↔ Range: 0
- ⬤ Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power*3 rounds
- 🔪 Spell Point Cost: 5

Torment of the bones

The victim suffers incredible pain, believing his bones would burst.

If the victim fails a Willpower roll, the effect causes the victim to collapse on the ground, unable to act, for **Power** combat rounds. The minimum roll for this throw is increased by **magic level**.

- 🎲 Spell Casting: Willpower
- 🔪 Arcana: 1
- ↔ Range: 0
- ⬤ Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- 🔪 Spell Point Cost: 5

The wrath of bones

The caster throws bone splinters at enemies, summoning the wrath of the bones. The splinters deal **Power**+1 hits to all enemies in the cone, evenly distributed among **magic level** opponents.

- 🎲 Spell Casting: Strength
- 🔪 Arcana: 1
- ↔ Range: 20
- ⬤ Shape: Cone
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🔪 Spell Point Cost: 5

Bone shield

The necrologist throws a bone splinter to the ground and shouts "Protect me!".

Pieces of bone shoot out of the ground and surround the necrologist. Practically, they are equivalent to a protection of **magic level**+2 on the whole body. The bone shield is equivalent to a encumbrance of 2.

The bone shield lasts **power** combat rounds.

- 🎲 Spell Casting: Deftness
- 🔪 Arcana: 2
- ↔ Range: 0
- ⬤ Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- 🔪 Spell Point Cost: 5

Creature of the Dead

The caster creates an undead hybrid being from different skeletons. The creature is capable of performing uncontrolled actions. It can wield weapons with a skill value of __Power*__2. The creature gains all the ability of the former creatures.

The creature remains **magic level***2 combat rounds.

- 🎲 Spell Casting: Deftness
- 🔪 Arcana: 2
- ↔ Range: 0
- ⬤ Shape: -
- ⏳ Actions: 3
- ⏳ Duration: Magic Level*2 rounds
- 🔪 Spell Point Cost: 7

Dance of Death

Within **power***3 meters of the caster, all dead rise from the ground, and are under the control of the caster. The dead are able to perform uncontrolled actions and remain alive for **magic level** hours.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power hours
- 🪄 Spell Point Cost: 9

Secrets of the Dead

The caster kneels over a corpse or skeleton and begins to slowly cut it apart.

The caster learns a part of the dead person's knowledge with each piece he cuts. At the end of the ritual he has an impression of all the memories of the dead person. The process is an ordeal in the realm of the dead for the soul of the dead. The necrologist receives +**magic level** in the attribute corresponding to the highest of the dead for **power** hours.

- 🎲 Spell Casting: Apprehension
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 10
- ⧗ Duration: Power hours
- 🪄 Spell Point Cost: 4

Dead signpost

If a corpse (animal corpses also count, as long as they are at least the size of a mouse) is buried in the ground within a **Power***10 meter radius, the caster is allowed to ask **magic level** directional questions: "Which way is Meridian?" "The last rider to pass this ground, where did he ride?"

- 🎲 Spell Casting: Apprehension
- 🪄 Arcana: 1
- ↔ Range: 10
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 5

Mysticism

Translocation

The caster begins to slowly blur and become more indistinct after the preparation time of 30 seconds. This process lasts another 30 seconds, but during this time the caster is no longer vulnerable. If someone tries to touch the caster during this time, his hand will penetrate a cold, dense mass.

The caster can be transported a maximum of **Power** kilometers. His body appears at the destination without actually traveling the distance. At the destination, again, it takes 30 seconds for the body to appear completely.

- 🎲 Spell Casting: Willpower
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 10
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 2

Protection aura

The caster creates a magical protective aura around him. The aura radiates from him and can be seen through magical actions. It is impenetrable to all forms of magic, which includes magical attacks or transformations. The protective aura can absorb **Power**$*2$ wounds before it collapses. The spell can be maintained for a maximum of **magic level** rounds.

- 🎲 Spell Casting: Charm
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level rounds
- 🪄 Spell Point Cost: 5

False feeling

The victim feels a feeling chosen by the caster. This is a concrete feeling, such as "pride in something". The feeling lasts for **Power** minutes.

- 🎲 Spell Casting: Willpower
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Power minutes
- 🪄 Spell Point Cost: 7

Swiftness

The caster accelerates. His speed and range for *Running* and *Walking* are increased by _Power__ for **magic level** d6 rounds.

- 🎲 Spell Casting: Attractiveness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Magic Level d6 rounds
- 🪄 Spell Point Cost: 3

Hermeticism

Open

The caster is able to open locked, non-magical objects such as doors, chests or other locks.

In addition to normally locked locks, the caster is able to open magically locked locks with a seal of the Power of the spell.

Magic level 5+: The spell opens all locks.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⏳ Actions: 1
- ⏳ Duration: Instant
- 🪄 Spell Point Cost: 3

Bloodlust

The enchanted man falls into an uncontrollable bloodlust. His mental abilities have atrophied to the point that he can barely tell friend from foe. His combat stats (shooting, hand to hand combat, and throwing) each increase by **Power** points.

Education, Logic, and Deftness decrease by **magic level** points. The enchanted feels no pain or exhaustion, only an uncontrollable desire to fight. After the spell falls from him, he collapses unconscious.

- 🎲 Spell Casting: Willpower
- ⚡ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Power rounds
- ⚡ Spell Point Cost: 7

Magic analysis

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

- 🎲 Spell Casting: Apprehension
- ⚡ Arcana: 1
- ↔ Range: 40
- ● Shape: –
- ⏳ Actions: 2
- ⏳ Duration: Instant
- ⚡ Spell Point Cost: 5

Absorb magic

The caster can absorb arcana from a magical object or creature. Arcana **power**+**magic level** is transferred from the target to the caster.

A magical creature rolls on its willpower. For each success on this roll, the amount of arcana transferred is reduced by 1.

- 🎲 Spell Casting: Logic
- ⚡ Arcana: 1
- ↔ Range: 15
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- ⚡ Spell Point Cost: 5

Expolitio

The caster can cleanse an area of *spellpower* square steps in size of any contamination. The cleaning is instantaneous and removes dirt and odours.

- 🎲 Spell Casting: Deftness
- ⚡ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- ⚡ Spell Point Cost: 3

Aevum

The ritual requires extensive preparation. Thus, the most precise preparation of the hermeticist as well as that of the target person is required.

The hermeticist activates the spell at the very beginning of the ritual. Over the whole time he has to maintain this spell, which devours a considerable amount of magic. Every single day he has to spend two hours of meditation, working on the painting. The painting must be created solely by the Hermeticist.

The target needs no preparation other than the realisation to become fleshless. For this purpose, he should torture himself with all kinds of burning, poisoning and the like to facilitate the completion of the ritual.

At the time of performance, the hermeticist only has to maintain the sphere with his concentration and control the arms. Scenery as well as atmosphere are irrelevant, as in most hermetic acts.

During the time of the creation of the image, the hermeticist binds the spirit and soul of the target person to it. At the time of execution, a sphere of pure magic is created not far from the painting, which mostly floats in the air in a semi-transparent matt white. This sphere forms arms which glide like hoses over the heads of the victims to be provided. With a continuous humming sound, the sphere collects the innards of the victims and then condenses them into the image.

The hermeticist thus creates a firm bond between the spirit and soul of the target person and the painting. The spirit in the painting is able to enter any person in the immediate vicinity of the painting at any time within one second. The target person then lives on in this person until his or her death or an exorcism, and then enters the painting again. It completely dominates the person, feels their feelings and lives completely in them. This process of dominating and regressing only comes to an end once the image is destroyed or the target person has returned to the image four times. After that, he remains in the image.

The created image is itself almost indestructible. It is considered an artefact of the Hermeticist level and requires the same effort to destroy as any other artefact of that level. Only immense magical influence or divine work can destroy the object.

The target can enter the image **power**+**magic level** times before being trapped inside.

🎲 Spell Casting: Deftness
✨ Arcana: 1000
↔ Range: 0
● Shape: -
⏳ Actions: 1000
⏳ Duration: Instant
✨ Spell Point Cost: 80

Arrest

The victim of the enchantment is trapped in the place where it is for **power**+**magic level** combat rounds. It is able to act normally and can also attack, but cannot move from the spot.

🎲 Spell Casting: Attractiveness
✨ Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Power rounds
✨ Spell Point Cost: 5

Freeze

The victim freezes in place for **Strength** actions. It is fully conscious and all senses function normally. However, physical actions or attacks are not possible.

At the start of each action, the victim rolls for willpower, increasing the minimum roll by the **magic level**. If the roll is successful, the stun is lifted and the action is available to the victim. The difficulty of the minimum roll decreases by 1 after each roll.

🎲 Spell Casting: Deftness
✨ Arcana: 2
↔ Range: 0
● Shape: -
⏳ Actions: 1
⏳ Duration: Power actions
✨ Spell Point Cost: 5

Dilatio

The caster creates a momentary spontaneous portal under himself, into which he is immediately sucked. He creates another portal at a location that is at most **Power***10 steps away from his current position.

Without any delay he appears at the desired destination.

- 🎲 Spell Casting: Deftness
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⌛ Actions: 1
- ⌛ Duration: Instant
- ✨ Spell Point Cost: 7

Invisibility

The caster shrouds himself or another being in an arcane cloak of reflecting light, rendering their form unrecognisable.

For the duration of the spell, the target gains **Strength** to the Stealth skill.

- 🎲 Spell Casting: Deftness
- ✨ Arcana: 1
- ↔ Range: 1
- ● Shape: –
- ⌛ Actions: 1
- ⌛ Duration: Magic Level minutes
- ✨ Spell Point Cost: 5

Extreme performance

The caster can temporarily increase a Persona Attribute, Combat Skill (Shooting, Hand to Hand Combat, or Throwing), or Evasion to extreme levels for a difficult task. The chosen value increases by **magic level***2 points for a period of **Power** minutes.

- 🎲 Spell Casting: Willpower
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⌛ Actions: 1
- ⌛ Duration: Power minutes
- ✨ Spell Point Cost: 7

Unseen, unnoticed

The magician appears to his surroundings as nothing in the truest sense of the word. No attention is paid to him, people bump into him on the street, but do not care. Even if he addresses someone, he is ignored. If he manages to attract someone's attention, they immediately forget about him as soon as he withdraws from them.

This spell is not a transformation of the caster, but a mass hypnosis. As a result, the caster cannot be detected even by clairvoyance spells like Recognize Life. His aura is just as visible as ever, but no attention is paid to it.

Someone who specifically searches for the caster is entitled to a Perception check in order to discover him nevertheless. If this is done with **Power** successes, the hypnosis effect falls off the seeker and he can perceive the caster normally again.

The caster must succeed in a test of willpower against the minimum roll **magic level***2 after the spell to avoid falling into a deep depression.

- 🎲 Spell Casting: Willpower
- ✨ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⌛ Actions: 1
- ⌛ Duration: Power hours
- ✨ Spell Point Cost: 7

(Needs concentration)

Spirit of wine

The caster gestures to drink a glass of wine. As he does so, he murmurs the name of the spell.

Up to **magic level** victims of the spell instantly experience a drunken stupor that causes them to stagger and makes any normal action difficult. the minimum roll for all rolls is increased by 2. The spell's effect lasts a maximum of **Power***10 minutes.

Each victim of the spell may make a WillPower roll. If the roll reaches successes equal to the **Power** of the spell, it resists the spell.

- 🎲 Spell Casting: Willpower
- ✨ Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⌛ Actions: 1
- ⌛ Duration: Power*10 minutes
- ✨ Spell Point Cost: 7

Veil of oblivion

This spell allows the caster to manipulate his victim's memories of an event that occurred in the last **Power** hours. For **magic level***10 minutes, the victim forgets to perform a task specified by the caster and related to the event in question (for example, alerting the guards). If he is reminded of the task by anything or anyone, the spell immediately falls off him.

The victim may make a WillPower roll. If he succeeds according to the **Power** of the spell, it is not manipulated.

- ⚃ Spell Casting: Willpower
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧖ Actions: 1
- ⧖ Duration: Magic Level*10 minutes
- 🪄 Spell Point Cost: 5

Necromancy

Animate object

The moment the ritual is completed, the caster binds a simple spirit into the chosen object, which performs a simple action on the object.

Unlike the Animate Weapon ritual, the basic idea of this ritual is rather peaceful, so the most common uses of this ritual are to make crystal balls swirl glowing mist, or to make candlesticks light the candles as soon as the room is entered.

In the ritual, the caster must determine who and how the trigger is. For some things, like the mentioned crystal balls, it makes sense if this is only a certain touch of the user, for the mentioned candlestick rather everyone who comes within a certain range around the candlestick.

The object remains animated up to **power**+**magic level** hours.

- ⚃ Spell Casting: Charm
- 🪄 Arcana: 5
- ↔ Range: 0
- ● Shape: -
- ⧖ Actions: 15
- ⧖ Duration: Power+Magic level hours
- 🪄 Spell Point Cost: 5

Spirit protection

The caster invokes the protection of the spirits. The protection of **Power** people increases by 3 normal protection for **magic level** combat rounds, the Resistance value increases by 3.

- ⚃ Spell Casting: Logic
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧖ Actions: 1
- ⧖ Duration: Magic Level rounds
- 🪄 Spell Point Cost: 5

Living armor

The caster creates **Power** living armors. The armors can perform simple defense and attack missions. They have 4 possible wounds and wield swords with a penetration of 0 and 3+**magic level** dice.

▨ Spell Casting: Charm
⚚ Arcana: 2
↔ Range: 0
● Shape: –
⌛ Actions: 1
⌛ Duration: Power rounds
⚚ Spell Point Cost: 9

Voice of the dead

The caster places an object of the dead in front of him, closes his eyes and concentrates on the object and the realm of the dead.

The caster goes into a light trance, his voice changes and resembles that of the dead, the more personal the object is and the more the caster knows about the dead. The caster can ask **power**+**magic level** questions to the dead, which will be answered with yes/no to. The dead the must answer also before his death could have given.

▨ Spell Casting: Apprehension
⚚ Arcana: 2
↔ Range: 0
● Shape: –
⌛ Actions: 1
⌛ Duration: Instant
⚚ Spell Point Cost: 7

Spirits advice

The caster can ask **Power** questions to the spirit world, which will be answered if the spirits are willing. The questions must allow a simple yes/no answer.

Magic level ghosts appaer to answer possible questions.

▨ Spell Casting: Apprehension
⚚ Arcana: 1
↔ Range: 0
● Shape: –
⌛ Actions: 1
⌛ Duration: Instant
⚚ Spell Point Cost: 5

Simple service spirit

The caster rubs his hand with bone dust, draws a pentagram in the air and concentrates on the spirit.

At the moment the ritual is finished, the service spirit appears in the place of the pentagram. The service spirit performs a simple service for its master, the service can consist of max **Power** things. The service spirit is not able to directly harm a living being or object. Examples of services include delivering very short messages (max **Power** words to one person, or 1 word to a total of **Power** people), notifying the caster when one of **Power** certain events occurs, or even gathering **Power** apples.

Magic level 4+: The ghost can also harm people.

▨ Spell Casting: Charm
⚚ Arcana: 1
↔ Range: 0
● Shape: –
⌛ Actions: 15
⌛ Duration: Instant
⚚ Spell Point Cost: 7

Animate Weapon

The caster forms an incantation circle around the weapon to be animated.

At the moment the ritual is finished, the caster binds a spirit to the anointed weapon. This spirit inflicts additional **Power** wounds on the victim, in addition to the weapon's usual wounds. The weapon is considered a magical weapon, but can only be used by the caster. Anyone else who attempts to use the weapon will themselves be attacked by the spirit. The appearance of the ghost can be freely determined by the caster.

The weapon can be used to attack **magic level***5 times before the ghosts leaves the weapon.

▨ Spell Casting: Charm
⚚ Arcana: 5
↔ Range: 0
● Shape: –
⌛ Actions: 15
⌛ Duration: Magic Level*5 actions
⚚ Spell Point Cost: 15

Animate body

The moment the ritual is finished, the caster binds a simple spirit into a dead body, which controls the body and performs simple commands. The movements are slow, and since only normal movements are available to it, the body should be chosen prudently beforehand. A doll or corpse can walk, a ball can roll but cannot climb stairs, for example.

The caster can take direct control of the body as if he were inside it. However, this costs 1 arcana per **Power***5 minutes, and any damage the body suffers, the caster's body suffers as well.

The spell ends after **magic level** hours.

- 🎲 Spell Casting: Charm
- ✨ Arcana: 3
- ↔ Range: 0
- ⬤ Shape: –
- ⏳ Actions: 15
- ⏳ Duration: Magic Level hours
- ✨ Spell Point Cost: 7

Possession

The caster draws a pentagram on the target's forehead and concentrates on the spirit and the target.

In this ritual, the caster allows a spirit to enter the target's body. The spirit can be a service spirit, a free spirit or the spirit of the caster. In the latter case, the caster's body slumps, does not react, breathes slowly and stares into the void when his eyes are opened. The target is (**power**+**magic level**)*10 minutes under the control of the spirit driven into it, which can control the entire body (run, punch, fight, speak, etc.).

Should the target's body die during the possession, the spirit abruptly disappears from the body and returns to its sphere. If the target's body dies while the caster is in it, the caster's spirit returns to its original body and the caster is unconscious for 3W6 minutes.

- 🎲 Spell Casting: Willpower
- ✨ Arcana: 3
- ↔ Range: 0
- ⬤ Shape: –
- ⏳ Actions: 15
- ⏳ Duration: (Power+Magic level)*10 minutes
- ✨ Spell Point Cost: 11

Deathly Cold

The moment the caster touches his target, a terrible cold spreads from the place of the touch, causing **magic level)** wounds per combat round. The caster can cancel the spell at any time, but if it is not canceled, it ends when the target is completely cooled and dead.

The victim rolls a Resistance roll at the beginning of each combat round before taking damage. If the roll succeeds with at least **Power**, the spell ends and no more damage is done.

- 🎲 Spell Casting: Strength
- ✨ Arcana: 2
- ↔ Range: 0
- ⬤ Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- ✨ Spell Point Cost: 9

Exorcise spirit

The caster chooses up to **Power** spirits or beings ruled by spirits. The spirits are banished and leave their earthly existence.

- 🎲 Spell Casting: Logic
- ✨ Arcana: 3
- ↔ Range: 0
- ⬤ Shape: –
- ⏳ Actions: 1
- ⏳ Duration: Instant
- ✨ Spell Point Cost: 5

Ghostly body

The caster closes his eyes, thinks the verse "My body, a spirit" and then opens his eyes again.

The caster is able to perform all the actions of a spirit, e.g. see, touch things, cast spells unless ingredients are needed or within reach, fly, move through inanimate objects, etc. The spell can be dropped at any time, causing the caster to take on their normal physical form, but without clothing.

The spell can be dropped at any time, causing the caster to take on their normal physical form, but without clothing as this is not transformed with them. Objects strongly familiar to the caster should probably also be carried in ghost form. As spirits are immune to non-magical weapons and attacks, so is the caster.

The caster can also be banished in spirit form. When exorcised, the caster ends up unconscious in his body for 2W6 minutes at the point where he started the spell.

The spell lasts for **power**+**magic level** minutes.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
● Shape: –
⧗ Actions: 2
⧗ Duration: Power+Magic level minutes
🪄 Spell Point Cost: 4

Death Vision

The victim is tormented by a very realistic vision of his death, the manner of death can be determined by the caster. The vision includes dying, the rotting of the flesh and the decay of the bones to dust. The victim does not take any physical harm from the spell, though there is a possibility that he may be traumatized by the death vision. For the duration of the spell, the victim is barely capable of any meaningful action.

The victim can attempt to abort the spell with a will-Power check. This requires as many successes as the spell has **Power**.

The spell lasts until the willPower check is successful.

🎲 Spell Casting: Apprehension
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Special rounds
🪄 Spell Point Cost: 9

Call animal spirit

The caster draws a pentagram in the ground and concentrates on the animal spirit.

At the moment the ritual is finished, the animal spirit appears in the place of the pentagram. The animal spirit performs **Power** simple services for its master. The services must be simple and involve only one action, e.g. a ride that begins with mounting and ends with dismounting, or help in a fight against an opponent. The values of the animal spirit correspond to those of the normal animal, raised by **magic level** points.

🎲 Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 0
● Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 7

Demonology

Unnatural growth

The caster crouches down and cuts his flesh with a ritual dagger so that blood drips onto the floor. He closes his eyes and imagines the growth.

The form he imagines grows out of the caster's body. The surface and the appearance are based on the appearance of the archdemon or his servants who are attached to him. The caster can thus create a body part of almost any shape, which can be moved almost at will. The body part can have a length of **power** meters.

🎲 Spell Casting: Deftness
🪄 Arcana: 2
↔ Range: 0
⬤ Shape: –
⧗ Actions: 1
⧗ Duration: Magic Level hours
🪄 Spell Point Cost: 9
(Needs concentration)

Brood

The demonologist stabs the demon he has previously summoned with his ritual weapon.

The demonologist splits the being into **power** independent demons. The demons act independently and must also be bound independently (if the original demon was not already) and banished. Only lesser beings can be divided, not servants or even archdemons. A pactier is able to divide the direct servants of the archdemons.

Magic level 4+: Direct servants can be divided also.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 1
⬤ Shape: –
⧗ Actions: 1
⧗ Duration: Instant
🪄 Spell Point Cost: 5

Mephitic Cloud

Summons a cloud of poisonous gas that lasts for **magic level** d6 combat rounds. The cloud has a diameter of **Power** steps and can be summoned up to 15 paces away from the caster.

If a character ends his combat round inside the cloud, he receives "Poisoned 2" and 2 wounds. If a character crosses the cloud without ending their combat round inside, they receive 'Poisoned 1'.

🎲 Spell Casting: Charm
🪄 Arcana: 2
↔ Range: 15
⬤ Shape: Cloud
⧗ Actions: 1
⧗ Duration: Magic Level d6 rounds
🪄 Spell Point Cost: 8

Maw

At any point within range, a maw **magic level** meters in diameter and **power** meters deep opens up.

- ▦ Spell Casting: Charm
- ⚡ Arcana: 3
- ↔ Range: 10
- ● Shape: Circle
- ⧗ Actions: 1
- ⧗ Duration: 5 minutes
- ⚡ Spell Point Cost: 11

Pact

Only a few who have made a pact with an archdemon have reported how the pact took place, but some facts are known, the demonologist must make contact through one of the servants. Demonologists have an easier time of it, as they are able to summon them. Other alignments must go to one of the demon's places of worship.

Once a caster has made contact, the demon takes control, usually for this purpose the demon opens a portal into its globe of the demon sphere, only those who can cross this threshold without perishing have any chance of a pact.

What exactly happens in the demon sphere is uncertain, but there are reports of cruel trials that the gifted have to endure, even the strongest usually return broken.

If the pact is successfully concluded, the demonologists return as other beings. Mostly only the appearance reminds of the one who entered the portal.

In any case, the pactors are now subordinates of the demon, disobedience is punished, immediately and from within, it does not matter where the pactor is. The pact binds demon and demonologist across all spheres and ailments.

At the beginning, some particularly powerful demonologists are still able to resist and even assert their own will against the demon, but sooner or later all pactors are subordinate to their master.

With the conclusion of a pact, not only is one's life committed to the demon, but also any existence after death. The demonologist only dies when the demon allows it, otherwise he is merely drawn into the demon sphere to be released again by the demon at will.

It is said that there are demons who withdraw the pact from pactors, which would be the only possibility for a pactor to return to a halfway normal life, but most of them prefer to kill the demonologist or make him a lowly subordinate if he resists.

- ▦ Spell Casting: Deftness
- ⚡ Arcana: 12
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 100
- ⧗ Duration: Instant
- ⚡ Spell Point Cost: 30

Demonic Form

The demonologist crouches down, cuts his flesh with the Ritual Weapon and drips the blood onto the element attached to the Archdemon (For mist, water is enough, magic implies a Magical Artefact).

The demonologist transforms into the form of one of the servants of his bonded archdemon. In doing so, he partially assumes the demon's abilities, though the body is just as vulnerable as in his human form. In addition, the demonologist gains only the demon's physical abilities at its normal human size, and no magical abilities at all.

The transformation lasts **power** minutes. He receives a bonus of **magic level** points on an appropriate attribute.

- ▦ Spell Casting: Deftness
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 4
- ⧗ Duration: Power minutes
- ⚚ Spell Point Cost: 5

Demonic vision

The vision of the caster changes, and he perceives the world with the vision of a demon. He recognizes all occurrences of demonic origin clearly and luminously even through walls, but is also limited to some extent by the distortion of the sight. In addition, the caster can accurately detect magical activity in his field of vision.

The spell lasts **power**+**magic level** rounds.

- ▦ Spell Casting: Apprehension
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power+Magic level rounds
- ⚚ Spell Point Cost: 5

Deadly stone

The caster leads an attack with a stone weapon. Usually a ritual dagger is used.

If the attack is successful, the weapon melts into two tentacle-like outgrowths of liquid stone in the victim's body. The damage potential of the weapon is **power**+**magic level** dice, but it also takes 2 actions to pull the weapon out again (the outgrowths are already gone when you pull them out).

- ▦ Spell Casting: Strength
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚚ Spell Point Cost: 7

Shadow Split

The 'Shadow Split' is a powerful and cruel spell that summons the dark forces of the Demon Sphere to tear apart an opponent's joints with unimaginable force. The caster summons dark, tentacle-like shadows that wrap themselves around the target's limbs and pull the joints apart with an eerie crack. In the worst case, this can lead to the complete loss of the affected limb.

If the target is wearing special armour such as bracers or greaves on the affected joints, the number of protection points will be deducted from the successes.

Target: A single living creature within the caster's line of sight.

Effect: The target suffers severe damage to the joints, resulting in considerable movement restrictions. With a particularly powerful cast, a limb can be completely severed. The damage is strength plus magic level.

Duration: Immediate effect, with continued movement restrictions until the target is healed.

Side effects: Using this spell may attract the attention of dark forces that may haunt the caster in the future.

- ▦ Spell Casting: Strength
- ⚚ Arcana: 2
- ↔ Range: 10
- ● Shape: Beam
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚚ Spell Point Cost: 5

Black call

The caster summons the appearance of a lesser demon into the world. The servant appears within the next 3d6 minutes. No binding takes place, the creature has its own will. For **Power***10 minutes the demon remains in the world.

The minimum roll for this spell is 7-**magic level**. Modifiers for character are applied after that.

- 🎲 Spell Casting: Charm
- ✨ Arcana: 5
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 5
- ⧗ Duration: Power*10 minutes
- ✨ Spell Point Cost: 15

Bind demonic being

The demonologist has to look into the eyes (if any) of the being he wants to bind and has to face its will.

If the spell succeeds, the demonologist gains control over a demon. If the demon is unbound, the mere casting of the spell is enough to bind it. However, if the demon has already been controlled by another demonologist, it is necessary to first (before casting the spell) perform a magical comparison (comparison roll spell casting) against the controlling caster. If this fails, the demon remains under the dominion of its original master. If the spell fails after a won magic comparison, the demon is no longer subject to any master.

The minimum roll of the spell is modified according to the being to be bound:

- **Lower Demon**: -2
- **Higher Demon**: 2
- **Servant of an Archdemon**: 20
- **Arch Demon**: 100

The minimum roll is reduced by the **magic level**.

- 🎲 Spell Casting: Willpower
- ✨ Arcana: 1
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ✨ Spell Point Cost: 7

Breath of Wisgu

Foul-smelling slime, blood, and filth are flung from the caster's mouth. Anyone who comes into contact with the substances is completely consumed by an unnatural disgust for a time of **Power***2 rounds and is given the condition Shocked **magic level**.

After the effect time, the slime remains.

- 🎲 Spell Casting: Strength
- ✨ Arcana: 1
- ↔ Range: 5
- ● Shape: Cone
- ⧗ Actions: 1
- ⧗ Duration: Power*2 rounds
- ✨ Spell Point Cost: 5

Banning circle

The demonologist draws a pentagram in a border in the floor or ceiling with the dagger or another object. The pentagram may have a maximum diameter of **power** meters. The more powerful the demon, the more complex the drawing.

The outer border of the pentagram can be broken by a demonic being from the outside to the inside, but not in the opposite direction. Usually a spell circle is drawn around an incantation circle to hold the demon in place until it binds. However, places can also be protected by the spell circle independently of summons. Within the spell circle, the demon has no magical or demonic powers, but does have the abilities of its physical form.

The following paraphernalia have an effect on the minimum roll of the spell circle :

- **Suitable environment, rest**: -1
- **Banishing circle is made of blood**: -2
- **5 candles**: -1
- **Each additional demonologist**: -1
- **The stars are right**: -10
- **Animal Sacrifice (each)**: -2
- **Human sacrifice (each)**: -5
- **Temple nearby**: 20
- **day**: 5
- **Priest nearby**: 10
- **Consecration water nearby**: 5
- **Superior Demon**: 10
- **Arch Demon**: 100

If the spell is reversed, the spell circle also applies in reverse. It will not let a demon in, but it will let it out. In this way, a demonologist can draw an additional circle around himself.

- 🎲 Spell Casting: Logic
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: Circle
- ⧗ Actions: 6
- ⧗ Duration: Power+Magic level nights
- 🪄 Spell Point Cost: 5

Globulus

The caster creates a hiding place by creating a bubble in the demon world into which he and **Power***2 other characters are translocated. The bubble is created somewhere in the demon world, is transparent, and allows odor but nothing else to pass through. After the spell is completed, the characters in the bubble are translocated back.

The globe persists for **magic level***5 minutes.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level*5 minutes
- 🪄 Spell Point Cost: 7

(Needs concentration)

New flesh

The caster touches the wound of the target. He strokes it and speaks the name of the patron.

The wound of the target closes completely. Any damage associated with the wound is erased. The wound closes with new flesh, and the wounded person immediately feels as if reborn. The new flesh that is created, however, is demonic in nature. It is an indefinable substance that naturally combines with human flesh. No one can say how the new flesh will behave in the future, whether it will be accepted by the body, or whether completely unexpected effects will occur.

The spell heals (**power**+**magic level**)*2 wounds.

- 🎲 Spell Casting: Conscientiousness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 11

Call demon

The rules for invoking a demon are as varied as they are controversial. It has been proven that the invocation benefits from the provision of various paraphernalia. There are also some peculiarities in the action that have a positive effect on its success. In general, it can be said that the invocation should take place in a suitable atmosphere and is a direct calling of the demon on the part of the demonologist. So it is also possible to make an invocation without any preparation only with the verse.

The following paraphernalia have an effect on the minimum roll of the Invocation :

- **Magic level**: -**magic level**
- **Suitable environment, silence**: –1
- **Heptagram drawn**: –1
- **Heptagram is made of blood**: –2
- **Sigil drawn**: –1
- **Player draws sigil from hand**: –10
- **7 candles**: –1
- **Each additional demonologist**: –1
- **The stars are right**: –10
- **Animal Sacrifice (each)**: –4
- **Human sacrifice (each)**: –10
- **Ban circle drawn**: obligatory
- **Temple nearby**: 20
- **day**: 5
- **Priest nearby**: 10
- **Holy water nearby**: 5
- **A sacrifice begins to pray**: 2 (each).
- **Lesser demon is summoned**: –1
- **Higher demon is summoned**: 5
- **Servant of an Archdemon is summoned**: 30
- **Arch demon is summoned**: 100

Calling a demonic being does not include binding the demon.

🎲 Spell Casting: Charm
🪄 Arcana: 4
↔ Range: 0
● Shape: -
⌛ Actions: 10
⌛ Duration: Instant
🪄 Spell Point Cost: 10

Web

The caster throws a piece of demonic nature (artefact, demonic object or new flesh) at the place over which the sphere is to be created. Then he waits until he is heard.

Tentacles of demonic substance grow into a grid-like sphere of max **power** steps. The tentacles have a strength of 500 wounds and are therefore almost impossible to cut. The net can both lock in and lock out living creatures.

🎲 Spell Casting: Charm
🪄 Arcana: 1
↔ Range: 0
● Shape: Sphere
⌛ Actions: 2
⌛ Duration: Magic Level nights
🪄 Spell Point Cost: 5

Astral Magic

Greater magic analysis

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

▦ Spell Casting: Apprehension
⚡ Arcana: 1
↔ Range: 60
● Shape: Sphere
⌛ Actions: 1
⌛ Duration: Instant
⚡ Spell Point Cost: 5

Path of the stars

A bright star shows the caster the way to his intended destination.

▦ Spell Casting: Apprehension
⚡ Arcana: 1
↔ Range: 0
● Shape: -
⌛ Actions: 1
⌛ Duration: Power+Magic level nights
⚡ Spell Point Cost: 3

Irradiate

The caster stares at the target and summons the light of the sun. Bright rays come out of his eyes and hit the target directly in the face.

The rays blind the target, who can barely see. All Perception rolls and attacks have a minimum roll increased by **magic level**.

The spell remains active for **power** combat rounds.

▦ Spell Casting: Strength
⚡ Arcana: 1
↔ Range: 0
● Shape: Beam
⌛ Actions: 1
⌛ Duration: Power rounds
⚡ Spell Point Cost: 5
(Needs concentration)

Silence of the cosmos

The caster calls upon the silence of the cosmos. This silence silences both the magical actions and the sounds. The area of silence has a diameter of **magic level** steps and moves with the caster.

The minimum roll for spells and magic knowledge is increased by 4 within the circle, including the caster. All sound is swallowed by silence. The caster cannot hear anything for the duration of the spell.

The spell lasts **power** minutes.

▦ Spell Casting: Charm
⚡ Arcana: 2
↔ Range: 0
● Shape: Circle
⌛ Actions: 1
⌛ Duration: Power minutes
⚡ Spell Point Cost: 8

Crystal barrier

At a point within reach, a barrier of grown crystals is formed, which is quite hard and therefore difficult to overcome. The crystals look like rock crystals, which grow out of the ground like normal crystals. The crystal barrier can have a maximum depth of **power** cm and a width of **power** meters. It takes about **magic level***5 rounds to punch through the barrier.

▦ Spell Casting: Charm
⚡ Arcana: 1
↔ Range: 5
● Shape: Wall
⌛ Actions: 1
⌛ Duration: Instant
⚡ Spell Point Cost: 5

Star message

The astrologer looks at the starry sky and murmurs repeatedly the message to be conveyed.

After about 35 minutes, individual stars of the celestial bodies begin to shine brighter than others. Skilled astrologers and astral magicians can read out of these constellations a message about one **power of the spell** sentence long, no matter where they are in the world.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: –
⌛ Actions: 1
⌛ Duration: Magic Level nights
🪄 Spell Point Cost: 3

Light of stars

After about 20 minutes the eyes of the caster begin to dull and he sees both day and night. Bright light does not blind the caster. However, in complete darkness, the caster cannot see. The spell lasts **power**+**magic level** hours.

🎲 Spell Casting: Attractiveness
🪄 Arcana: 1
↔ Range: 0
⬤ Shape: –
⌛ Actions: 1
⌛ Duration: Power+Magic level hours
🪄 Spell Point Cost: 5

Lizard Folk Magick

Swamp Fever

The target takes damage equal to the spell's **power** each day the curse is active. In addition, all physical attributes are reduced by the amount of **magic level**.

🎲 Spell Casting: Attractiveness
🪄 Arcana: 4
↔ Range: 0
⬤ Shape: –
⌛ Actions: 3
⌛ Duration: 1 weeks
🪄 Spell Point Cost: 12

Scale armour

The caster's body becomes covered in additional scales. He gains **spell power** normal protection and **magic level** bleed protection.

🎲 Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 0
⬤ Shape: –
⌛ Actions: 2
⌛ Duration: Instant
🪄 Spell Point Cost: 6

Blood Sacrifice Ritual

In a gruesome ritual, the caster sacrifices a small creature to temporarily increase any attribute by the amount of the caster's strength. The boost lasts for **magic level** hours.

- ⊞ Spell Casting: Conscientiousness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 3
- ⧗ Duration: Magic Level hours
- 🪄 Spell Point Cost: 10

Shadow Step

The caster fuses with the shadows, increasing their stealth by the **power** of the spell.

- ⊞ Spell Casting: Quickness
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 2
- ⧗ Duration: Magic Level minutes
- 🪄 Spell Point Cost: 6

Mind ban

The target rolls with their logic value, the roll is made more difficult by the **spell power**.

If the roll fails, the target is forced to obey the caster's commands until the spell expires or is cancelled.

- ⊞ Spell Casting: Willpower
- 🪄 Arcana: 3
- ↔ Range: 10
- ● Shape: -
- ⧗ Actions: 3
- ⧗ Duration: Magic Level*5 hours
- 🪄 Spell Point Cost: 12

Acid Thorn

A sharp acid thorn is hurled at the target, causing poison damage equal to the spell's **power**. The thorn has piercing **magic level**.

- ⊞ Spell Casting: Strength
- 🪄 Arcana: 2
- ↔ Range: 15
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 6

Decomposition

Causes the target's flesh to rot, dealing direct damage and attribute loss based on the spell's **power**+**magic level**. The target of the spell chooses the attributes and distributes the penalty points among them.

The attribute penalties are not removed until the damage is fully healed.

- ⊞ Spell Casting: Strength
- 🪄 Arcana: 4
- ↔ Range: 15
- ● Shape: -
- ⧗ Actions: 2
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 10

Snake Eyes

The caster fixes the target with a hypnotic gaze, paralysing it for rounds equal to the spell's **power**+**magic level**.

- ⊞ Spell Casting: Willpower
- 🪄 Arcana: 3
- ↔ Range: 10
- ● Shape: -
- ⧗ Actions: 3
- ⧗ Duration: Spell Power rounds
- 🪄 Spell Point Cost: 9

(Needs concentration)

Crawling Fear

All creatures within range of the spell make a Willpower roll, made harder by the **power** of the spell.

Those who fail the roll will flee from the lizard in panic.

🎲 Spell Casting: Willpower
🪄 Arcana: 4
↔ Range: 15
● Shape: -
⏳ Actions: 4
⏳ Duration: Magic Level minutes
🪄 Spell Point Cost: 10
(Needs concentration)

Lizard Call

Summon a number of small lizards that will obey simple commands. The number summoned is equal to the **power** of the spell.

🎲 Spell Casting: Charm
🪄 Arcana: 3
↔ Range: 0
● Shape: -
⏳ Actions: 3
⏳ Duration: Magic Level hours
🪄 Spell Point Cost: 8

Venomous Bite

The caster receives a poison bite for **magic level** rounds of combat, dealing additional poison damage equal to the spell's **power** when hits are scored.

🎲 Spell Casting: Strength
🪄 Arcana: 3
↔ Range: 0
● Shape: -
⏳ Actions: 2
⏳ Duration: 3 rounds
🪄 Spell Point Cost: 7

Whiff of acid

The caster spits out a cloud of acid that causes damage to all targets in the area of effect equal to the spell's **power**+**magic level**.

🎲 Spell Casting: Strength
🪄 Arcana: 2
↔ Range: 5
● Shape: Cloud
⏳ Actions: 2
⏳ Duration: Instant
🪄 Spell Point Cost: 8

Dark Vision

The caster can see up to **power** × **magic level** steps in total darkness.

🎲 Spell Casting: Deftness
🪄 Arcana: 1
↔ Range: 10
● Shape: -
⏳ Actions: 1
⏳ Duration: 8 hours
🪄 Spell Point Cost: 5

Chimerology

Adapt ability

The caster touches an animal and begins to murmur the verse repeatedly.

If the spell is successful, the gifted person receives the animal's ability for **power** hours. For example, he grows wings capable of flight or receives the nose of a dog. The associated transformation can take several minutes and can sometimes be extremely painful.

The caster gains a bonus of **magic level** to an attribute corresponding to the animal.

- 🎲 Spell Casting: Willpower
- 🪄 Arcana: 2
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 1
- ⧗ Duration: Power hours
- 🪄 Spell Point Cost: 8

Unholy bond

The caster presses all the animals he wants to unite tightly together for the whole duration of the action and casts the spell.

The animals unite to form a chimera for **power***10 minutes as specified by the caster. When the spell expires or is cancelled, they separate again to their original form. The chimera is aggressive and not under the caster's control.

The chimera may consist of a maximum of **magic level** animals.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 3
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 30
- ⧗ Duration: Instant
- 🪄 Spell Point Cost: 12

Leviathan creation

The eggs of a crocodile are wrapped in black cloth beforehand.

The caster encloses one or more crocodile eggs with his hands and speaks the verses of the leviathan creation on them. The eggs are then kept in a dark and warm environment until they hatch.

Magic level small leviathans hatch from the eggs in 10-**power** months.

- 🎲 Spell Casting: Deftness
- 🪄 Arcana: 4
- ↔ Range: 0
- ● Shape: -
- ⧗ Actions: 10
- ⧗ Duration: 10-Power months
- 🪄 Spell Point Cost: 12

(Needs concentration)

Curses

Madaeus flu

The caster must speak the curse while touching the victim.

The victim falls ill with Madeus flu the next day. Throat and pharyngeal complaints, in addition to a slight fever and coughing irritations characterize the clinical picture. The victim remains sick until he is either magically cured or at least two other people are naturally infected. The flu is never fatal, but it is perceived as an annoying, unpleasant nuisance. The "contagion rate" is **magic level***10 % per day of stay in the company of a cursed person.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Deftness
- ⚡ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 3
- ⧗ Duration: Instant
- ⚡ Spell Point Cost: 5

Bad luck

The caster must speak the curse while touching the victim.

The victim of the curse receives a "bad luck" value equal to the strength of the spell for the duration of the curse.

The victim, after making a roll for their actions, must roll on the "bad luck" value. If the "bad luck" roll shows a success, the action fails.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Willpower
- ⚡ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Power+Magic level hours
- ⚡ Spell Point Cost: 5

Curse of the mind

The caster must cast the curse while writing the victim's name on a piece of paper or parchment.

The caster enters a trance-like state in which he bleeds the preferably stunned victim. The curse is transferred to the one whose name is written on the paper and on whom the caster has focused his hatred. After that, the caster falls into a swoon that turns into a restless sleep.

The victim bleeds from all pores as long as the curse lasts. Blood leaks from his eyes and nose, and the victim takes **magic level** d6 wounds per day.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Strength
- ⚡ Arcana: 3
- ↔ Range: 40
- ● Shape: –
- ⧗ Actions: 10
- ⧗ Duration: Power months
- ⚡ Spell Point Cost: 5

(Needs concentration)

Paralysis of self

The caster must speak the curse while touching the victim.

The victim's tongue and limbs feel heavy and do not want to do their job properly. All physical attributes except Resistance are reduced by 1 with all consequences. The curse lasts **power**+**magic level** hours.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▨ Spell Casting: Willpower
- ⚡ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Power+Magic level hours
- ⚡ Spell Point Cost: 5

Self blame

The caster must speak the curse while touching the victim.

The victim does not feel the curse until he makes the first strike/shot against any target.

The damage caused to a target by a hit from the cursed one comes back to him 1 to 1, he suffers the same hits as the attacked one. The curse lasts **magic level** attacks from the cursed.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▦ Spell Casting: Willpower
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Instant
- ⚚ Spell Point Cost: 5

Fear

The caster must cast the curse while touching the victim.

The victim panics and thinks only of escape for the next **magic level** d6 minutes. The victim escapes the curse with a successful Courage roll. The minimum roll for this is increased by the spell's power.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▦ Spell Casting: Willpower
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Magic Level d6 minutes
- ⚚ Spell Point Cost: 5

Aging

The caster must cast the curse while touching the victim.

Shortly after the cursing, the victim starts to feel the first effects. The cursed person feels weakened, which, in addition to the unpleasant feeling, is manifested in the reduction of the values for strength, willpower, reaction, speed and perception by 1.

As long as the curse is active, these values decrease every day by another point. If one of the attributes reaches the value 0, the victim becomes bedridden and can no longer get up by himself.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▦ Spell Casting: Deftness
- ⚚ Arcana: 2
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 2
- ⧗ Duration: Power+Magic level years
- ⚚ Spell Point Cost: 5

(Needs concentration)

Shura's madness

The caster must speak the curse while touching the victim.

The victim is immediately seized by panic. The only thought that can be held for the next **magic level** d6 seconds is "GET AWAY HERE". However, the fear can be shaken off by a test of willpower. The minimum roll of this trial is increased by the strength of the spell.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

- ▦ Spell Casting: Willpower
- ⚚ Arcana: 1
- ↔ Range: 0
- ● Shape: –
- ⧗ Actions: 1
- ⧗ Duration: Magic Level d6 seconds
- ⚚ Spell Point Cost: 5

Drying out

The caster must cast the curse while touching the victim.

The victim loses **magic level** + 5% of his body fluid every day. By ingesting fluid, he can slow down the effect to 3%, but not completely prevent it. After the cursed person has lost 20% of his body fluid, one can already see the first signs of the deficiency. The skin becomes drier, the first sores appear. At 40%, the cursed is already weakened to the point that all attribute values are halved. From a fluid loss of 70% (now the skin seems to resemble a dry piece of leather) it is hardly possible for the cursed to stand up. Everything around him becomes blurred, and he has no way to take care of himself. Only when all liquid has escaped from the body, the cursed dies. Until that time, the fox keeps him alive.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

⊞ Spell Casting: Deftness
🪄 Arcana: 3
↔ Range: 0
⬤ Shape: –
⏳ Actions: 2
⏳ Duration: Power years
🪄 Spell Point Cost: 5

Appendix - Spell Templates

Basic

Easy to cast

The spell requires 1 arcana less, but at least 1.

🪄 Spell Point Cost: 5
✷ Arcana: -1

Quick Cast

The spell requires 1 less action, but at least 1.

🪄 Spell Point Cost: 3
✷ Actions: -1

Duration of effect

The effect duration of the spell is doubled.

🪄 Spell Point Cost: 3
✷ Arcana: +1

Twinspell

The spell affects one additional target. The effect occurs for all targets.

🪄 Spell Point Cost: 5
✷ Arcana: +1

Powerful Spell

🪄 Spell Point Cost: 3
✷ Power: +1

Long Range

The range of the spell is increased by 20.

🪄 Spell Point Cost: 2
✷ Range: +20

Affinity

Fire affinity

Changes the spell's variant to fire.

🪄 Spell Point Cost: 1
🪄 Affinity: Fire

Arcana Affinity

The element of the spell is changed to arcana.

🪄 Spell Point Cost: 1
🪄 Affinity: Arcana

Light Affinity

The element of the spell is changed to light.

🪄 Spell Point Cost: 1
🎇 Affinity: Light

Earth Affinity

The element of the spell is changed to earth.

🪄 Spell Point Cost: 1
🎇 Affinity: Earth

Mind Affinity

The element of the spell is changed to mind.

🪄 Spell Point Cost: 1
🎇 Affinity: Mind

Blood Affinity

The element of the spell is changed to blood.

🪄 Spell Point Cost: 1
🎇 Affinity: Blood

Water Affinity

The element of the spell is changed to water.

🪄 Spell Point Cost: 1
🎇 Affinity: Water

Nature Affinity

The element of the spell is changed to Nature.

🪄 Spell Point Cost: 1
🎇 Affinity: Nature

Air Affinity

The element of the spell is changed to air.

🪄 Spell Point Cost: 1
🎇 Affinity: Air

Demonic Affinity

The element of the spell is changed to demonic.

🪄 Spell Point Cost: 1
🎇 Affinity: Demonic

Energy Affinity

The element of the spell is changed to energy.

🪄 Spell Point Cost: 1
🎇 Affinity: Energy

Shape

Cone

The shape of the spell is a cone.

🪄 Spell Point Cost: 3
⬤ Shape: Cone

Wall

The shape of the spell is a wall.

🪄 Spell Point Cost: 3
⬤ Shape: Wall

Circle

The shape of the spell is a circle.

🪄 Spell Point Cost: 3
⬤ Shape: Circle

Cloud

The shape of the spell is a cloud.

🪄 Spell Point Cost: 3
⬤ Shape: Cloud

Sphere

Changes the spell's form to a sphere.

🪄 Spell Point Cost: 3
✱ Arcana: +1
⬤ Shape: Sphere

School

Transmutation

The school of the spell is changed to transmutation.

- 🪄 Spell Point Cost: 7
- 📖 School: Transmutation

Healing

The spell's school is changes to healing.

- 🪄 Spell Point Cost: 7
- 📖 School: Healing

Illusion

The spell's school is changed to illusion.

- 🪄 Spell Point Cost: 7
- 📖 School: Illusion

Divination

The spell's school is changed to divination.

- 🪄 Spell Point Cost: 7
- 📖 School: Divination

Abjuration

The spell's school is changes to abjuration.

- 🪄 Spell Point Cost: 7
- 📖 School: Abjuration

Conjuration

The spell's school is changed to conjuration.

- 🪄 Spell Point Cost: 7
- 📖 School: Conjuration

Control

The school of the spell is changes to control.

- 🪄 Spell Point Cost: 7
- 📖 School: Control

Damage

The school of the spell is changed to damage.

- 🪄 Spell Point Cost: 7
- 📖 School: Damage

Enchantment

The spell's school is changed to enchantment.

- 🪄 Spell Point Cost: 7
- 📖 School: Enchantment

Appendix - Foes

Sanguine Magic

Fleshgolem

A flesh golem is a grisly assortment of humanoid body parts stitched and bolted together into a muscled brute imbued with formidable strength. Powerful enchantments protect it, deflecting spells and all but the most potent weapons.

Independent entities

Animals

Ganark

Swarm eater

Ganark is a creature that can be found in enchanted forests. In terms of habitus he resembles a goblin, it gives him entertainment to confuse strangers.

The swarm eater is mainly native to the shallow regions of the large inland lake of [[yavon|Yavon]]. However, individual specimens can also be found in other areas of the long river. When fully grown, these fish reach a length of about one step. They are characterised by a green-brown striped upper side and a silvery underside. The tail fin is slightly rounded at the top.

The main food source of these animals are small schooling fish. This is where the name comes from.

Magical Beings

Animals

Druid

The wilderness is home to druids who worship an evil vampire because of his ability to control the weather and the beasts of the region. The druids are savage and violent, and each controls a host of twig blights, which fights until destroyed.

Zwarl

A distinctly large, obese furry beast that moves on two legs. It can measure up to 4 steps in height, but is no less strongly built in width. A full-grown Zwarl weighs about 2 pounds.

The humanoid-shaped body of the Zwarl is covered by a dense, dark brown fur, except for the facial area, which varies in length depending on the coldness of the environment. Its chunky hands and feet each have 5 toes.

Similar to the tree ripper, the Zwarl is found in forests of the temperate zones. Especially in the forests of the [[silkanda|Silkanda]].

As a rule, it is peaceful and playful. However, when it comes to protecting its own life, it can become quick-tempered and brutal. The Zwarl spends most of its life lying idly around, paying little attention to approaching [[menschen|Humans]] or predators, as they are usually unable to harm it.

In battle, it lashes out like a berserker. Due to its size, the Zwarl can hit up to three adjacent targets at once.

Magical Beings

Mad Mage

Magier

Animals

Slimehopper

The shape of a slimy hopper is most similar to that of a small bold, which moves stoutly and close to the ground. The name comes from the way it moves, the slime hopper moves with a hopping, almost staggering gait. Its dark body is covered with a slime that the slimehopper produces itself. The slime burns on the skin and causes a distinct reddening.

Wolf

There are wolves everywhere in the temperate regions of Tirakan. These pack animals are usually reserved, and stay away from people. When cornered or threatened, they become aggressive and can also attack humans.

Cave worm

These worms, up to three steps long, live in tunnels and pits mainly under the surface of Tirakan. Their mouths are peppered with sharp, long teeth. Although the worms are blind, they have an excellent sense of smell and hearing. Morgala leaders are known to use trained worms as mounts and in battle, and to use them to dig tunnels.

Tree ripper

Three-horned rhinoceros

A full-grown animal measures about three steps long and weighs about five centners. Its strong legs make it an excellent climber and fast runner. The tree-ripper feeds mainly on small animals and carrion, but does not shy away from attacking other creatures in bad times. Basically, any creature smaller than itself is a possible addition to its diet.

The tree ripper got its name when it was discovered. The explorer Asmuth Wilkossen fled from the animal up a tree. However, this was of little help to him, because the creature quickly tore the tree out of the ground and tried to kill it. His helpers came to his aid at the last second.

Hadidim-Lizard

Hadidim lizards are large flying lizards with a wingspan of up to 2 steps. They feed mainly on fish, but are not averse to the odd seabird. Hadidim lizards are only found on the narrow coastal strip and at the lakes and oases of [[al-bah-jira|Al Bah JiRa]]. They rarely pose a threat to [[menschen|Humans]], unless someone is foolish enough to try to steal the eggs of a hadidim mother from her nest.

Among the Kushiites, who live mainly in the city of Kerma, these animals are considered almost sacred.

Supposedly, if you believe those newfangled young scholars who study strange subjects like zoology, the three-horned rhinoceros is a relative of the elephant and the mammoth. But look at this animal! No trunk! The essential feature of the animals are the 3 horns. The front horn grows from the nasal bone, the middle and the rear horn from the fore skull.

Three-horned rhinos have a massive body and short, thick legs. Each foot has three toes, each ending in broad hooves. The skin is thick and grey or brown in colour. In the species of the barbarian lands, the skin is strongly folded at the base of the neck and legs, so that it looks as if the animals are armoured. Rhinos have poor eyesight, but this disadvantage is compensated for by a keen sense of smell and very good hearing. The male animals do not have a scrotum; the testicles are located inside the body.

Rhinos are solitary animals, but they can also organise themselves into small groups.

Magical Beings

Animals

Shimmer whale

Striped horse

The shimmer whale is a 50-step long massive whale that is able to adapt its skin colour to its surroundings in dangerous situations. Due to the "shimmering" as the whalers call it, the whale can hardly be located. This is an animal that can use magic instinctively.

No wonder that among the experts of the arcane arts a fortune is paid for parts of these majestic animals. But only one or two animals are caught per year at the most, because they seem to be not only magically gifted, but also damn clever.

Like the horse of the northern steppes, the striped horses populate the steppes of the [[die-stamme-der-barbaren|barbarians]]. The colour of the body is divided into white and dark brown stripes, which give the striped horse its distinctive appearance.

They are peaceful herd animals, with a good dose of curiosity. The striped horses only fight when an animal of their herd is threatened.

Nahrz'gu

The Nahrz'gu are herbivores found in the northern plains and forests. They reach a shoulder height of just under 1.7 steps and are a sturdy variety of aurochs. They have long shaggy fur and thick forward curved horns.

Their stocky stature and robustness has made them very popular with the [[krotochim|Kroto'Chim]]. The bulls, if habituated early, can carry a rider, so the [[orks|Orcs]] breed the Nahrz'gul and consume everything from them. However, there are not many Nahrz'gul riders, as breeding is difficult, and bridling is not a harmless undertaking.

Mammoth

Mammoth refers to a genus of [[elefant|elephants]] that are widespread in the colder regions of Tirakan. The scholars under the young, slightly crazy zoologist Bernhard of [[yavon|Yavon]] assume that they evolved from a group of elephants via several intermediate forms that increasingly specialised in grass food and adapted to the cold.

In general, "mammoth" means the woolly mammoth. The woolly mammoth is one of the most popular hunting animals of people in the north. This is documented by numerous cave paintings and travel descriptions.

Swamp crow

This is an exceptionally large-bodied variety of the widely known common crow. Its home is the swamps in eastern [[yadosien|Yadosia]]. Hikers travelling in this place should take care of their luggage, because it can easily happen that in a careless moment a marsh crow glides down from the sky, snatches it and carries it to its hiding place.

Magical Beings

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Bork

Sand viper

These giant pigs are actually of a good-natured nature. However, if their habitat is restricted or they are driven into a trap, they fight back. They are magical creatures, and are proficient in magically ramming enemies.

These nasty snakes inhabit the great desert of [[al-bah-jira|Al Bah JiRa]]. Mostly they lie hidden in the sand, where they lie in waiting for passing animals or even people. If an unfortunate person should come within reach of a lurking sand viper, he will see a scaly, horned abomination with a length of 2 steps and a thickness of 1 foot spring up seemingly out of nowhere and bite at him. The highly effective poison will kill him within four hours if he does not manage to get an antidote by then.

Animals

Magical Beings

Fel'war

Common flying lizard

These magical creatures are more common on the steppes of the [[quitaron|Quitaron]]. The bird of prey hunts mainly small rodents, but sometimes larger animals are also on its menu.

Fel'War appear in flocks of 6-12 animals. They stay in their cool territory all year round and do not move to warmer regions.

If a flock of Fel'war is startled, the animals behave defensively and usually attack immediately.

The common flying lizard has two legs and two leathery wings. On the ground they have to support themselves with their wings, but in the air these slender lizards are nimble and fast flyers. Their skin, covered with small green scales, offers them quite good protection, and particularly strong flying lizards can also be clad in light metal-reinforced leather armour.

Their head is long and slender with a short snout and a spine at the tip. They reach a length of about 14 paces and a wingspan of just under 20 paces. Their life span is about 45 years and as omnivores they are also quite cheap to keep. They are easy to train and school, but need a lot of affection, as they have a great play instinct, among other things.

The flight lizard riders of the O'Grut have succeeded in breeding these animals, but as they only lay 2 eggs per year, well-trained flight lizards remain expensive. Nevertheless, the O'Grut forces can afford 4 squadrons of flying lizard riders, and the acquisition of 2 new squadrons is said to be under discussion.

Giants

Yellow Tiger

There are giants both in the northern forests near the [[tal-des-vergessens|Valley of Oblivion]] and in the south near the [[xordai|Xordai]] territories. These gigantic, human-like beings live their own culture, have their own language, and keep away from [[menschen|Humans]].

Long ago, towards the end of the Third Age, the giants were among the first lower creatures on earth. Their great settlements were in the mountains of the north. Over the centuries, the tribes have become more and more sparsely populated, and eventually only very few giants can be found near human territories.

Giants are peaceful by nature, but their completely different language and culture can quickly cause misunderstandings that can end in violence.

As its name suggests, its fur between the stripes is yellowish and lighter than that of the other tigers. The tropical lands of the [[ancatir|Ancatir]] and the [[ogrut|O'Grut]], crossed by numerous rivers, are his home.

He spends most of his life in the branches of the trees. This is where he sleeps, this is where he eats and this is where he catches monkeys and monkeypigs. However, should he ever discover a careless ground animal, he will not hesitate to leap from his home branches into the deep darkness of the jungle floor to enrich his menu.

A hungry yellow tiger is a serious opponent.

Animals

Sheep

Sheep are mostly woolly farm animals, sometimes just over one step high. Their colour varies from white to grey to black. Besides the wool breeds, there are also breeds with less wool which are primarily bred for meat production.

Throughout Tirakan, from the icy deserts of the north (the so-called Yeti sheep) to the steppes and even deserts of the south.

Sheep are calm animals and as long as they have enough to eat, they are not aggressive. Most sheep are extreme herd animals. No sheep leaves the flock unless it comes back.

If a sheep feels cornered, it may snap and kick. But because of their low physical strength, shepherds usually have no problems with this.

Magical Beings

Water elemental

The water elemental is an elemental being that is under the favour of either the Ginae or the Duglaraan. Water elementals only exist naturally on the elemental plane and can only be summoned to this world by elementalists or demonologists.

Water elementals can be bound in objects so that they are released as soon as the object is activated.

Animals

Goat

This animal, which the scholars have classified in the family of the so-called hoofed animals (first mention in the old Codex Bestiarius in the [[viertes-zeitalter-das-zeitalter-der-menschen|first millenium before the new age]]) is related to the sheep, which is better known in the north. Recent research shows that the goat seems to have evolved from these sheep in the south of Tirakan (a thesis that is highly controversial, especially among the religious scholars).

Goats are very modest and can be easily kept. In many areas they are considered the "cow of the common". In mountainous areas they are preferable to sheep because of their all-terrain ability. However, it sometimes happens that goat pastures are no longer usable after the grazing season and are not used again until the year after next.

The main products are cheese, meat and leather.

Magical Beings

Hag

The hag as an opponent is a figure who often lives alone and is not well-disposed towards the characters.

She has no special significance in the course of the characters' adventure, but she is hostile to them from the beginning. If she is attacked or disturbed in her hut, she will probably defend herself against the intruders.

Animals

High Seas Serpent

A disgusting snake species that occurs mainly on the east coast, around [[echsen|Lizard]] Island, where it has almost taken over the entire water landscape. It is about 3-6 steps long and has a light greenish glow. It has gills on its otherwise snake-like head, and its mouth is adorned with interlocking fangs.

Although the snake is native to the high seas, it can survive for several hours on land. These disgusting creatures are said to have a connection to the lizards, as they swarm closely around the lizard island. As these creatures threaten to take over almost the entire east coast area of Tirakan, they feed almost exclusively on their own kind for lack of prey from the [[5-jahr-hundert|5th century]] onwards. But since each female has 10-15 offspring every 2 weeks, their numbers still seem to multiply.

Silver Moonfish

This fish species is extremely rare, solitary and only found on the high seas. The body of this fish is strangely disc-shaped, with a diameter of up to two steps, and the fins are round. Its scales are light blue in colour, but almost transparent.

This subtly coloured fish would probably never be spotted in the vast ocean if it did not emit a soft glow at night. Sharp-eyed fishermen recognise the fish swimming close to the surface and catch it. As the Silver Moonfish is both slow and peaceful, the latter is not a problem.

The Silver Moonfish's desirability stems from the fact that its flesh never decays. Furthermore, it stops the decomposition of any other flesh, provided it remains in contact with it. A fresh corpse wrapped in the flesh of the silver moonfish can thus remain unchanged for several months. Even any scavengers will stay away from silver moonfish and anything in contact with it. There is also a rumour among potion brewers that silvermoonfish dampens the ageing process of its eater. However, it is repeatedly found that the state of health deteriorates rapidly after eating the fish. This is one reason why teachers of the mage guilds are eager to combat this superstition.

Further chatter

Magical Beings

In the 7th century, the [[gnomartige|Gnomes]] also draw military attention to this strange bird that lives on small islands in the rocky sea. Its feathers are yellow and green and its beak is strangely crooked. The special thing about them is that when several of them are together and you whisper a word to one of them, all the other birds automatically repeat it to the person you are talking to.

The interesting thing is that this also works over longer distances. Up to half a mile apart, these birds chatter back everything said to them in a kind of telepathic connection. In the course of the [[7-jahrhundert|7th century]], the chatterers were increasingly used on the battlefield because of their abilities. Apparently, however, the birds did not always have this gift; it is only in the [[6-jahrhundert|6th century]] that this previously known bird and its new behaviour are reported.

Sethlarn

Imps

The Sethlarn are a magical kind of dragon-like beings. Their shape is that of [[die-drachen|Dragons]], but their leathery skin is coarse and black. Their eyes gleam a pale yellow. They reach a height of three steps, and a wingspan of five steps.

The Sethlarn have their home in the south of the continent, in the mountains of the [[xordai|Xordai]]. According to legend, they were created by the Fallen One, the dragon [[aspersia-die-gefallene|Aspersia]], after she slipped away into the Underworld. In the time of the Servants, when the dwarven nations were slowly growing again, [[aspersia-die-gefallene|Aspersia]] sent her children to destroy the old [[xordai|Xordai]] people. They almost succeeded in this task, but the [[zwerge|Dwarves]] retreated back underground, where they outnumbered the Sethlarn.

Since then there have been Sethlarn in these mountains. Outside of it, only one Sethlarn has been sighted until the seventh century. And even that is only true if the creature in Harda's Lockheist was indeed a Sethlarn. In the [[8-jahrhundert|eighth century]], something unknown moves the Sethlarn to head north.

The Imps are small 30cm high humanoid beings of scrawny gnarled shape and small red sparkling eyes. Their wrinkled skin is covered with small nodules and is grey to brown in colour. Even though they seem to be, they are not related to the Bolden.

Eating only raw meat, Imps live in small groups of up to 30. They speak their own hissing language, which becomes a shrill screech when they get upset, and are proficient in all other spoken languages. Imps are constantly aggressive and easily irritated, and their thirst for blood makes them unpredictable. They are sadistic little creatures, surpassing almost any servant of evil in viciousness. They live in small caves, old cellars, abandoned barns or roam about.

Imp women are pregnant for 3 months and the average life expectancy of an Imp is 150 years.

They cast elemental magic, as each clan is strongly associated with one element. With great negotiating skills, generous offers or strong magic, you can get Imps to work for you. But they are seldom reliable, the homunculus is recommended for the ambitious magus.

Where the Imps come from is not yet clear. Some claim that they originally came from the cave world, where they are even more numerous than on the surface of the desert. Other tongues say that the Imps were originally servants of the [[die-titanen|Titans]], who were tortured and tormented by the [[die-verrater|Traitors]] until they lost their minds and became insane, vicious and cruel. In any case, it cannot be denied that the Imps can be subdivided according to the elements, and thus stand in a relationship to them. The question of the nature of this connection will probably never be clarified.

Common types of Imps are:

• Fire Imp
• Earth Imp
• Ice Imp
• Air Imp

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- Water Imp
- Archimp

Rather rare, however, are the following:

- Nebulous imp
- light imp
- Magic Imp

Bolds

Only rarely do you see bolts in the forests and towns of Tirakan. Gifted people ascribe to them an origin in the fairy worlds, while the normal people despise bolts as bad luck bringers and charlatans. Whether it will ever be clarified where the origin of the bolts lies may be doubted. In fact, there are many bolts in the fairy world.

There are so many different kinds of bolts that it seems almost impossible to list them all here. The list is therefore limited to the best known and most notorious of the bolts.

- [[goblins|Goblins]]
- Tree bolds
- Monkey bolds
- Drunken bolds

Bolts are masters of their own form of magic, which is close to sorcery and elemental magic. They use this magic intuitively, without being aware of it.

Nymphs

Nymphs are servants of the [[die-titanen|Titaness]] [[ginae-titanin-des-wassers|Ginae]], one-and-a-half-step-tall female figures who bear the characteristics of aquatic creatures on their bodies. Their favourite pastime is playing the harp or the sea shell flute and giving wet kisses.

Their magic makes them invisible to the human eye as long as they remain in the water. When they leave their familiar surroundings, however, they differ from human women only in their webbed feet, which they know how to conceal well, and the fact that everything they wear is completely soaked after a short time due to their watery origin.

Furthermore, they also change their shape or body size briefly at will, if this seems expedient. They are proficient in a wide range of transformation and illusionary arts.

Ventriculum

Chronar's blessing

One of the strangest creatures in Tirakan is the ventriculum. Although observers of the past centuries classified it as an undead being, it must be considered a purely magical entity. Nevertheless, the ventriculum consists of the dead remains of a human being that have been magically brought to life.

Unlike skeletons, however, it is not the bones that are brought to life, but the pure nerve tracts, still attached to the brain of the unfortunate victim. These nerve tracts roughly trace the humanoid form of the dead person, but float freely in the air, hanging below the flying brain. The ventriculum has no physical attacks or possibilities to move its neural pathways, it can only perform purely magical actions. Here, it mainly masters controlling actions.

Due to the very dangerous nature of the ventriculum, its conqueror is given a particularly high reputation.

This butterfly, known as [[chronar-gott-der-zeit| Chronar]]'s Blessing, is very rare on Tirakan. It is said to land at night on the heads of the seriously ill or wounded, heal them or accompany them into the realm of the dead to relieve their pain.

This is why many relatives ask for [[chronar-gott-der-zeit|Chronar]]'s blessing for their sick and describe the appearance of the butterfly as a miracle. According to church law, slaying this creature is considered a high form of blasphemy and can lead to a death sentence in some regions, especially in the later centuries.

Basilisk

Of all the creatures known to us, none is more dangerous and deadly than the basilisk - otherwise known as "the king of snakes". This creature is born from a chicken egg hatched by a crow. The venom of the basilisk is deadly.

Anyone bitten by this giant snake suffers instant death, but phoenix tears are an effective antidote to this attack. However, the basilisk possesses another deadly quality: if direct eye contact is made with this creature, every living creature dies instantly. If, however, the eyes are only seen as a reflection, e.g. in a mirror, water or the like, those affected are only petrified and can be freed from this by means of an antidote. However, the baslisk has a deadly enemy: the crowing of the cock.

Unicorn

The unicorn (from [[silkanda|silk.]] licorne - the pure) is an animal that resembles the horse in shape and size, but is more slenderly built and wears a horn on its forehead.

According to tales, these shy creatures can be encountered in the northern forests of [[meridian|Meridian]] and the lands of the [[silkanda|Silkanda]]. However, as there are no clear accounts of unicorns, anything known about this creature must be taken with great caution. However, unicorns are widely regarded as servants of [[jogran-titanin-des-eises|Jogran]]. The Hermeticist Ilarion Ben Talamir wrote in the Misty Moon of the year [[3-jahrhundert|241]] :

> It is now the fourth moon of the journey, and on this day we should have to face a unique encounter. After all the dangers and discoveries of our expedition, we were to encounter an entity we had never seen before in this form. Although there are many old reports and tales, it was in the fabled lands of northern [[meridian|Meridian]] that we encountered what is probably the most fascinating being from stories and fables. It was a rainy evening, and as we set up camp in the middle of a small clearing near the River [[tar-der-mutige|Tar]], Thorn Weldinner noticed a shadow in the forest. Before we could even prepare ourselves for the unknown, the creature stepped into the dim light of dawn. It stood before us in a brilliant white, like a horse of incredible purity and elegance, whose grace captivated us all. On its forehead, about five fingers above its eyes, a long, narrow horn stood out into the night. Quietly it stood in the middle of the forest, not a hoof stirring, and it looked at us from its clear black eyes. Yes, it seemed to be watching us as we looked at it. To all appearances, it had never met a human before. Unfortunately, we were not given the chance to take a closer look at this creature of nature, for it soon disappeared silently into the forest. Although the encounter was only brief, the unicorn exuded an uncanny power. As if it

wanted to monitor our intentions in these woods.

Animals

Hell taipan

Brown Tiger

The hell taipan is a slender snake up to 3 steps long, dark brown, rarely olive green, in colour. It is found in the southern regions of [[yadosien|Yadosia]], through [[al-bah-jira|Al Bah JiRa]] to the lands of the [[ogrut|O'Grut]] and the [[ancatir|Ancatir]].

The hell taipan is actually a rather shy creature, which is already frightened away by strong vibrations or loud noises from afar, and takes refuge in holes in the ground. Usually, the hell taipan feeds on rodents and birds. However, if you block the animal's escape, or catch it and irritate it, it will strike and bite with lightning speed. The powerful bite of this snake pierces any armour under protection 4. With each bite, the snake injects its venom into the wound, which can only be stopped by magic or the right antidote.

Far away from its cousin, the yellow tiger, the brown tiger lives in the highest north of Tirakan. What distinguishes it from all other tigers is its dark fur. Furthermore, it has enormous fangs, which are the largest in the realm of the big cats.

His home is usually a cave in the ground or in the rocks, where he also stores the bones of all the animals he has killed in his life. These can be deer, wild boar, but also wild cattle and mammoth cubs. His enormous size and strength, equal to that of a bear, but combined with great speed and agility, as well as his sharp, wicked mind, are the only friends he needs.

The brown tiger is considered extremely aggressive and belligerent. It is far more feared than the related yellow tiger.

Kinstarchel

Kinstarchel are the name given to wild dwarf cattle in [[hadewald|Hadewald]]. The largest specimens of this species rarely reach a shoulder height of more than 2 ells. The small, sturdy animals are silver-grey to pitch-black in colour and roam in herds through woods remote from people. Kinstarchels are always popular hunting targets. Because they are becoming increasingly rare, efforts have recently been made to domesticate kinstarchel. However, this has so far proved difficult, as the captured specimens often die of a strange disease after a few months.

Riding dragon

The riding dragon is not a true dragon, merely a large flying lizard with a grained head. These rare animals can be trained to be faithful mounts if caught as young, or if a clutch of eggs is discovered and can be secured.

The average life expectancy of a riding dragon is 65 years, although they can only be ridden from the age of 15, and only up to the age of 55, as they cannot carry a large load such as a rider in old age. They reach a length of 15 steps (with tail of 5 steps length) and a wingspan of just under 20 steps. As carnivores at this size, they need a whole cow for food at least every other day, so few can afford to maintain this lizard.

Magical Beings

Shadow Crawler

Created by the black magician Ortan, the Shadow Crawlers are humanoid creatures. They live in the northern forests of [[asgoran|Asgoran]], where they were artificially created by magic.

In the dark forests of northern [[asgoran|Asgoran]], not far from the city of Thenon, lies the lair of a dark cult known as the Order of Shadows. Led by the black mage Ortan, they seek to open a portal that will bring "shadows" into the world.

These Shadows are largely a myth in the early centuries, and so Ortan's efforts go largely unnoticed.

The Shadow Crawlers are magical creatures imbued with the darkness of the shadow world. They can only move freely in darkness; in bright light they begin to dissolve. Even the light of a torch wounds them.

Their usually gaunt form is surrounded by particles that seem to radiate and spread a kind of darkness. In contrast, their eyes glow with a pale, yellowish light. They make no sound.

Animals

Large cave spider

Magical Beings

Stone Elemental

The large cave spider is found in all areas of the central Tirakan. It reaches a height of 3 steps and, despite its weight, is extremely skilful at moving through passages.

The spider is a hunter, it does not spin webs, but it can spit web-like balls of thread that paralyse its opponents.

The stone elemental, as a servant of the [[tador-titan-des-steins|Tador]], grows from a rock or stone when it awakens. Stone elementals usually appear as bulky humanoid figures that can grow to a height of 4 steps. Stone elementals have a protection of 4.

Stone elementals can only be summoned into the world by mages of elemental magic or priests of [[tador-titan-des-steins|Tador]].

Scarecrow

Tree Blight

At harvest time, when death revisits the twilit world and summer's blossoms bow their withered heads, eerie scarecrows loom in silent vigil over empty fields. With immortal patience, these stoic sentinels hold their posts through wind, storm, and flood, bound to their master's command, eager to terrify prey with its sackcloth visage and rend victims with its razor-sharp claws.

Awakened plants gifted with the powers of intelligence and mobility, blights plague lands tainted by darkness. Drinking the darkness from the soil, a blight carries out the will of an ancient evil and seeks to spread that evil wherever it can.

Magical plants

Magical Beings

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Phantomwarrior

A phantom warrior is the undead spirit of a soldier or other skilled person-at-arms (i.e. a professional killer) who has died in violent conflict or before completing an assigned task. Although incorporeal, a phantom warrior carries ghostly armour, shield and weapon. A phantom warrior's memory of the days before his death is hazy at best.

Animals

Dragsberg Barn Devil

The Dragsberg barn devils are probably the largest domestic cat species of Tirakan and originate from the duchy of Dragsberg in [[asgoran|Asgoran]]. A Dragsberg barn devil grows 1 to 1.40 steps long. They have a 3-4 finger long fur of various colours, 2 and 3-coloured animals are the rule, and a long bushy tail.

{{dragsberger-scheunenteufel|image-end}}

Very often there are so-called 'lynx tufts' at the tips of the wide large ears, as well as tufts of fur between the toes. An adult Dragsberg Barn Devil can weigh up to 12 stone, an adult female Barn Devil up to 10 stone. A litter usually consists of 4 young. They are considered to be very playful, hunting-loving and intelligent and are well adapted to the harsh climate in the mountains of North [[asgoran|Asgoran]].

Dragsbergers are very curious, playful, very eager to hunt and very intelligent even for domestic cats, so that most barn devils can operate door handles, latches, etc.

Magical Beings

Ensouled Statue

Swamp turtoll

This is what 2 steps tall, yellow-eyed toads are called. These mystical animals are as rare as they are dangerous. In their insatiable hunger, they pounce on any life form that crosses their path and is not twice as massive as themselves. To kill its victim, the swamp turtoll sprays it with a viscous, highly corrosive acid, which is capable of destroying even the iron of armour.

The Swamp turtoll does do not reproduce and never seem to die of old age. They are known to almost all cultures, and almost every one of them explains their origin differently. The most common story among humans is that they were once servants of a powerful sorcerer, but at the end of his life he cursed them to an eternal existence as monsters, that they might forever guard his underground castle.

If this story is true, these servants do not seem to take their mission very seriously. After all, the individual swamp turtoll - there are just a dozen of them - live all over the world.

Sometimes a spirit or magical presence is banished into a statue. These statues are made of stone, chiselled by their creator. But the spirit of the past lives in them and awakens them to ghostly life. The soul of their model connects with the stone body and comes to life.

Animated statues contain a spirit that restlessly seeks fulfilment. As soon as their purpose in life is fulfilled, they become simple stone statues.

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Animals

Lion

Magical Beings

Baba's Creeping Hut

An adult male lion can reach a good 1.5 steps in shoulder height when fully grown and its mouth is adorned with two powerful sabre teeth.

The lion is the dominant land animal in the steppes of the [[die-stamme-der-barbaren|barbarians]] and in the desert areas of [[al-bah-jira|Al Bah Jira]].

Baba built a hut atop the rotting stump of a giant tree that was felled long ago. It was only after she embedded a magic gemstone in the hut that the whole thing was imbued with a semblance of life. When she wills it to do so, the hut pulls its gigantic roots free of the earth and shambles around like a spidery behemoth, shaking the ground with every step. The hut attacks with its flailing and stomping roots. It can also use its roots to fling large rocks.

Werewolf

The werewolf is a creature that is half wolf, half human. At full moon, the "normal" human transforms into a wolf, which can grow up to two steps tall and is extremely aggressive. Anyone can become a werewolf as soon as they are bitten by an already infected werewolf.

If the victim is now bitten, there is no way to reverse this and the person will have to remain a werewolf for life, undergoing the painful procedure of transformation into a giant wolf every month at full moon. The goal of this monster will now be to infect other people. After the transformation, however, it is no longer possible for the werewolf to identify people he knows, i.e. even people close to him are attacked if they get too close.

In his normal life as a human, however, this second life has only a minor effect: some sources claim that infected persons can eat nothing but bloody, raw meat after being bitten. In addition, in some cases the ageing process begins earlier.