Realms of Tirakan

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Free Dark Fantasy Roleplaying

Contents

1

Introduction

Welcome to *Realms of Tirakan*!

Realms of Tirakan is a 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.

For a while they stood there, like men on the edge of a sleep where nightmare lurks, holding it off, though they know that they can only come to morning through the shadows.

J.R.R. Tolkien

This role-playing game 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?

Here, we are of course referring to traditional pen-and-paper role-playing games, not video games. In a typical session, a small group of two to four players *players* and a *game master* gather to tell a story together using character sheets and dice. This collaborative narrative is constantly shaped and advanced by the decisions of all participants.

Players begin by creating unique characters for either a short adventure or a long-term campaign. The character sheet serves as a blueprint, describing the character's origins, personality, and skills. These skills are quantified as numerical values, because resolving actions in the game requires players to make *checks* or *rolls*. These are tests using dice that determine the success or failure of a character's attempt. For example:

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 Chapter 3 and Chapter 4.

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.

Example

Julia gathered her group to begin the session, starting with a description of the opening 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?"

Think of the game as a shared story that everyone helps write. The Game Master is the architect, designing a world in motion with a cast of characters, hidden motives, and an event that pulls your characters into the heart of the action. But from that moment on, the players are in the driver's seat.

Whether you uncover a dark conspiracy or prevent an impending catastrophe is unknown. The Game Master sets the scene, but the players' decisions determine where the story goes.

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 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 Chapter 5.

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.

- 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

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 Chapter 5.

Eras and extensions

Realms of Tirakan is designed to be as flexible as possible. It can be used for many scenarios, whether it's fantasy, science fiction, horror or stories in the "real" world. It offers a basic set of ready-made weapons, character templates, items and armour, which are divided into earthly eras. In addition, it is of course possible for a game group to create and use its own content.

To ensure that every scenario is possible, Realms of Tirakan distinguishes between three types of extensions.

The basic rules

Some elements are always and everywhere valid. They apply regardless of which era or extension is chosen. Many character templates such as "Conscientious", "Gun nut", "Tattletale", but also weapons and items are always available regardless of era or extension.

Era or Age

Eras or ages are earthly time periods that are the template for all scenarios (including fantasy). They provide a technological level for weapons and items and determine what is available to players. Earthly history is divided into 8 ages.

- **Classical Antiquity** - 800 BC-600 AD.
- **Medieval Ages, Vikings and Crusades** - 500-1500
- **Victorian Age and the Wild West** - 1700-1900
- **Imperialism and World Wars** - 1900-1950
- **Cold War and the 80s** - 1950-1990
- **Modern Times** - 1990 and beyond
- **Science Fiction** - a distant future

The content of the era is based on the earthly technology of the time. An adventure always takes place in one of the eras. In addition, the contents of the eras are kept as free as possible from specifically earthly elements so that they can also be used in a fantasy world of their own. Of course, the Modern Era, has well-known modern weapons, and the two-handed sword is also an earthly invention. However, it is kept as generic as possible so that it also fits into a scenario that is not set on Earth.

Extensions

In addition to the eras, certain extensions can be chosen to add magic or the workings of gods to an adventure, for example. These extensions can be chosen at will by the game master and are optional.

- **Magic** - adds the magic resource "Arcana" for the characters and brings spells and artifacts.
- **Horror** - defines rules for dealing with horror elements, stress and quirks.
- **Pantheon** - provides rules for interacting with gods: invocations, prayers and grace.
- **Body modifications** - provides a catalog of biomechanical elements that can be integrated into the body according to specific rules.

Worlds

By combining eras and extensions, any scenario can be created. A Cthulhu story in the Wild West is just as possible as a magical world in the modern age. A classic fantasy world of your own creation could make use of the Middle Ages era and the "magic" extension.

Some existing worlds combine this combination of eras and extensions, and also give you the description of an entire world. They are available as a complete template and can be used directly.

Realms of Tirakan

The world of Tirakan is a complete fantasy world that can be played at any time in a 1000-year history. An elaborate story of humans, elves, gnomes and many other peoples tells the struggle of civilisations against minotaurs, lizards and a nameless darkness.

- **Era**: Middle Ages
- **Extensions**: Magic, Pantheon
- **World Description**: tirakans-reiche.de

The Adventures of Division V of the NEXUS

The story of Department V of the NEXUS is set in the modern era. It is a fictional secret organisation founded to protect humanity from alien and paranormal threats. Players play agents of Department

V of the NEXUS, and through the ability to time travel, experience adventures in all sorts of eras and worlds.

- **Era**: Modern

- **Extensions**: Horror, Body Modifications, Vehicles and Drones

- **World Description**: phasesix.org

2

The Character

To enter the world of Realms of Tirakan, you need a character - a fictional person you breathe life into and whose destiny you guide. The character sheet is where all the stats and traits that make your hero unique are recorded.

This chapter provides an overview of a character's fundamental attributes. The process of character creation is described in detail in Chapter 3.

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 measures a character's acquired general knowledge and their ability to recall learned information. A high value suggests a person who has read a lot, attended a good school, or possesses an insatiable curiosity. Consequently, such a character excels in all theoretical skills like *Nature* or *History*.

Logic

While *Education* represents a character's stored knowledge, Logic is their ability to apply that knowledge and draw new conclusions. Logic is always crucial when it comes to creating a coherent picture from existing clues or analyzing complex problems. A character with high Logic is therefore superior in skills like *Investigation*, to connect the crucial details at a crime scene, or in *Mechanics*, to see through the design of a trap and disarm it.

Conscientiousness

Conscientiousness describes a character's diligence, discipline, and reliability. A high value signifies a methodical approach and prevents careless mistakes, which is crucial for skills like *First Aid* or *Stealth*.

Willpower

Willpower is the mental fortitude and determination with which a character pursues their goals and resists adversity. It represents the inner toughness to not be swayed from one's path by external pressure or internal doubt. A high value is therefore the foundation for skills like *Courage*, to remain steadfast even in hopeless situations, or *Intimidation*, to project one's own will onto others.

Apprehension

Apprehension describes how quickly and precisely a character grasps and processes their surroundings with all senses. It is the measure of innate alertness and awareness of one's environment, from the smallest sound to the widest landscape. A high value is therefore the foundation for skills like *Perception*, to spot hidden details or dangers, and *Orientation*, to avoid getting lost in unfamiliar terrain.

Charm

Charm is the ability to create a positive connection with others and win them over through choice of words, demeanor, and personality. In contrast to purely external *Attractiveness*, Charm is an attribute based on intuition. A high value in this area is the foundation for skills like *Politics*, to win allies and conduct negotiations, as well as *Empathy*, to understand and react to the moods of others.

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

Deftness covers both a character's general physical control as well as their fine hand-eye coordination. It is the measure of reflexes, balance, and the ability to execute precise and controlled movements. A high value in this attribute allows a character to excel in skills like *Acrobatics*, to evade obstacles and

maintain balance, as well as in *Shooting*, to reliably hit a target even at a great distance.

Strength

Strength is the measure of a character's raw muscle power and physical might. It represents the ability to exert overwhelming physical force, whether to move heavy objects or to inflict devastating damage in combat. A high Strength value is therefore crucial for *Hand to hand combat*, to smash through armor with powerful blows, as well as for *Throwing*, to hurl objects at a target with great force.

Attractiveness

Attractiveness measures the immediate impact of a character's physical appearance and presence on others. This value doesn't necessarily describe conventional beauty, but rather how memorable or captivating a person's appearance is - be it through graceful features, an intimidating stature, or striking characteristics. High Attractiveness ensures that a character stands out from the crowd and leaves a strong first impression before they have even spoken a word.

Endurance

Endurance describes a character's purely physical resilience and toughness. It determines how long someone can engage in strenuous activities like a forced march, a long run, or a fight before exhaustion sets in.

Resistance

Resistance is the body's innate toughness and constitution, allowing a character to withstand damage and hostile influences. It represents the ability to mitigate the effects of poisons, or endure the hardships of extreme heat and cold. A character with high Resistance fends off diseases and other harmful effects more effectively.

Quickness

Quickness measures both a character's pure movement velocity as well as their reaction time. It determines how rapidly a person can travel to cover distances, but also how quickly they can react to sudden events or dangers.

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 Chapter 5).

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Chapter 4), 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 Chapter 7).

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 *Intimidation* 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: *Charm*

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 is the theoretical and academic knowledge about the nature of magic. It allows a character to analyze the structure of a foreign spell, decipher arcane writings, or know the history and rituals of ancient magical cults. In direct contrast to the practical skill of *Spell Casting*, Magic Knowledge is the skill of understanding and identifying, not of applying.

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. Antiquities can also be assessed with this skill.

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.

For exact rules on throwing items, see Chapter 5.

Attribute: *Strength*

Spell Casting

The spell casting skill is the measure of a character's mastery over raw magical energies and their ability to shape and direct them with purpose. It is used to cast powerful spells, engage in magical duels, or create artifacts. In crucial contrast to the purely theoretical *Magic Knowledge*, spell casting thus describes the active and practical application of magic.

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 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.

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

3

Creating a Character

To create a character, you select character templates that reflect their life stages, talents and interests (see Chapter A). 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.

Reputation

A character's reputation reflects their level of fame. Characters earn a certain amount of reputation for each adventure they complete. New characters usually start with 20 reputation points. However, the game master can determine this.

Reputation is used to add character templates. Each template costs a certain number of reputation points.

Character templates can have negative reputation 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. Additionally, templates may contain their own rules, which the character then adopts.

Scholar	
Reputation:	10
Education	+4
Nature	+1
History	+2
Communication	+1

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

The list of templates can be found in Chapter A.

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
- Attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum wouds: 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 reputation.

The available templates are listed in the Chapter A.

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 reputation. 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 Chapter 4).

Remaining reputation

Once the player is satisfied with the template, they can declare the character finished. Any remaining reputation that has not been spent will be added to the character's reputation (see Chapter 8). This means that no reputation is 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 Chapter 6 chapter.

Equipment

Chapter B, Chapter D and Chapter E 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 Chapter F). Only spells of origins that the character has unlocked through character templates can be selected. More details can be found in the chapter ??.

4

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 number of dice rolled for a check corresponds exactly to the Total Skill Value. This value is the sum of the skills's Base Attribute and any bonuses granted by Character Templates.

Example

A character with a Total Value of 4 in 'Intimidate' (e.g., Apprehension 1 + Template 3) rolls 4 six-sided dice.

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 total 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.

Example

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

Example

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.

Example

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 Chapter 3). 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

The number of re-rolls a character has is a character trait that can be obtained through templates.

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+.

Example

Looking at the previous example of Hagen's Courage roll (5 dice on 14+), a Fate roll would help him a lot here, as he would only need to roll 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 Appreprehension 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 Conceal.

5

Combat

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.

Example

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

Before 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 Chapter 7).

- **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 Chapter 7: 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.

Example

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 im-

mediately, 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 carry out an attack, a roll is made with the appropriate skill (shooting, melee or throwing). The number of dice is increased by the weapon's damage potential. The *minimum roll* for this roll corresponds to the character's *minimum roll*.

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.

Example

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 can be 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 criti-

cal 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 Chapter 6 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.

Example

Hagen wears a linen tabard. It has a protection value of "N N B", meaning it provides twice the normal protection and protection against bleeding. His opponent strikes with a powerful war axe, dealing 6 normal hits and one critical hit.

Hagen's player decides to use the "N" protection to remove two of the normal hits. He removes the "N" protection from his protection pool for this fight and takes four more hits. He cannot prevent the critical hits, as neither "N" (normal protection) nor "B" (protection against bleeding) can prevent them.

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 dexter-

ity (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 2D6 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.

6

Equipment
and 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 Chapter 7). 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

Example

Hagen is attacked by a cultist wielding a dagger with a roughened blade. This dagger inflicts Bleeding 1 when it causes wounds.

Hagen does not parry the attack and receives two wounds. Due to the dagger's effect, he also gains the "Bleeding 1" condition.

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 (N)**: This protection can be used to prevent a normal hit.

- **Critical protection (C)**: This protection can prevent a critical hit or a normal hit.

- **Sticky Protection (H)**: Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.

- **Bleeding Protection (B)**: Prevents a hit and an attack from causing the Bleeding condition.

- **Poison Protection (P)**: Prevents you from being hit and an attack from causing Poisoned condition.

- **Fire Protection (F)**: Prevents being hit and prevents an attack from causing the Burning condition.

- **Reflecting Protection (R)**: Prevents a normal hit and causes the attacker to be hit.

- **Shock Protection (S)**: Prevents being hit and prevents the attack from causing Shocked condition.

- **Protection against demonic influence (D)**: Prevents one hit, or three hits of demonic origin.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Chapter 5.

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 possible 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 Chapter 5).

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 Chapter 5).

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.

8

Character 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.

9

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 char-

acter 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.

A

Character
Templates

Lineage

The character templates in the Lineage category describe the character's origins. One template from this category can be selected free of charge when creating a character. However, these templates cannot be purchased with reputation points during character development.

Human   ○ Rep

bonus dice   +2
rerolls   +2

Asgoran   ○ Rep

Deftness   +1
Endurance   +1
Seafaring   +2
Swimming   +2

Flit   ○ Rep

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

max health   -3
evasion   +1
actions   +1
Quickness   +2
Endurance   +1
Acrobatics   +2
Communication   +1

Doldagor   ○ Rep

Flying: Doldagor can fly from birth, moving freely through the air. They require a high jumping point or running start, plus a successful quickness roll, to take off. Their movement range is doubled while flying. Flying allows for a parallel action, loke 'walking'.
Dive: An unarmed strike is possible during a dive. For every five metres of flight distance in the same combat round, the attack gains an additional die. However, for every 10 metres of flight distance in the same combat round, the Doldagor itself suffers a normal hit upon impact.

protection   +1
max health   +3
actions   -1
Resistance   +1
History   +2
Ancient Relics   +1

O'Grut   ○ Rep

Resistance   +2
Deftness   +1
Deception   +2
Performance   +1

Duigosz   ○ Rep

Logic   +2
Education   +1
Mechanics   +2
Driving   +1

Katora ○ Rep

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.

Willpower	+1
Strength	+2
Religion	+1
Hand to Hand Combat	+2

Kroto'Chim ○ Rep

Quickness	+1
Strength	+1
Resistance	+1
Nature	+2
Hand to Hand Combat	+1

Fraxut ○ Rep

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

Xordai ○ Rep

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

Silkanda ○ Rep

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

Atiarel ○ Rep

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

Charm	+2
Logic	+1
Persuasion	+1
Magic Knowledge	+1
Spell Casting	+1

Ancatir ○ Rep

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

Deftness	+1
Quickness	+1
Charm	+2
Stealth	+1
Communication	+1
Shooting	+1

Al Bah JiRa ○ Rep

Willpower +1
Apprehension +1
Orientation +2
Performance +1
Religion +1

Nur'Tuk ○ Rep

Willpower +2
Mechanics +1
Courage +1
Riding +1
Zoology +1

Meridian ○ Rep

Education +1
Logic +2
Politics +1
Myths and legends +1
Statesmanship +1

Qvitaron ○ Rep

Willpower +1
Quickness +1
Endurance +1
Nature +1
Riding +1
Zoology +1

Gasdaria ○ Rep

destiny dice +1
Deftness +1
Strength +1
Persuasion +1
Hand to Hand Combat +1
Politics +1

Yavon ○ Rep

Willpower +1
Apprehension +2
Courage +1
Persuasion +1
Statesmanship +1

Hadewald ○ Rep

Strength +2
Deftness +1
Mechanics +2
Acrobatics +1

Yadosia ○ Rep

Charm +2
Education +1
Performance +2
Heraldry +1

Gas'Danir ○ Rep

Quickness +1
Deftness +2
Stealth +1
Seafaring +2

Toran ○ Rep

Conscientiousness +2
Education +1
Shooting +1
Politics +1
Administration +1

Occupation

The character templates in this category represent professions in which the character has attained a higher level of professionalism. These templates are generally more expensive than others, but each offers a package of basic knowledge and skills.

Spy   11 Rep

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

Quickness	+2
Perception	+2
Stealth	+2
Communication	+1
Deception	+2

Ranger   7 Rep

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

Boxer   8 Rep

Endurance	+2
Quickness	+2
Hand to Hand Combat	+2

Soldier   14 Rep

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   10 Rep

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

destiny dice	+2
Education	+1
Religion	+3
Communication	+2

Blacksmith   8 Rep

Strength	+2
Deftness	+2
Mechanics	+2

Scribe   8 Rep

Conscientiousness	+1
Education	+1
Communication	+2
Reading/Writing	+2

Mercenary — 8 Rep

Endurance	+1
Deftness	+1
Persuasion	+1
Shooting	+1
Hand to Hand Combat	+2

Scholar — 10 Rep

Education	+4
Nature	+1
History	+2
Communication	+1

Sailor — 12 Rep

Deftness	+1
Strength	+1
Resistance	+1
Driving	+1
Hand to Hand Combat	+1
Throwing	+2
Seafaring	+3

Adventurer — 9 Rep

rerolls	+1
Strength	+1
Deftness	+1
Orientation	+2
Hand to Hand Combat	+1
Investigation	+1

Messenger — 8 Rep

Quickness	+2
Endurance	+1
Driving	+1
Orientation	+2

Bard — 12 Rep

Charm	+2
Attractiveness	+2
History	+2
Performance	+3
Reading/Writing	+1

Merchant — 8 Rep

Logic	+2
Apprehension	+1
Empathy	+1
Persuasion	+2

Thief — 10 Rep

Deftness	+2
Stealth	+3
Acrobatics	+1
Hand to Hand Combat	+2

Undertaker — 8 Rep

Endurance	+1
Charm	+1
Driving	+1
Empathy	+1
Etiquette	+1

Assassin — 11 Rep

Deftness	+1
Acrobatics	+2
Shooting	+2
Hand to Hand Combat	+2
Deception	+2

Medicus   10 Rep

Deftness	+1
Conscientiousness	+1
First Aid	+4
Medical science	+2

Knight   10 Rep

Strength	+1
Endurance	+2
Deftness	+1
Hand to Hand Combat	+2
Politics	+1
Riding	+1

Barber surgeon   7 Rep

Deftness	+1
First Aid	+2
Deception	+1
Medical science	+1

Knacker   5 Rep

Resistance	+1
Attractiveness	-1
Intimidation	+1
Nature	+1
Medical science	+1

Innkeeper   9 Rep

Apprehension	+2
Empathy	+2
Communication	+2

Rider   10 Rep

Deftness	+2
Strength	+1
Empathy	+1
Riding	+3
Zoology	+2

Medium   8 Rep

max stress	+1
Empathy	+2
Myths and legends	+2

Jäger   9 Rep

Deftness	+1
Quickness	+2
Shooting	+2
Perception	+2

Education

Character templates in education represent character development through schooling.

Craftsman Apprenticeship
10 Rep

bonus dice	+2
Deftness	+1
Acrobatics	+1
Driving	+1
Mechanics	+2

Trivium   12 Rep

bonus dice	+1
Education	+2
Communication	+3
Ancient Relics	+1
Reading/Writing	+2
Rhetoric	+2

Squire   5 Rep

Wer ein guter Schildknappe gewesen ist, wird auch ein guter Statthalter sein.

Miguel de Cervantes Saavedra

Endurance	+1
Resistance	+1
Hand to Hand Combat	+1

Quadrivium   18 Rep

destiny dice	+2
Education	+2
History	+2
Politics	+1
Astronimy	+2
Music	+2
Mathematics	+2
Reading/Writing	+2

Interests

Diese Charakterschablonen beschreiben die Interessen des Charakters. Sie verändern ausgewählte Eigenschaften, sind dabei aber günstiger als Berufe und verändern weniger.

Hunt   6 Rep

Endurance	+1
Shooting	+2
Zoology	+1

Military academy   11 Rep

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

Music   6 Rep

Deftness	+1
Performance	+1
Music	+2

Art   2 Rep

Performance	+2

Reading   5 Rep

Conscientiousness	+1
Reading/Writing	+2

History   4 Rep

History   +2
Ancient Relics   +2

Handcraft   4 Rep

Deftness   +2

Esotericism   5 Rep

destiny dice   +1
Logic   -2
Intimidation   +1
Stealth   +1
Deception   +1

Heraldry   8 Rep

Conscientiousness   +2
Perception   +1
History   +1
Heraldry   +2

Cult Membership   5 Rep

rerolls   +1
destiny dice   +1
bonus dice   -2

Dancing   6 Rep

Deftness   +1
Endurance   +1
Attractiveness   +2

Riding   5 Rep

Driving   +1
Riding   +2

Alchemy   5 Rep

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 hineinwachsen und ihre Stunden abwarten, denn die Gewächse der Erde und die Gaben im Menschen haben ihre Zeit.

Paracelsus

Nature   +2
Alchemy   +1

Cooking   3 Rep

My gran could do better! And she's dead!

Gordon Ramsay

Cooking   +2

Eager for Knowledge 3 Rep

Education   +2

Strength training   3 Rep

Strength   +1

Character

These character templates outline specific traits. They modify a few of the character's characteristics, adding skills and knowledge, and are generally

cheaper than professions.

Jack of all trades — 6 Rep

bonus dice	+2
rerolls	+1
Communication	+1

Gambler — -5 Rep

Conscientiousness	-2

Smoker — -5 Rep

Endurance	-2
Attractiveness	-1

Stalwart — 4 Rep

max health	+2

Notorious Liar — 2 Rep

Logic	-1
Deception	+2

Philanthropist — 4 Rep

Attractiveness	+1
Empathy	+1

Corrupt — 3 Rep

Conscientiousness	-2
Deception	+2
Intimidation	+1

Drunkard — -5 Rep

destiny dice	+1
Apprehension	-2
Perception	-1

Cheat — 5 Rep

Deception	+3

Chauvinist — 2 Rep

Charm	-2
Attractiveness	+2

Likable — 5 Rep

Attractiveness	+2
Charm	+1

Adventurous — 2 Rep

Conscientiousness	-2
Resistance	+1
Apprehension	+1

Dandy — 6 Rep

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

Attractiveness	+2
Charm	+1
Communication	+1
Etiquette	+1

Wallflower   1 Rep

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

Smart-Arse   4 Rep

Charm   -1
Conscientiousness   +1
Persuasion   +2

Blabbermouth   2 Rep

Communication   +3
Stealth   -3

Egoistic   2 Rep

destiny dice   +1
Conscientiousness   -1

Accommodating   4 Rep

Charm   +1
Communication   +1

Conscientious   4 Rep

Conscientiousness   +2

Pettifogging   5 Rep

rerolls   +2
Conscientiousness   +1

Modest   4 Rep

Willpower   +1
Conscientiousness   +1

Addiction Resistant   3 Rep

Conscientiousness   +1

Introverted   2 Rep

destiny dice   +1
Conscientiousness   +1
Communication   -2

Reactionary   -2 Rep

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

Paranoid   1 Rep

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

bonus dice   +1
Conscientiousness   -2

Brawler   6 Rep

max health   +1
Hand to Hand Combat +1

Masterly self-confidence
40 Rep

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

Justice Fanatic   1 Rep

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

Bookworm   2 Rep

Education   +1
Endurance   -1
Apprehension   +1
Strength   -1
General Knowledge   +1

Greedy   4 Rep

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

Sadist   3 Rep

Charm   +1
Empathy   +1
Persuasion   +1

Rational   3 Rep

Logic   +1

Irascible   -4 Rep

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

Intimidating   4 Rep

Charm   -1
Intimidation   +2

Disgust   -3 Rep

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

Confused   -4 Rep

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   -2 Rep

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.

Naive   -3 Rep

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   -2 Rep

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

Addicted   -4 Rep

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.

Strong-minded   3 Rep

Willpower   +2

Good behaviour   4 Rep

Etiquette   +2

Messenger of Death -3 Rep

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.

Extroverted   5 Rep

Apprehension   +1
Communication   +2
Persuasion   +2

Weapon enthusiast   5 Rep

Hand to Hand Combat   +1
Shooting   +1
Warfare   +1

Talent

Talents are specific character abilities. The templates refer to narrowly defined talents of the character. As a rule, they are beneficial or add special abilities and rules.

Empathic   5 Rep

Empathy   +3

Good Speaker   5 Rep

Communication   +3

Athletic   6 Rep

Deftness   +2
Endurance   +2

Luck   4 Rep

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

Leader   5 Rep

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

bonus dice   +1
Endurance   +1
Apprehension   +1

Good Thrower   5 Rep

Throwing   +3

Synesthesia   5 Rep

Apprehension   +1
Perception   +2

Contortionist   6 Rep

Deftness   +3
Resistance   +1

Strong immune system   5 Rep

Resistance   +3

Photographic Memory   6 Rep

Logic   +1
Perception   +1
Orientation   +2

Cold Hands   2 Rep

Attractiveness   -1
Intimidation   +1

Strongman   5 Rep

Strength   +2
Intimidation   +1

Accomplished Sleeper 3 Rep

rest minimum roll   -1
Conscientiousness   +1

Animal Empathy   6 Rep

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

Empathy   +1

Trickster   8 Rep

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

Well equipped   5 Rep

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

Skilled Fighter   10 Rep

Everyone has a plan until they've been hit.

Joe Lewis

actions   +1

Joker   10 Rep

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

Marksman   8 Rep

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

Critical Hits   10 Rep

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

Inspiring Leader   15 Rep

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

Misdirection   8 Rep

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

Shield Training   5 Rep

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.

Eagle Eye   7 Rep

Ranges of ranged weapons are increased by 25%.

Evade   11 Rep

Knowing where the trap is—that's the first step in evading it.

Frank Herbert, Dune

evasion   +2
Quickness   +1

Warhorse   4 Rep

Hand to Hand Combat   +1
Shooting   +1

Runner   6 Rep

Quickness   +1
Endurance   +1

Acrobat   3 Rep

Acrobatics   +2

Masterly Presence   40 Rep

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

Masterly confidence   40 Rep

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

Pickup Artist — 10 Rep

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

Lock picking — 4 Rep

Lock picking   +2

First Aid — 4 Rep

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

Henry Dunant

First Aid   +2

Dash — 6 Rep

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

Trained sword arm — 5 Rep

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

None

Strength   +2
Hand to Hand Combat   +1

Deft — 4 Rep

Deftness   +2

Conscientious — 4 Rep

Conscientiousness   +2

Good shooter — 3 Rep

Shooting   +1

Medicine — 5 Rep

First Aid   +1
Medical science   +2

Particular vigilance — 10 Rep

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 — 6 Rep

Intimidation   +1
Empathy   +1
Interrogation   +2

Camouflage and hiding — 4 Rep

Stealth   +2

Looting lunatic   6 Rep

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

Ignore pain   7 Rep

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.

Intelligent   4 Rep

Phantasie ist wichtiger als Wissen, denn Wissen ist begrenzt.

Albert Einstein

Logic   +1
Education   +1

Agile   3 Rep

Quickness   +1

Shield Mastery   10 Rep

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.

Blade dance   15 Rep

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.

Attack of Opportunity   10 Rep

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   7 Rep

evasion   +2

Quick   4 Rep

Quickness   +2

Resistance   20 Rep

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.

Bewegen   5 Rep

Acrobatics   +2
Stealth   +2

Nahkampf — 3 Rep

Hand to Hand Combat   +3

Aristocratic — 9 Rep

max health   +1
Communication   +2
Hand to Hand Combat   +1
Deception   +1
Reading/Writing   +2

Environment

These templates describe the character's living conditions.

Orphan — 4 Rep

destiny dice   +1
Resistance   +1

Loss of a limb — 1 Rep

destiny dice   +1
Attractiveness   -1
Deftness   -1

Guru — 7 Rep

Charm   +1
Attractiveness   +2
Communication   +2

Wanted — 4 Rep

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

destiny dice   +1
Conscientiousness   +1

Deformed — 4 Rep

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

Single parent — 4 Rep

Willpower   +1
Courage   +1

Unhappy in love — 3 Rep

Willpower   +1

Loss of a family member 5 Rep

destiny dice   +1
Courage   +2

Serf — 5 Rep

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

Apprehension   +2
Stealth   +1

Monasticism   5 Rep

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

Hermit   2 Rep

Charm   -1
Orientation   +1
Perception   +1
Communication   -1

Homeless   5 Rep

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

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

Widower   5 Rep

bonus dice   +1
Courage   +2

Journeyman years   7 Rep

Education   +1
Orientation   +1
Courage   +2
Mechanics   +1

Forestborn   11 Rep

destiny dice   +1
Quickness   +2
Deftness   +2
Throwing   +2
Shooting   +2
Lock picking   +1
Elder Knowledge   +1

B

Weapons

Blades

Dagger

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

Hand to Hand

Weight:	0.60 kg
Price:	300
Concealment	1
Preparation	0
Damage Potential	1

Blade crusher

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

Hand to Hand

Weight:	1.20 kg
Price:	850
Concealment	3
Damage Potential	1

Two-handed Sword

An enormous, straight, double-edged blade, far longer than a standard arming sword, dominates this weapon. Its defining feature is the massive, two-handed hilt, which uses an extended grip and a heavy pommel for balance. The weapon is fitted with a wide, functional crossguard, built to accommodate its great size.

Hand to Hand

Weight:	2.50 kg
Price:	4000
Piercing	1
Range	2
Concealment	8
Damage Potential	3

Armour Crusher

A heavy dagger suitable for damaging armour. For each hit, the victim loses one protection of their choice in addition to any protection used to avoid wounds.

Hand to Hand

Weight:	2.00 kg
Price:	650
Concealment	3
Damage Potential	1

Machete

Do not send a message!

Hand to Hand

Weight:	1.20 kg
Price:	450
Concealment	4
Damage Potential	3

Short Sword

A straight, double-edged blade, visibly shorter than a Long Sword but significantly longer than a dagger, forms this weapon. It is fitted with a simple, one-handed hilt, a functional crossguard, and a basic pommel. The weapon is lightweight and balanced, clearly serving as a practical military sidearm.

Hand to Hand

Weight:	0.70 kg
Price:	1000
Piercing	1
Concealment	2
Damage Potential	1

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.

Hand to Hand

Weight:	1.40 kg
Price:	1400
Piercing	1
Concealment	3
Damage Potential	3

Flammberge

This massive two-handed sword is immediately recognizable by its blade. The long, heavy, double-edged steel is not straight, but forged into a continuous, undulating or flame-like wave from the hilt to the point. Its hilt is built for a powerful two-handed grip, often featuring a complex guard with forward-swept quillons or side-rings.

Hand to Hand

Weight:	1.40 kg
Price:	2200
Range	2
Concealment	6
Damage Potential	3
Bleeding	1

One and a half-handed sword

This straight, double-edged blade is noticeably longer than a standard arming sword, yet shorter than a true two-hander. Its defining feature is the extended hilt, which is long enough to accommodate a second hand for increased power, though it remains balanced for one-handed use.

Hand to Hand

Weight:	1.20 kg
Price:	850
Piercing	1
Concealment	3
Damage Potential	2

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.

Hand to Hand

Weight:	1.20 kg
Price:	1000
Concealment	3
Damage Potential	3

Small sword

Often seen as the weapon of a noble, this lightweight sword is defined by its slender, stiff blade, which typically has a triangular cross-section and tapers to an exceptionally fine point. It lacks a true cutting edge, being purely a thrusting weapon. The hilt is its most distinct feature, possessing an intricate guard made of two small shells and a delicate knuckle-bow, designed for precision.

Hand to Hand

Weight:	1.20 kg
Price:	140
Piercing	1
Concealment	3
Damage Potential	1

Sickle

The sickle consists of a short, simple wooden handle designed for a single hand. Attached to it is a metal blade with a pronounced, C-shaped curve,

which is sharpened only along its concave inner edge. The overall construction is rudimentary, resembling a common harvesting implement.

Hand to Hand

Weight:	0.80 kg
Price:	150
Concealment	4
Damage Potential	2

Sabre

A long, curved, single-edged blade defines this one-handed sword. Its most distinct feature is the hilt, which possesses a prominent metal knuckle-bow that sweeps down from the crossguard to the pommel, enclosing and protecting the hand. The blade itself is often moderately wide, distinguishing it from the slender profile of a rapier.

Hand to Hand

Weight:	1.00 kg
Price:	950
Concealment	3
Damage Potential	3

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.

Hand to Hand

Weight:	0.60 kg
Price:	580
Concealment	2
Preparation	0
Damage Potential	1

Barbarian sword

This massive sword is defined by its sheer weight and crude, functional construction. The blade is an oversized, heavy slab of dark metal, often bearing nicks and an uneven edge, far wider than a standard arming sword. The hilt is thick, wrapped in rough leather, and protected by a simple, heavy block of iron serving as a crossguard.

Hand to Hand

Weight:	5.00 kg
Price:	2500
Range	2
Concealment	7
Damage Potential	4

Scimitar

This one-handed sword is defined by its pronounced, sweeping curve, featuring a single sharp edge on its outer side. The blade often broadens slightly as it nears the tip. It is equipped with a simple hilt and a crossguard that is usually straight or curved slightly towards the blade.

Hand to Hand

Weight:	1.00 kg
Price:	500
Concealment	5
Damage Potential	3

Knife-studded staff

The knife-studded staff consists of a shaft approximately one and a half steps long, with a blade attached to each end. The weapon is usually wielded with both hands.

Hand to Hand

Weight:	1.10 kg
Price:	950
Range	2
Concealment	7
Damage Potential	2

Foil

An exceptionally thin and flexible blade, often quadrangular in cross-section, defines this lightweight weapon. It possesses no sharpened edges, culminating instead in a fine, narrow point. The hilt is protected by a prominent, cup-shaped metal bell guard.

Hand to Hand

Weight:	1.30 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

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.

Hand to Hand

Weight:	0.25 kg
Price:	6000
Concealment	2
Preparation	0
Damage Potential	2

Wakizashi

This weapon is a single-edged, curved blade, noticeably shorter than a full longsword or katana, but significantly longer than a standard dagger. It features a hilt long enough for one or two hands, often wrapped in ray skin and cord, and is fitted

with a circular or squared metal guard separating the blade from the handle.

Hand to Hand

Weight:	0.90 kg
Price:	180
Concealment	2
Preparation	0
Damage Potential	2

Sword cane

This object appears to be a fashionable or simple walking stick, typically made of polished wood with a metal-capped tip and an ornamental handle. The handle, often a metal knob or L-shaped grip, detaches from the main shaft. This shaft is hollow, serving as a scabbard for a slender, rigid, and needle-pointed thrusting blade concealed inside.

Hand to Hand

Weight:	2.00 kg
Price:	160
Piercing	1
Damage Potential	1

Hunting knife

This fixed-blade knife features a strong, single-edged steel blade, often with a slight curve or a clip-point tip. The hilt is practical, made of polished wood, bone, or antler, and shaped for a solid, secure grip. It is a sturdy, functional tool, lacking the slender profile or double edge of a combat dagger.

Hand to Hand

Weight:	0.30 kg
Price:	120
Piercing	1
Preparation	0
Damage Potential	1

Scalpel

The scalpel consists of a slender metal or bone handle, sized for a delicate, precise grip. It holds a small, fixed blade of exceptional sharpness. The blade itself is thin and often possesses a distinct curve or fine point, appearing far more fragile and keen-edged than a utility knife.

Hand to Hand

Weight:	0.50 kg
Price:	250
Concealment	1
Preparation	0
Damage Potential	2

Rapier

A long, exceptionally slender, and rigid blade, tapering to a needle-sharp point, defines this one-handed sword. Its most recognizable feature is the hilt, which possesses an intricate and complex guard of interlocking metal bars, rings, or a cup designed to completely protect the wielder's hand.

Hand to Hand

Weight:	1.00 kg
Price:	1200
Concealment	3
Damage Potential	3

Broadsword

This sword features a distinctly wide, straight, double-edged blade that tapers only slightly to a functional point. Often seen as a rough weapon, its heavy build and simple, robust crossguard are clearly designed for brute force. The entire weapon is heavy in the hand, lacking the refinement of a rapier or the balance of an arming sword.

Hand to Hand

Weight:	3.00 kg
Price:	500
Concealment	5
Damage Potential	4

Pata

This weapon combines a rigid steel gauntlet, designed to protect the hand and forearm, with a long, straight, double-edged blade. The blade projects directly from the end of the gauntlet, aligned with the wielder's arm. The grip is a horizontal bar held inside the enclosed gauntlet, completely concealing the hand.

Hand to Hand

Weight:	1.00 kg
Price:	850
Piercing	1
Concealment	3
Damage Potential	3

Katar

The katar, known primarily in remote regions, is defined by its unique H-shaped metal grip. The grip consists of two parallel bars protecting the sides of the hand, connected by one or two transverse bars for the fist. A wide, pointed, double-edged blade is fixed to the front of this grip, projecting straight forward from the wielder's knuckles.

Hand to Hand

Weight:	0.80 kg
Price:	450
Piercing	1
Concealment	2
Damage Potential	2

Poison Dagger

This dagger features a rigid, narrow blade that tapers to a reinforced, armor-piercing point. A distinct groove is cut into the steel, designed for the

application of poison. The weapon is known to be particularly good at penetrating armor and poisons targets with the strength of the applied toxin.

Hand to Hand

Weight:	0.80 kg
Price:	1400
Piercing	2
Concealment	2
Preparation	0
Poison Notch	1

Stiletto

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

Hand to Hand

Weight:	0.80 kg
Price:	750
Concealment	2
Preparation	0
Damage Potential	1

Long Knife

The long knife's blade is long, straight, and single-edged, significantly larger than a standard dagger but lacking the crossguard and balance of a true shortsword. The hilt is simple, often just wood or leather-wrapped, with a minimal or non-existent guard. It is a practical, almost crude, weapon, falling somewhere between a large tool and a dedicated combat blade.

Hand to Hand

Weight:	1.20 kg
Price:	300
Concealment	4
Damage Potential	2

Flame dagger

This dagger's blade is not straight, but forged with a distinct flame-like, undulating edge. This serrated profile is known to inflict deep, tearing wounds that cause Bleeding. The hilt is typically simple, often dark metal or wrapped leather, putting all focus on the jagged steel.

Hand to Hand

Weight:	0.80 kg
Price:	450
Concealment	2
Preparation	0
Damage Potential	1
Bleeding	1

Cutlass

Often called a pirate's weapon, this sword features a short, broad, and slightly curved single-edged blade. The hilt is protected by a solid, often unadorned, basket- or cup-shaped guard that encloses the hand. The steel appears thick and functional, lacking the fine polish of a high-quality sword and suggesting a lower-quality, workhorse construction.

Hand to Hand

Weight:	1.20 kg
Price:	1000
Concealment	4
Damage Potential	3

Katana

A long, slender blade with a distinct, single-edged curve defines this sword. It is mounted with a hilt designed for a two-handed grip, which is often wrapped in cord over rayskin. A prominent circular or squared metal guard (tsuba) separates the hilt from the blade.

Hand to Hand

Weight:	0.80 kg
Price:	1200
Piercing	1
Concealment	3
Damage Potential	3

Long Sword

A straight, double-edged blade that tapers to a sharp, functional point is the core of this weapon. It is fitted with a simple, straight metal crossguard and a hilt sized for a single hand, which is balanced by a heavy metal pommel. This is the classic cruciform sword, longer than a dagger but shorter than a true two-handed weapon.

Hand to Hand

Weight:	1.40 kg
Price:	2000
Range	2
Concealment	5
Damage Potential	2

Axes

Hatchet

A short, one-handed wooden haft is fitted with a simple, wedge-shaped steel head. This head features a single, flared cutting bit, balanced by a flat, unadorned poll on the reverse side. It is a compact, utilitarian tool, lacking the spike or beard of a dedicated battle axe.

Hand to Hand

Weight:	0.30 kg
Price:	80
Preparation	0
Damage Potential	2

Battle Axe

A heavy, forged steel head, balanced for combat, tops this weapon. One side features a wide, flared cutting edge (a beard). The side opposite the blade is drawn out into a sharp spike, clearly distinguishing it from a simple utility axe.

Hand to Hand

Weight:	5.00 kg
Price:	2000
Piercing	1
Range	2
Concealment	8
Damage Potential	4

Axe

A wedge shaped head of cast iron or steel is mounted on a sturdy, one-handed wooden haft. The head features a single, flared cutting edge on one side and a flat, heavy poll on the other. It's a basic, versatile design, lacking the length of a long axe or the specific balance of a throwing axe.

Hand to Hand

Weight:	2.00 kg
Price:	250
Concealment	4
Damage Potential	3

Lumberjack axe

A long, straight haft of smooth, unadorned hardwood provides a two-handed grip. It supports a heavy, wedge-shaped steel head. This head features one wide, extremely sharp cutting bit, balanced by a thick, flat poll on the opposite side.

Hand to Hand

Weight:	2.20 kg
Price:	350
Piercing	1
Concealment	5
Damage Potential	3

Long Axe

The long axe features a long, sturdy wooden haft, built for a two-handed grip and often reinforced with metal bands. It is mounted with a single, heavy axe-head, which typically has a wide, sweeping cutting edge. Unlike a halberd, the design lacks a spear tip or rear spike, focusing purely on the power of the main blade.

Hand to Hand

Weight:	2.50 kg
Price:	500
Range	2
Concealment	5
Damage Potential	3

Orc Splitter

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

Hand to Hand

Weight:	4.00 kg
Price:	2900
Piercing	2
Range	2
Concealment	7
Damage Potential	3

Tss'Krokk

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

Hand to Hand

Weight:	6.00 kg
Price:	8500
Piercing	2
Range	2
Concealment	8
Preparation	2
Damage Potential	4

Francisca

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

Single shot

Weight:	0.60 kg
Price:	60
Piercing	1
Preparation	0
Capacity	1
Damage Potential	2

Tomahawk

The tomahawk consists of a straight haft, usually made of wood, which functions as a handle. Affixed to the top of the haft is a head, typically metal, featuring a single sharp blade aligned vertically with the handle.

Single shot

Weight:	1.20 kg
Price:	40
Piercing	1
Range	15
Concealment	2
Preparation	0
Capacity	1
Damage Potential	3

Blunt Weapons

Forging hammer

A short, thick haft of dense hardwood supports a heavy, asymmetrical block of forged steel. One face of this head is a wide, flat square, heavily marked by impact and soot. The opposite side is tapered into a blunt wedge or a rounded peen, clearly distinct from the sharp spikes of a warhammer or the twin faces of a sledgehammer.

Hand to Hand

Weight:	4.00 kg
Price:	850
Concealment	4
Damage Potential	3

Baton

This weapon is a solid, straight cylinder of polished hardwood, dense polymer, or black steel, sized for a one-handed grip. One end is often textured or wrapped for a secure hold, sometimes featuring a leather wrist thong. The entire object is uniform in thickness, lacking the weighted head of a mace or club.

Hand to Hand

Weight:	0.80 kg
Price:	800
Concealment	3
Damage Potential	1

Metal studded club

A thick, heavy length of roughly hewn wood serves as the weapon's core. Its striking end is densely packed with iron studs, blunt rivets, or sharpened nail heads driven deep into the grain. The weapon is top-heavy and crudely made, lacking the balance or metal flanges of a military mace.

Hand to Hand

Weight:	1.50 kg
Price:	120
Concealment	5
Damage Potential	2

Tss'Glonx

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

Hand to Hand

Weight:	6.00 kg
Price:	8500
Piercing	1
Range	2
Concealment	9
Preparation	2
Damage Potential	4

Nunchaku

This weapon consists of two short, solid batons, typically hardwood, connected at their ends by a short length of metal chain or rope. The weapon's flexible, difficult-to-control nature is well-known; if an attack roll is unsuccessful, the wielder of the weapon receives one wound.

Hand to Hand

Weight:	1.20 kg
Price:	650
Concealment	2
Preparation	0
Damage Potential	3

Battle Scythe

The battle scythe consists of a long, reinforced wooden haft, similar to a polearm. A single, large blade, clearly identifiable as a re-forged agricultural scythe blade, is socketed at the top, re-oriented to project straight forward along the line of the haft.

The blade itself is long and possesses a deep, concave curve, with its sharpened edge on the inside.

Hand to Hand

Weight:	3.00 kg
Price:	1300
Piercing	1
Range	2
Concealment	7
Damage Potential	3

Sledgehammer

The sledgehammer consists of an exceptionally long, thick wooden haft, demanding a two-handed grip. It is mounted with an enormous, heavy head made of a solid block of forged iron or steel. The head features two wide, flat striking surfaces, clearly prioritizing sheer weight and impact over the spikes or flanges of a warhammer.

Hand to Hand

Weight:	4.00 kg
Price:	850
Piercing	1
Range	2
Concealment	6
Damage Potential	2

Mace

This weapon features a solid haft of wood or metal, designed for a one-handed grip. The head consists of a heavy, solid metallic weight which is often cast with projecting flanges, knobs, or pyramid-shaped points. Unlike a hammer, this weapon lacks a flat striking surface, concentrating all its mass into these protrusions.

Hand to Hand

Weight:	2.80 kg
Price:	1200
Concealment	5
Damage Potential	3

Flail

The flail consists of two lengths of wood - a long staff serving as a handle and a shorter, free-swinging striking piece. The two parts are joined at one end by a loose hinge of leather or a short chain. It is clearly a repurposed harvesting tool, lacking the metal spikes or balanced weights found on a military-grade battle flail.

Hand to Hand

Weight:	2.50 kg
Price:	120
Range	2
Concealment	5
Damage Potential	1

Bullwhip

The whip is a single, continuous piece of dark, plaited leather, often several meters long. It begins with a short, rigid, braided handle that transitions seamlessly into a long, flexible thong. This thong tapers consistently from the thick handle down to a very fine, thin cord at the tip.

Hand to Hand

Weight:	1.00 kg
Price:	20
Range	3
Concealment	1
Capacity	1
Damage Potential	1

Pickaxe

The pickaxe is actually intended as a hand tool and consists of a long, sturdy wooden shaft designed for a two-handed grip. A heavy, forged metal head

is mounted crosswise at the top. This has a long, sharp spike on one side and a narrow, horizontal chisel blade on the opposite side. Together with the handle, this forms a T-shape.

Hand to Hand

Weight:	2.00 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

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.

Hand to Hand

Weight:	4.50 kg
Price:	8500
Concealment	3
Damage Potential	4

Maul

An enormous, cylindrical head, often made of dense hardwood bound with thick iron rings, sits atop a thick, two-handed wooden haft. Unlike a sledgehammer's flat metal faces or a warhammer's spike, this weapon is pure, brutal, blunt mass. The entire object is heavy and top-heavy, clearly designed for shattering impacts.

Hand to Hand

Weight:	3.00 kg
Price:	800
Concealment	5
Damage Potential	4

Warhammer

A heavy, forged metal head defines this weapon, clearly separating it from a mace. One side of this head features a flat or slightly convex blunt striking face, while the opposite side is drawn out into a thick, sharp spike or a slightly curved, armor-piercing fluke. This head is mounted on a sturdy wooden or steel-reinforced haft, often sized for a two-handed grip.

Hand to Hand

Weight:	5.00 kg
Price:	1500
Range	2
Concealment	6
Preparation	2
Damage Potential	2

Nine-tails

A short, solid handle, often wrapped in dark leather, serves as the grip for this whip. Nine separate thongs or cords of equal length are attached to this handle, each one tipped with a hard, knotted end or a small metal barb. The weapon is unwieldy; if the hit roll is unsuccessful, the nine-tails wounds the wearer with one wound.

Hand to Hand

Weight:	1.50 kg
Price:	850
Range	2
Concealment	5
Damage Potential	3

Battle flail

A sturdy wooden haft, sized for a single hand, is linked by several rings of heavy chain to a free-swinging metal head. This head is a solid iron sphere bristling with numerous fixed, sharp spikes. This flexible connection distinguishes it immedi-

ately from the rigid, fixed head of a mace or morning star.

Hand to Hand

Weight:	3.00 kg
Price:	580
Piercing	2
Range	2
Concealment	6
Damage Potential	3

Club

The club is a single, solid piece of hewn hardwood, defined by its crude, top-heavy balance. It swells from a rough grip, sized for one hand, into a thick, weighted striking end. It lacks any metal components, spikes, or flanges, appearing far simpler and more primitive than a mace.

Hand to Hand

Weight:	1.20 kg
Price:	15
Concealment	4
Damage Potential	1

Morning Star

This weapon features a sturdy haft of wood or metal, balanced for one hand, and topped with a solid, heavy head. This head, often spherical, is covered in numerous sharp, fixed spikes, differentiating it from the blunt flanges of a mace. The design is clearly intended to combine blunt-force impact with armor-piercing points.

Hand to Hand

Weight:	3.00 kg
Price:	1600
Piercing	1
Concealment	5
Damage Potential	3

Bec de corbin

This long polearm is mounted with a complex steel head. One side features a heavy, blunt hammer face, while the opposite side is forged into a long, sharp spike, often curved downward like a raven's beak. This entire assembly, which is sometimes decoratively shaped like an actual raven's head, sits atop a long wooden haft.

Hand to Hand

Weight:	4.00 kg
Price:	1800
Range	2
Concealment	6
Damage Potential	3

Polearms

Corseque

The head of the corseque consists of a long, primary spear spike. Projecting from the base of this spike are two shorter, sharp tines or flukes, which are angled forward or slightly outward. This entire three-pointed metal assembly is mounted on a long wooden haft.

Hand to Hand

Weight:	2.50 kg
Price:	2450
Range	2
Concealment	5
Damage Potential	3

Battle staff

Perfect balance defines this weapon, which is a long, smooth shaft of dense hardwood, often capped with blued metal at both ends. Known as the weapon of a monk, its lightweight yet sturdy construction is designed for very quick attacks.

Hand to Hand

Weight:	0.60 kg
Price:	150
Range	2
Concealment	6
Damage Potential	2

Staff

A long, solid piece of hardwood, often gnarled or polished smooth. It is roughly the height of a person and may be topped with a carved knob, a simple crystal, or left unadorned.

Hand to Hand

Weight:	0.80 kg
Price:	100
Range	2
Concealment	5
Preparation	0
Damage Potential	1

Trident

A three-pronged metal head defines this polearm. It features a long central spear-point, flanked on both sides by two shorter, equally sharp tines, which are sometimes barbed. This entire assembly is mounted on a long, sturdy wooden haft.

Hand to Hand

Weight:	3.00 kg
Price:	850
Piercing	1
Range	2
Concealment	5
Damage Potential	3

Scythe

A long, curved wooden shaft is fitted with two perpendicular hand-grips. Mounted at the base of this shaft is a single, very long, curved blade that juts out at a right angle, with its sharp edge along the concave side. The entire assembly is unwieldy, clearly designed for wide, sweeping motions.

Hand to Hand

Weight:	2.50 kg
Price:	580
Range	2
Concealment	7
Damage Potential	3

Dignity wand

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

Hand to Hand

Weight:	1.50 kg
Price:	950
Range	2
Concealment	7
Preparation	0

Halberd

A complex, multi-purpose head of forged steel tops this long polearm. It combines three distinct elements: a forward-facing spear point, a broad, heavy axe-blade on one side, and a sharp spike or hook on the reverse side. This entire assembly is mounted on a long, sturdy wooden haft, often reinforced with metal langets.

Hand to Hand

Weight:	3.00 kg
Price:	3000
Piercing	2
Range	2
Concealment	8
Damage Potential	3

Tournament lance

This is an exceptionally long, thick polearm shaft, crafted from wood that is often painted with bright, heraldic colors. A conical steel handguard (vamplate) is fixed above the grip, and unlike a war lance, the tip features no sharpened point. Instead, it is capped with a blunted metal head or a coronel, a small, crown-shaped fixture.

Hand to Hand

Weight:	2.50 kg
Price:	1400
Range	3
Concealment	7
Preparation	2
Damage Potential	3

Spear

A long, straight shaft of polished hardwood forms the main body of this polearm. It is tipped with a single, sharp metal head, often forged into a simple leaf-shape or a sharpened spike. The weapon is balanced for reach, lacking the complex flukes of a partisan or the axe-head of a halberd.

Hand to Hand

Weight:	1.20 kg
Price:	600
Piercing	1
Range	2
Concealment	6
Damage Potential	1

Angrasch's forge

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

Hand to Hand

Weight:	0.70 kg
Price:	8000
Piercing	2
Range	2
Concealment	5
Damage Potential	2

Toranian Boar Spear

This weapon is built around an exceptionally thick and heavy shaft of dark, reinforced wood, much sturdier than a standard military spear. Its head is a massive, broad leaf-shaped blade, but its most defining feature is a strong, fixed iron cross-guard or toggle positioned just below the socket. The metalwork is heavy and practical, bearing a simple forge mark shaped like a tusk.

Hand to Hand

Weight:	1.50 kg
Price:	650
Piercing	1
Range	2
Concealment	6
Damage Potential	2

Glaive

A long, single-edged blade, resembling a large knife or short sword, is mounted vertically on the end of a long wooden haft. This blade is affixed in line with the shaft, creating a polearm that lacks the complex spear-points or side-flukes of a partisan or corseque. The weapon is balanced for long, sweeping slashes.

Hand to Hand

Weight:	2.80 kg
Price:	2750
Piercing	1
Range	2
Concealment	6
Damage Potential	3

Pitchfork

A long, simple wooden haft is topped with a metal head. This head splits into two, three, or sometimes four long, thin metal tines, which are sharpened to a point and curve slightly forward. The entire construction is that of a basic agricultural tool, lacking the reinforcement or balance of a military trident.

Hand to Hand

Weight:	2.00 kg
Price:	5
Piercing	1
Range	2
Concealment	1
Reload actions	0
Damage Potential	2

Lance

A long, thick shaft of dense wood forms the core of this heavy polearm. It is topped with a sharp, conical or leaf-shaped steel head designed purely for piercing. A circular steel handguard (vamplate) is often fixed to the shaft just above the grip, distinguishing it from a simpler pike or spear.

Hand to Hand

Weight:	3.00 kg
Price:	1000
Piercing	2
Range	2
Concealment	8
Damage Potential	2

Battle lance

A long, thick shaft of dense, reinforced wood forms the core of this heavy polearm. It is topped with a sharp, leaf-shaped or conical steel head designed for piercing, lacking the blunted coronel of its tournament counterpart. A circular steel handguard (vamplate) is often fixed to the shaft just above the intended grip area.

Hand to Hand

Weight:	3.50 kg
Price:	1500
Piercing	2
Range	3
Concealment	7
Damage Potential	3

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.

Hand to Hand

Weight:	1.50 kg
Price:	6800
Range	2
Concealment	5
Damage Potential	3

Pike

An exceptionally long and rigid wooden shaft, significantly taller than a person, dominates this polearm's design. It is tipped with a very small, sharp steel spike, purely functional and lacking the broad blade of a spear. The entire weapon is unwieldy up close, built exclusively for maintaining distance.

Hand to Hand

Weight:	3.00 kg
Price:	1800
Piercing	2
Range	2
Concealment	6
Damage Potential	3

Partisan

A long, sturdy wooden haft is capped with a broad, double-edged spearhead. Flanking the base of this main blade are two smaller, symmetrical, and sharpened projections, often shaped like crescent moons or pointed flukes. The overall head is typically flat and more ornate than a military spear, but lacks the axe-blade of a halberd.

Hand to Hand

Weight:	3.00 kg
Price:	1000
Piercing	1
Range	2
Concealment	6
Damage Potential	3

Bows

Repetier Crossbow

A prominent lever mechanism, often integrated into the stock and connected to a top-mounted box or gravity-fed magazine, defines this crossbow. This complex assembly makes it a weapon that is very easy to span and quick to load. The rest of the construction features a standard prod and trigger, though the stock is heavily modified to accommodate the reloading action.

Single shot

Weight:	3.00 kg
Price:	950
Piercing	1
Range	30
Concealment	3
Preparation	2
Capacity	2
Damage Potential	3

Hunting Bow

This weapon consists of a long, single stave of cured wood, often yew or ash. It has a simple leather grip and a string of twisted fiber, lacking the heavy reinforcement of a Battle Bow.

Single shot

Weight:	1.20 kg
Price:	650
Piercing	1
Range	60
Capacity	1
Damage Potential	2

Composite bow

This bow is crafted from multiple materials laminated together—typically horn, sinew, and a wooden core—bound tightly with wrappings. When unstrung, its limbs curve noticeably forward at the tips. The entire construction is often more compact than a Battle Bow but features a much more complex and deliberate shape.

Single shot

Weight:	1.20 kg
Price:	750
Range	50
Concealment	5
Preparation	0
Capacity	1
Damage Potential	3

Short bow

A single stave of cured wood, often ash or elm, forms this compact bow. Its limbs are noticeably short and slender, lacking the impressive height of a Long Bow or the heavy reinforcement of a Battle Bow. The weapon is lightweight and fitted with a simple twisted fiber string.

Single shot

Weight:	1.20 kg
Price:	400
Range	40
Concealment	3
Capacity	1
Damage Potential	2

Crossbow

A solid stock of wood or metal forms the main body of this weapon, featuring a groove on its upper surface. Near the front, a single horizontal bow limb is mounted. A trigger mechanism is set into the stock, designed to hold a drawn bowstring under tension.

Single shot

Weight:	3.00 kg
Price:	800
Piercing	1
Range	40
Concealment	3
Preparation	2
Capacity	1
Reload actions	2
Damage Potential	3

Quadruple crossbow

This heavy weapon possesses a wide, reinforced stock, built to accommodate four horizontal bow limbs, often arranged in a stacked or side-by-side configuration. The top of the stock features four parallel grooves, each designed to hold a bolt. A complex trigger mechanism is connected to an intricate system of bowstrings that hold all four bolts under tension simultaneously.

Single shot

Weight:	6.00 kg
Price:	4100
Piercing	1
Range	45
Recoil Compensation	1
Concealment	8
Preparation	2
Capacity	4
Reload actions	4
Damage Potential	3

Elven Bow

This longbow is distinguished by its seamless, elegant construction from a single piece of pale, polished wood, making it noticeably lighter than a standard Battle Bow. Delicate, flowing carvings resembling leaves or script are etched directly into the slender limbs. The bowstring is a thin, tightly-spun cord that appears almost silvery.

Single shot

Weight:	2.00 kg
Price:	850
Piercing	2
Range	70
Concealment	5
Damage Potential	2

Hand crossbow

This weapon is a small, concealable crossbow, often built with a pistol-like grip. It features a short, horizontal bow prod and a simple mechanism that makes it easy to span. The entire lightweight construction is designed to be drawn quickly.

Single shot

Weight:	0.80 kg
Price:	900
Piercing	1
Range	10
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

Battle Bow

This heavy bow features a thick, reinforced frame, often made of laminated wood or composite material, making it larger and sturdier than a simple hunting bow. Its limbs are stiff and pronounced in their curve, attached to a thick, heavy-gauge bowstring. The entire weapon is built for power, lacking ornamentation in favor of a purely functional design.

Single shot

Weight:	1.40 kg
Price:	1450
Piercing	1
Range	70
Concealment	6
Capacity	1
Damage Potential	4

Double Crossbow

A central stock of wood or metal is mounted with two horizontal bow limbs, set either side-by-side or vertically stacked. The weapon features a trigger mechanism connected to two parallel grooves or tracks. These tracks are designed to hold two separate bolts, which are secured under tension by corresponding bowstrings.

Single shot

Weight:	3.80 kg
Price:	2900
Piercing	1
Range	45
Concealment	4
Preparation	2
Capacity	2
Damage Potential	3

Long Bow

This bow is defined by its impressive height, often matching or exceeding that of its wielder. It consists of a single, long stave of cured wood, typically yew or ash, polished smooth. Unlike the multi-layered Composite Bow, its power comes purely from the length of its simple, slightly curved limbs and the tension of its heavy-gauge string.

Single shot

Weight:	2.00 kg
Price:	600
Piercing	1
Range	60
Concealment	5
Capacity	1
Damage Potential	2

Taxaro's trail

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

Single shot

Weight:	2.10 kg
Price:	6500
Piercing	1
Range	50
Concealment	5
Capacity	1
Damage Potential	4

Light Crossbow

A stock, often of wood or composite material, forms the main body of this weapon. Near the front, a single, relatively short horizontal prod (bow limb) is mounted. This weapon features one bowstring, a simple trigger mechanism, and a groove on the stock's upper surface designed to hold a single bolt.

Single shot

Weight:	2.20 kg
Price:	650
Piercing	1
Range	40
Concealment	3
Capacity	1
Damage Potential	2

Slings

Sling

A long, double-stranded cord made of braided fiber or sinew features a wider, cup-shaped leather pouch woven into its center. The two cords extending from this pouch are of equal length, with one end often tied into a simple finger-loop.

Single shot

Weight:	0.10 kg
Price:	20
Range	15
Preparation	0
Capacity	1
Damage Potential	1

Pilum with Amentum

A long, thin iron shank, culminating in a sharp, pyramidal tip, defines this javelin. This metal shank is deeply socketed into a shorter, weighted wooden haft. Wrapped securely around the haft, near the weapon's balance point, is a long leather thong (amentum) fashioned into a loop for the fingers.

Single shot

Weight:	2.00 kg
Price:	1
Piercing	1
Range	40
Capacity	1
Damage Potential	1

Slingshot

A Y-shaped frame, often carved from a single piece of hardwood or formed from bent metal, serves as the handle. Two strong elastic bands are secured to the upper prongs of this frame. The opposite ends of these bands are joined by a small, flexible pouch, typically made of leather.

Single shot

Weight:	0.50 kg
Price:	30
Range	15
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

Blowpipe

This weapon is a simple, long tube of hollowed reed or polished wood. One end is visibly carved and smoothed to serve as a mouthpiece. The entire object is lightweight and perfectly straight, featuring no mechanisms or strings, only the empty channel running its length.

Single shot

Weight:	0.80 kg
Price:	120
Piercing	1
Concealment	5
Preparation	0
Capacity	1
Range	15

Rifles

O'Grut Blunderbuss

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

Single shot

Weight:	2.00 kg
Price:	3800
Piercing	1
Range	45
Concealment	5
Capacity	1
Damage Potential	5

Throwing Weapons

Throwing Spear

A slender haft of flexible, lightweight wood forms the body of this spear. Its head is a small, sharp leaf-blade or a simple spike, lacking the heavy, broad head of a military spear. The weapon is balanced noticeably forward of the grip, clearly intended for flight rather than bracing.

Throwing

Weight:	2.00 kg
Price:	300
Piercing	1
Range	20
Concealment	6
Capacity	1
Damage Potential	1

Throwing Axe

A distinct head-heavy balance, clearly intended for rotation, defines this small axe. It possesses a short, smooth wooden haft designed for a one-handed grip. The metal head is single-bladed and often features a sharpened poll or spike on the reverse side, distinguishing it from a simple hatchet.

Throwing

Weight:	1.00 kg
Price:	25
Range	10
Concealment	3
Capacity	1
Damage Potential	3

C

Weapon Mod-
ifications

Sights

Crossbow Iron Sight

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

Price:	600
Accuracy	+1
Damage Potential	+1

Gadget

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
Reload actions	-1

Quickdraw Sling

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

Price:	200
Preparation	-1

Grips

Leather wrapped handle

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

Price:	80
Damage Potential	+1

Hardened Wood Handle

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

Price:	200
Accuracy	+1
Damage Potential	+1

Ammunition

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
Damage Potential	+1
Range	+5

Extended Magazine (Pistols)

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

Price:	80
Capacity	+7

Extended Magazine (Assault rifles)

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

Price:	150
Capacity	+20

Pebbles

Simple pebbles to use with a sling or slingshot.

Price:	2

Iron balls

Iron balls do more damage when used in a sling-shot instead of stones.

Price: 10
Damage Potential   +2

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
Poison Notch   +1

Explosive Arrows

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

Price: 700
Splash Damage   +2

Blade

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
Piercing   -1
Bleeding   +2

Hardened Blade

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

Price: 200
Damage Potential   +1
Piercing   +1

Engraved Blade

The blade of the weapon has a special engraving.

Price: 100
Damage Potential   +1

Poison Notch

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

Price: 250
Poison Notch   +1

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
Range   +1
Bleeding   +1

Serrated Edge

A serrated edge will cause severe bleeding wounds.

Price: 400
Bleeding   +1

D

Rüstung

Light armour

Schattenhaut

Die Schattenhaut ist ein meisterhaft gefertigter, hauchdünner Ganzkörperanzug aus den seiden-feinen Fasern der Nachtschleier-Spinne, die nur in den tiefsten Wäldern des Elfenreichs vorkommt. Das Material passt sich wie eine zweite Haut an den Körper an, folgt jeder Bewegung laut-los und verstärkt die natürliche Geschmeidigkeit seines Trägers. In Mondlicht erscheint die Ober-fläche matt und bricht Licht so, dass der Um-riss des Assassinen in Dunkelheit nahezu ver-schwindet. Zwischen den Gewebefasern sind winzige Runen eingewoben, die Körperwärme dämpfen und magische Erkennung erschweren. Die Schattenhaut ist nicht nur ein Kleidungsstück, sondern eine unsichtbare Waffe – geschaffen für den lautlosen Tod aus der Dunkelheit.

Weight: 10.00 kg
Price: 1000
Protection: C C N N H [1]

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.

Weight: 2.00 kg
Price: 400
Encumbrance: 1
Protection: N N B

Leather Armor

This armor is crafted from thick sections of hide, which have been boiled, stiffened, and stitched or riveted together. It typically consists of a rigid cuirass and shoulder guards (pauldrons), often se-cured with heavy leather straps and metal buckles.

Weight: 2.00 kg
Price: 200
Encumbrance: 1
Protection: N N N N

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.

Weight: 2.00 kg
Price: 400
Protection: B S

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 pa-per sheets are formed into individual scales, which are connected by leather strips. These individ-ual scales are used to make armor that protects the shoulders, chest, abdomen, genitals, back, and sometimes the thighs.

Weight: 5.00 kg
Price: 120
Protection: N N N N

Chain mail hauberk

This armor is a heavy, coat-like garment made en-tirely of thousands of interlinked metal rings. It is shaped like a long shirt, covering the torso, shoul-ders, and arms, and typically falls to the mid-thigh or knees. The construction is entirely flexible, lack-ing the rigid plates of plate armor, and forms a dense, heavy metallic mesh.

Weight: 12.00 kg
Price: 600
Encumbrance: 1
Protection: H H N N

Glitzerballerinas

Ballerinas. Sie glitzern.

Weight: 1.00 kg
Price: 50
Protection: B

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.

Weight: 3.00 kg
Price: 600
Encumbrance: 1
Protection: N N N B

Medium armour

Half-Plate

This armor consists of a set of articulated, forged steel plates - including a solid cuirass, backplate, and large pauldrons - designed to protect the torso and upper body. It is distinguished from full plate by its omission of full leg and arm encasement, relying instead on mail or hardened leather to protect the joints and lower limbs.

Weight: 13.00 kg
Price: 800
Encumbrance: 2
Protection: N N N N N [2]

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.

Weight: 3.00 kg
Price: 500
Encumbrance: 3
Protection: N N C C C

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.

Weight: 3.00 kg
Price: 1200
Encumbrance: 4
Protection: N N N N C

Heavy armour

Plate Armor

A polished, form-fitting shell of interlocking, articulated steel plates, covering the wearer from head to toe, defines this armor. It includes a full helm, a solid cuirass, and defenses for the arms and legs, all meticulously shaped. This suit, often worn over a padded gambeson or mail, is secured by numerous internal straps and buckles, creating a complete, heavy encasement.

Weight: 15.00 kg
Price: 2000
Encumbrance: 4
Protection: N N N N C C C C C [3]

Ulrich's plate armour

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

Weight: 15.00 kg
Price: 5000
Encumbrance: 4
Protection: N N N N C

Clothing

Normal clothing

This set of apparel consists of simple, practical garments made from common fabrics like linen, wool, or cotton. It typically includes a basic shirt or tunic, a pair of trousers or a skirt, and perhaps a simple leather belt. The clothing is functional and unadorned, lacking any form of padding, armor, or specialized design.

Weight: 1.50 kg
Price: 200
Protection: N [4]

Robe

A floor-length, single-piece garment of heavy, single-colored fabric (often black, white, or deep red). Its most distinct features are the exceptionally wide, bell-shaped sleeves and a deep, oversized hood designed to shadow the face.

Weight: 4.00 kg
Price: 120
Protection: B

Tunic

The Tunic is crafted from a basic weave, typically linen, cotton, or wool. It falls from the shoulders to somewhere between the hips and the knees, featuring two simple sleeves and a basic, round or V-shaped opening for the head.

Weight: 3.00 kg
Price: 120
Protection: N

Gown

This garment is a simple, loose-fitting outer robe made of coarse, heavy fabric like linen or wool. It is long-sleeved and typically reaches the ankles, designed to be worn over other clothing. It is secured at the front with simple fabric ties or a basic belt, lacking any complex fasteners or ornamentation.

Weight: 2.00 kg
Price: 20
Protection: B

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.

Weight: 1.00 kg
Price: 500
Encumbrance: 1
Protection: R

Fancy dress

A really chic dress, in any color.

Weight: 1.50 kg
Price: 250
Protection: B

Arms and Legs

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.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C [5]

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.

Weight:	2.00 kg
Price:	150
Protection:	C

Leather shoes

Laced leather shoes

Weight:	1.00 kg
Price:	70
Encumbrance:	1
Protection:	N

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.

Weight:	1.00 kg
Price:	150
Encumbrance:	1
Protection:	N C

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.

Weight:	1.00 kg
Price:	200
Encumbrance:	1
Protection:	N N

Silk gloves

These gloves are made from fine, tightly-woven silk thread, resulting in a smooth, lustrous surface. They are exceptionally thin and lightweight, tailored to fit the hands and fingers snugly. The stitching is delicate and precise, almost invisible on the smooth fabric.

Weight:	0.20 kg
Price:	40
Encumbrance:	1
Protection:	N

Wool gloves

Wool gloves protect your hands from cuts and cold.

Weight:	0.50 kg
Price:	20
Encumbrance:	1
Protection:	B N

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.

Weight:	1.00 kg
Price:	150
Protection:	N

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.

Weight: 2.00 kg
Price: 200
Encumbrance: 2
Protection: N N N

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.

Weight: 2.00 kg
Price: 250
Encumbrance: 1
Protection: N N

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.

Weight: 1.00 kg
Price: 300
Encumbrance: 1
Protection: C C [6]

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.

Weight: 0.20 kg
Price: 50
Protection: B

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.

Weight: 1.00 kg
Price: 200
Encumbrance: 1
Protection: N N

Amulet against the demon

A solid medallion of dark, cold iron hangs from a thick leather cord. Its face is etched with a complex, angular sigil that seems to repel the light. The metal remains unnaturally cold to the touch, regardless of the ambient temperature.

Weight: 0.10 kg
Price: 200
Protection: D D

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.

Weight: 1.50 kg
Price: 250
Encumbrance: 1
Protection: N H

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.

Weight: 2.00 kg
Price: 350
Encumbrance: 1
Protection: N N N

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.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C

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.

Weight: 1.00 kg
Price: 150
Protection: H

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.

Weight: 0.50 kg
Price: 150
Encumbrance: 1
Protection: N N

Shield

Roundshield

This large, circular shield is constructed from thick wooden planks, often faced with stretched leather and bound by a heavy iron rim. A prominent, domed steel boss (umbo) sits at the exact center. This boss protects the wielder's hand, which grips a single horizontal bar directly behind it, a design distinct from the arm-straps of a kite shield.

Weight: 2.50 kg
Price: 500
Encumbrance: 2
Protection: 7

Tower shield

An enormous, heavy shield, built to be almost as tall as a person. Its shape is typically rectangular or a large, elongated oval, often curved to wrap slightly around the body. The construction is of thick, reinforced wood, frequently faced with leather and bound in metal, and it is secured by a series of heavy straps for the arm and hand.

Weight: 11.00 kg
Price: 1200
Encumbrance: 4
Protection:

Buckler

A small, round disc of steel or hardened leather, often no wider than a forearm's length, defines this shield. Its primary feature is a prominent, central metal boss which protects a simple bar grip held directly behind it in the fist. It lacks the arm-straps found on larger kite or heater shields.

Weight: 4.00 kg
Price: 200
Protection:

Flit Buckler

A buckler for flits

Weight: 1.00 kg
Price: 100
Encumbrance: 1
Protection:

First Aid

Bandages

Enables the use of first aid.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

Potions and Poisons

Simple wound tincture

When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

Weight: 0.80
Price: 30
Rarity: Common
Concealment: 0

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: 0.30
Price: 200
Rarity: Rare
Concealment: 0

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: 0.20
Price: 800
Rarity: Rare
Concealment: 3

Tobacco

Best long bottom leaf, coarse cut, full-bodied.

Weight: 0.05
Price: 15
Rarity: Common
Concealment: 0
Charges: 20

Ink bottle

A securely sealed inkwell containing ink for a quill or goose quill.

Weight: 0.60
Price: 10
Rarity: Common
Concealment: 0
Charges: 25

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: 1.00
Price: 30
Rarity: Common
Concealment: 0

Silberner Ritualdolch

Weight:	1.00
Price:	10
Rarity:	Common
Concealment:	0

Containers

Ceramic Flask

Weight:	0.20
Price:	10
Rarity:	Common
Concealment:	0

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:	0.50
Price:	15
Rarity:	Common
Concealment:	4

Vial

A glass vial

Weight:	0.10
Price:	20
Rarity:	Common
Concealment:	0

Leatherbag

Weight:	0.80
Price:	15
Rarity:	Common
Concealment:	2

Cloth bag

The cloth bag can be used to store or transport items in it.

Weight:	0.50
Price:	5
Rarity:	Common
Concealment:	0

Leather satchel

A comfortable to wear leather satchel that can store items.

Weight:	2.00
Price:	20
Rarity:	Common
Concealment:	1

Parchment cover

Your documents are safe in this! A leather, waterproof case to store parchments or documents.

Weight:	0.20
Price:	40
Rarity:	Common
Concealment:	0

Bag

A canvas sack, large enough to carry many items.

Weight:	1.00
Price:	10
Rarity:	Common
Concealment:	1

Basket

In this basket you can transport objects or other items.

Weight:	1.00
Price:	10
Rarity:	Common
Concealment:	0

Pack saddle

A pack saddle for use on a horse.

Weight: 4.00
Price: 30
Rarity: Common
Concealment: 0

Bucket

A 10l bucket.

Weight: 0.70
Price: 5
Rarity: Common
Concealment: 0

Glass bottle

A glass bottle that can be filled with anything.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

Water barrel

This barrel can be filled with 20l of liquid.

Weight: 5.00
Price: 10
Rarity: Common
Concealment: 1

Jade Casket

Weight: 0.50
Price: 50
Rarity: Uncommon
Concealment: 0

Goldener Rubin besetzter Krug

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Jadeschatulle

Schirmt 50 Arkana Thanium ab

Weight: 1.00
Price: 10
Rarity: Rare
Concealment: 0
Charges: 50

Tools

Small Pan

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0

Mortar and Pestle

Weight: 0.50
Price: 5
Rarity: Common
Concealment: 0

Brush broom

A broom. You can sweep with him.

Weight: 2.00
Price: 10
Rarity: Common
Concealment: 1

Nails

Assortment of simple Nails

Weight: 0.05
Price: 0
Rarity: Common
Concealment: 0

Tether rope

This tether rope is suitable for tying tight knots.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Obsidian ritual dagger

Weight: 1.00
Price: 100
Rarity: Uncommon
Concealment: 0

Charcoal pencils

Charcoal pencils can be used to write on parchment or paper.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

Shovel

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 3

Pipe

A pipe for smoking tobacco or the like.

Weight: 0.10
Price: 100
Rarity: Common
Concealment: 0

Lockpicks

If a lockpick is used with the knowledge lock picking, an easy roll is made instead of a normal roll.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

Parchment

A sheet of parchment to write on

Weight: 0.01
Price: 10
Rarity: Common
Concealment: 0

Small weaving frame

A small weaving frame to be able to make woven fabrics on the trip.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 1

Crowbar

Gordon Freeman knows how to use it

Weight: 1.00
Price: 29
Rarity: Common
Concealment: 1

Flint and Steel

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Small Kettle

A small iron kettle

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0

Hourglass

HourglassThe hourglass can be used to estimate the time accurately.

Weight: 0.30
Price: 50
Rarity: Common
Concealment: 0

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Improvised Picklock

Weight: 0.01
Price: 0
Rarity: Common
Concealment: 0

Abacus

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

Weight: 0.70
Price: 80
Rarity: Common
Concealment: 0

Compass (drawing tool)

A compasss can be used for navigation or geometric tasks.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

Quill

A quill for writing

Weight: 0.10
Price: 15
Rarity: Common
Concealment: 0

Slate

On this slate you can write, and you can always wipe away what you have written.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

Plumb line

A sinker to estimate about the depth of something.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Brush

Use this brush to paint on a canvas.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Hammer

Weight: 2.00
Price: 30
Rarity: Common
Concealment: 1

Lights

Torch

Weight: 0.20
Price: 2
Rarity: Common
Concealment: 0

Pulley

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

Lantern

Weight: 1.00
Price: 40
Rarity: Common
Concealment: 1

Candle

One candle. Burns for about 8 hours.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

Pitch Torch

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

Oil lamp

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Storm lantern

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

Weight: 1.00
Price: 60
Rarity: Common
Concealment: 0

Surveillance

Handcuffs

Weight: 0.50
Price: 80
Rarity: Common
Concealment: 0

Telescope

All *perception* rolls made using the telescope are simple samples.

Weight: 0.50
Price: 80
Rarity: Common
Concealment: 0

Trekking gear

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: 0.10
Price: 5
Rarity: Common
Concealment: 0

Waterskin

A 1 liter leather bag to carry water.

Weight: 0.30
Price: 20
Rarity: Common
Concealment: 0

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:	2.00
Price:	90
Rarity:	Common
Concealment:	1

Fishing hook and line

A simple fishing equipment.

Weight:	0.20
Price:	10
Rarity:	Common
Concealment:	0

Flint and steel

A way to start a fire. A little exhausting, but a very safe method.

Weight:	0.20
Price:	5
Rarity:	Common
Concealment:	0

Hammock

This hammock can be spanned to provide a comfortable place to sleep.

Weight:	2.00
Price:	20
Rarity:	Common
Concealment:	0

Rope ladder

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters hight.

Weight:	2.00
Price:	40
Rarity:	Common
Concealment:	0

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:	1.00
Price:	5
Rarity:	Common
Concealment:	0

Bedroll

Weight:	1.00
Price:	50
Rarity:	Common
Concealment:	2

Rope (3m)

Weight:	3.00
Price:	30
Rarity:	Common
Concealment:	2

Lamp oil

A container full of lamp oil to refill storm lanterns or oil lamps.

Weight:	1.00
Price:	20
Rarity:	Common
Concealment:	0

Blanket

Weight:	1.00
Price:	50
Rarity:	Common
Concealment:	1

Magnifying glass

A magnifying glass that can be used to light a fire, among other things.

Weight:	0.20
Price:	50
Rarity:	Common
Concealment:	0

Snowshoes

This pair of snowshoes can be used to walk on snow comfortably and quickly.

Weight:	1.00
Price:	20
Rarity:	Common
Concealment:	0

Hyena fur

The skinned fur of an adult hyena.

Weight:	2.00
Price:	20
Rarity:	Common
Concealment:	0

Tent

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

Weight:	5.00
Price:	70
Rarity:	Common
Concealment:	1

Fishnet

With this net you can fish well.

Weight:	1.00
Price:	10
Rarity:	Common
Concealment:	0

Tinder box

A tinder box. With the contents you can easily light a fire.

Weight:	0.10
Price:	20
Rarity:	Common
Concealment:	0

Fanny packs

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

Weight:	0.30
Price:	30
Rarity:	Common
Concealment:	0

Backpack

Weight:	1.20
Price:	100
Rarity:	Common
Concealment:	2

Lasso

This rope is made to tie a lasso to capture animals.

Weight:	2.00
Price:	20
Rarity:	Common
Concealment:	0

Food / Provisions

Provisions to feed the hungry Heroes and Heroines

Fine wine

A bottle of fine wine.

Weight:	1.00
Price:	80
Rarity:	Common
Concealment:	0
Charges:	3

Bier

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

Weight:	1.00
Price:	1
Rarity:	Common
Concealment:	0

Dried meat

Dried meat, nutritious and long-lasting

Weight:	0.50
Price:	1
Rarity:	Common
Concealment:	0
Charges:	3

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:	0.30
Price:	5
Rarity:	Common
Concealment:	0

Brot

A Bread

Weight:	0.50
Price:	10
Rarity:	Common
Concealment:	0

Leib Brot

Weight:	0.50
Price:	1
Rarity:	Common
Concealment:	0
Charges:	1

Vehicles

Simple One-Horse Carriage

The simple single carriage is a small vehicle pulled by a horse.

Weight:	120.00
Price:	400
Rarity:	Common
Concealment:	8

Two horse carriage

The carriage is pulled by two horses and has an optional canvas cover.

Weight:	220.00
Price:	600
Rarity:	Common
Concealment:	8

Four-Horse Carriage

A large, heavy carriage with a wooden top or canvas cover. It is pulled by four horses.

Weight:	400.00
Price:	900
Rarity:	Common
Concealment:	10

Racing carriage

The racing carriage is particularly streamlined.

Weight:	300.00
Price:	1200
Rarity:	Common
Concealment:	10

Chariot

A well-crafted chariot provides protection from attackers and allows you to make tight turns.

Weight:	500.00
Price:	1000
Rarity:	Uncommon
Concealment:	10

Dog sled

The dog sled is pulled by 8-10 dogs and can be optionally equipped with tires to drive on solid ground.

Weight:	80.00
Price:	80
Rarity:	Common
Concealment:	0

Ox cart

The ox cart is pulled by two oxen. A very slow but reliable form of transport.

Weight: 250.00
Price: 120
Rarity: Common
Concealment: 10

Covered wagon

A covered wagon pulled by two horses. The cover provides protection from most weather conditions.

Weight: 400.00
Price: 400
Rarity: Common
Concealment: 10

Box wagon

The wooden body on this box wagon protects against wind, weather and burglars. The vehicle is pulled by a horse.

Weight: 500.00
Price: 600
Rarity: Common
Concealment: 10

Canoe

The canoe can be used to cross water. However, it is not seaworthy.

Weight: 20.00
Price: 60
Rarity: Common
Concealment: 8

Small rowing boat

A rowboat complete with oars.

Weight: 100.00
Price: 120
Rarity: Common
Concealment: 8

Animal supplies

Animal food

High quality pet food. One serving lasts about a week.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 0

Silver spurs

Weight: 1.00
Price: 50
Rarity: Common
Concealment: 0

Packing saddle

A saddle with pockets.

Weight: 5.00
Price: 50
Rarity: Common
Concealment: 4

Bridle

Weight: 1.00
Price: 70
Rarity: Common
Concealment: 0

Bird cage

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 5

Saddle

Weight: 4.00
Price: 80
Rarity: Common
Concealment: 4

Collar and leash

Collar and leash for a dog. Or the partner in life.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Curry comb

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Falconer glove

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Kummet

A padded ring used to harness oxen.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Horse feed

High quality horse feed, one dose is enough for about a week

Weight: 1.00
Price: 2
Rarity: Common
Concealment: 0

Iron spurs

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Riding crop

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Muzzle

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Horse blanket

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Oddities

Cloth doll

A simple cloth doll.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Shard of tanium

Weight: 1.00
Price: 9999
Rarity: Rare
Concealment: 0

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: 1.00
Price: 0
Rarity: Uncommon
Concealment: 0

Spielzeugäffchen

Weight: 1.00
Price: 10
Rarity: Uncommon
Concealment: 0

Glasses

Glasses, hopefully matched to your prescription.

Weight: 0.40
Price: 80
Rarity: Common
Concealment: 0

Fruit Cake

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Ring, Gold

A golden ring.

Weight: 0.10
Price: 60
Rarity: Uncommon
Concealment: 0

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: 1.00
Price: 1
Rarity: Unique
Concealment: 0
Charges: 10

Ring, Silver

A silver ring

Weight: 0.10
Price: 10
Rarity: Common
Concealment: 0

cap of logical thinking

+1 Logic

Weight: 1.00
Price: 1111
Rarity: Legendary
Concealment: 0

Juggling balls

Either you can, or you can't.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Hairpin

Can also serve as a simple lockpick and stabbing tool.

Weight: 0.03
Price: 19
Rarity: Common
Concealment: 0

Sundial

A portable sundial.

Weight: 0.50
Price: 20
Rarity: Common
Concealment: 0

Fairy tale book

A book of fairy tales.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Hand mirror

A simple, small hand mirror

Weight: 0.30
Price: 15
Rarity: Common
Concealment: 0

Golden monocle

A golden monocle, which can be used in front of one eye for the purpose of good vision.

Weight: 1.00
Price: 150
Rarity: Common
Concealment: 0

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: 0.30
Price: 1000
Rarity: Legendary
Concealment: 0

Historic Bible

A bound, historical edition of the Bible.

Weight: 1.00
Price: 100
Rarity: Common
Concealment: 0

Scheiben der Puppen

Weight: 1.00
Price: 0
Rarity: Unique
Concealment: 0
Charges: 9

Components

Goldnugget

A small piece of unprocessed gold, about 5 grams.

Weight: 0.05
Price: 300
Rarity: Common
Concealment: 0

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: 0.10
Price: 10
Rarity: Common
Concealment: 0

Mugwort (Artemisia vulgaris)

A mugwort plant. The tops of the sprout are used to revive the digestion.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

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: 0.20
Price: 4
Rarity: Common
Concealment: 0

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: 0.30
Price: 5
Rarity: Common
Concealment: 0

Invla (Invla 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: 0.05
Price: 5
Rarity: Common
Concealment: 0

Angelica (Angelica archangelica)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

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: 0.02
Price: 5
Rarity: Common
Concealment: 0

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: 0.30
Price: 20
Rarity: Uncommon
Concealment: 0

Herbal blend

A delicious blend of herbs to flavour food.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0
Charges: 10

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: 0.05
Price: 10
Rarity: Common
Concealment: 0

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: 0.05
Price: 15
Rarity: Common
Concealment: 0

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: 0.20
Price: 5
Rarity: Common
Concealment: 0

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: 0.20
Price: 5
Rarity: Common
Concealment: 0

Valeriana (Valeriana officinalis)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

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: 0.05
Price: 5
Rarity: Common
Concealment: 0

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: 0.20
Price: 2
Rarity: Common
Concealment: 0

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: 0.10
Price: 50
Rarity: Uncommon
Concealment: 0

Pebble

A small stone. Usable as sling bullet.

Weight: 0.10
Price: 0
Rarity: Common
Concealment: 0

Comfrey (Symphytum officinale)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Weight: 0.05
Price: 5
Rarity: Common
Concealment: 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: 0.05
Price: 2
Rarity: Common
Concealment: 0

Thymus (Thymus vulgaris)

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Musical Instruments

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: 1.50
Price: 25
Rarity: Common
Concealment: 3

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5.00
Price: 250
Rarity: Common
Concealment: 0

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:	0.20
Price:	150
Rarity:	Unique
Concealment:	0

Wizardry

Bogus

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Duration:	4d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Unmask

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

Within a radius of **power**+**magic level** meters, the spell instantly cancels all illusions.

Glitter

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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.

Illusion

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*2 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Arcana

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.

Ogre's breath

Spell points:	3
Arcana cost:	1
Range:	2
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

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.

Perfect shape

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Simulacrum

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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.

Doppelganger

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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**.

Water to wine

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The sorcerer turns water, which he holds in front of him in a vessel, into wine.

Flatulentio

Spell points:	2
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

> Auch das menschliche Hinterteil verliert dann und wann den Status der rückwärtigen Dienste und wird zur Offensivwaffe.
>
> – Martin Gerhard Reisenberg

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.

Levitar

Spell points:	3
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Energy

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)

Gestaltwandler

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

Der Zaubernde verwandelt sich in eine Menschen ähnliche Gestalt. Es handelt sich dabei rein um die Illusion, Fähigkeiten werden nicht adaptiert.

White Magic

Defenseless figure

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	5*Power minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

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.

Overlight

Spell points:	5
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Light

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.

Detect magician

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

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.

Protection wall

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Banish lower undead

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Light

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).

Banish magic

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	5 minutes
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Detect lie

Spell points:	5
Arcana cost:	1
Range:	3
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

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.

Circle of light

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	15 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Light

The caster creates a bright circle of light of **Power***2 meters radius around him. The circle remains for 15 minutes.

Fast as light

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	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.

Light attack

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Light

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.

Candle

Spell points:	3
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

The caster lights up to **Power***3 candles.

Banish higher undead

Spell points:	13
Arcana cost:	5
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Light

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.

Good friend

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Banish ghosts

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Terrifying figure

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level+1 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Mind

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.

Blur

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

The spell refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll + **magic level**).

Banish curses

Spell points:	4
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

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**.

Healing

Spell points:	10
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster heals the target for **power*magic level** wounds.

Neron Statue

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

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.

Detect black mage

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 days
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

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.

End transformation

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Black Magic

Summon nightmare

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	1 nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Domination

Spell points:	7
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Power*5 minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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.

Blood thorns

Spell points:	7
Arcana cost:	2
Range:	20
Actions:	1
Duration:	Magic Level+1 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Blood flow

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

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.

Dark paths

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

One with the shadows

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Night creature

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	1 nights
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Voice of hate

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Magic Level days
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Vision of fear

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Mind

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.

Tongues of Seth'Nra

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Schwarzer Tod

Spell points:	20
Arcana cost:	10
Range:	20
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Elemental Magic

Energy Bolt

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Energy

The caster summons a bolt of pure energy that flies toward a target, causing hits equal to the **spell power+magic level** on impact.

Flaming death

Spell points:	7
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Fire

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.

Ice shard

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

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.

Wild Growth

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level days
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Shard Storm

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Earth

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.

Screen

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Melting

Spell points:	7
Arcana cost:	3
Range:	2
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Odem

Spell points:	5
Arcana cost:	1
Range:	2
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Veil of mist

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Water

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.

Arcane storm

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Energy

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 spell-caster 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.

Life Stream

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	5
Needs concentration:	Nein
Type:	Healing
Variant:	Water

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.

Charcoal stone

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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.

A fresh breeze

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	2 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Rot

Spell points:	9
Arcana cost:	3
Range:	3
Actions:	3
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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**.

Leech tendrils

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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**.

Ivy coat

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	1 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Amber path

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	20
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Eye of Seth'Nra

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level*5 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Elemental Weapon

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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.

Arrow of wind

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Avatar of the storm

Spell points:	15
Arcana cost:	3
Range:	25
Actions:	2
Duration:	Magic level d6 + Arcana spent rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Chain lightning

Spell points:	5
Arcana cost:	3
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Air

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.

Wings of wind

Spell points:	5
Arcana cost:	2
Range:	1
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Small sandstorm

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Elementar

Spell points:	10
Arcana cost:	2
Range:	10
Actions:	2
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

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.

Water breathing

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

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.

Call elemental spirit

Spell points:	8
Arcana cost:	4
Range:	0
Actions:	10
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Bind elemental spirit

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Elemental form

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Summon element

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Elemental object

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Ginae's Call

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Water

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.

Cold

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Ice

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.

Fireball

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Fire

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.

Grass ring

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Healing
Variant:	Earth

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.

Elemental shield

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Fire

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.

Shock

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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.

Elementarer Köcher der Wandlung

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

Dieser magisch verzauberte Köcher erkennt den aktiven Zauber des Trägers und wandelt gewöhnliche Pfeile in elementare Projektile, die dem gewirkten Zauber entsprechen. Die Wandlung erfolgt augenblicklich beim Ziehen des Pfeils.

Dornensturm

Spell points:	5
Arcana cost:	3
Range:	12
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Nature

Der Waldläufer ruft den Zorn der Natur an. Aus dem Boden schießen scharfe Dornen und peitschen durch die Luft.

Alle feindlichen Einheiten in einem Kegel von 12 Zoll Reichweite erleiden W6+2 Schaden.

Betroffene Einheiten müssen einen Rüstungswurf mit -1 Modifikator ablegen.

Getroffene Einheiten haben in ihrer nächsten Runde -2 Bewegung (die Dornen halten sie fest).

Zusatz: Zorn des Waldes (verstärkte Variante) Wenn der Waldläufer sich in einem bewaldeten oder naturverbundenen Gelände befindet, kann er 1 zusätzliches Mana ausgeben. In diesem Fall:

Schaden erhöht sich auf W8+3

Gegnerische Einheiten erleiden zusätzlich 1 Punkt anhaltenden Schaden zu Beginn ihrer nächsten Runde.

Gegenzauber: Ein Feind kann diesen Zauber durch eine Magieresistenzprobe (8+) negieren.

Flufftext:

„Aus jedem Blatt wird eine Klinge, aus jedem Schatten eine Falle. Die Natur vergisst nichts – und sie kämpft mit mir."

Shamanism

Simple healing

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Nature

The caster heals a person or animal for **power+magic level** wounds.

Weather forcast

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	3
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

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.

Call birds

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Trust

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Duration:	Power*5 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Nature

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.

Locate animal

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

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.

Salamander feet

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Call of the wild

Spell points:	3
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Clear water

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Smoke

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

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.

Mark animal

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power days
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

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.

Living Hideaway

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power months
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Healing hands

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Nature

The caster heals **power+magic level** wounds on the wounded. It also heals broken bones and closes wounds.

Hawk Eyes

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	1 hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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.

Nature play

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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.

Animal Companion

Spell points:	5
Arcana cost:	1
Range:	50
Actions:	1
Duration:	8 hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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).

Foxfire

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Sanguine Magic

Transfusion

Spell points:	7
Arcana cost:	3
Range:	2
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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**.

Rite of life

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster takes **Power** wounds. The target is healed twice as much and gains **magic level** health.

Rite of purification

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

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.

Blood Arrow

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Blood Ban

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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.

Rite of the blood crystal

Spell points:	8
Arcana cost:	4
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Necrology

Awaken zombie

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Arcana

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.

Path of bones

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Dead signpost

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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?

Dead gaze

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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.

Creature of the Dead

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	3
Duration:	Magic Level*2 rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Death sword

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Death Scream

Spell points:	6
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Illusion
Variant:	Blood

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.

Dance of Death

Spell points:	9
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Summon skeletons

Spell points:	9
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power*3 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

Torment of the bones

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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**.

Breath of transience

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Bone whip

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*3 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

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.

The wrath of bones

Spell points:	5
Arcana cost:	1
Range:	20
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Secrets of the Dead

Spell points:	4
Arcana cost:	1
Range:	0
Actions:	10
Duration:	Power hours
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

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.

Bone shield

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

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.

Bone growth

Spell points:	4
Arcana cost:	1
Range:	0
Actions:	10
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Mysticism

Translocation

Spell points:	2
Arcana cost:	3
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Protection aura

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Arcana

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.

False feeling

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Swiftness

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Air

The caster accelerates. His speed and range for *Running* and *Walking* are increased by *Power* for *magic level_* d6 rounds.

Hermeticism

Unseen, unnoticed

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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.

Veil of oblivion

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Open

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

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.

Magic analysis

Spell points:	5
Arcana cost:	1
Range:	40
Actions:	2
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

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.

Spirit of wine

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Extreme performance

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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.

Freeze

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power actions
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

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.

Dilatio

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

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.

Bloodlust

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

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.

Arrest

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Arcana

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.

Invisibility

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

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.

Absorb magic

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

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.

Aevum

Spell points:	80
Arcana cost:	1000
Range:	0
Actions:	1000
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

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.

Expolitio

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The caster can cleanse an area of *spellpower* square steps in size of any contamination. The cleaning is instantaneous and removes dirt and odours.

Necromancy

Death Vision

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Special rounds
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

> To die proudly when it is no longer possible to live proudly. Death of one's own free choice, death at the proper time, with a clear head and with joyfulness, consummated in the midst of children and witnesses: so that an actual leave-taking is possible while he who is leaving is still there.
>
> – Friedrich Nietzsche

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 willPower check. This requires as many successes as the spell has **Power**.

The spell lasts until the willPower check is successful.

Call animal spirit

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Voice of the dead

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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.

Spirit protection

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Abjuration
Variant:	Blood

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.

Spirits advice

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

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.

Living armor

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Animate body

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	15
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Deathly Cold

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Exorcise spirit

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

The caster chooses up to **Power** spirits or beings ruled by spirits. The spirits are banished and leave their earthly existence.

Animate object

Spell points:	5
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

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.

Simple service spirit

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	15
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Possession

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	15
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Animate Weapon

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Magic Level*5 actions
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

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.

Ghostly body

Spell points:	4
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

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.

Demonology

Black call

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	5
Duration:	Power*10 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Unnatural growth

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

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.

Deadly stone

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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).

Maw

Spell points:	11
Arcana cost:	3
Range:	10
Actions:	1
Duration:	5 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

At any point within range, a maw **magic level** meters in diameter and **power** meters deep opens up.

New flesh

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Demonic

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.

Globulus

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level*5 minutes
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

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.

Demonic vision

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power+Magic level rounds
Needs concentration:	Nein
Type:	Divination
Variant:	Demonic

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.

Breath of Wisgu

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Duration:	Power*2 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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.

Banning circle

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	6
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Abjuration
Variant:	Demonic

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.

Brood

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Demonic Form

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	Power minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Web

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Call demon

Spell points:	10
Arcana cost:	4
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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.

Bind demonic being

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Demonic

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.

Pact

Spell points:	30
Arcana cost:	12
Range:	0
Actions:	100
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

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.

Mephitic Cloud

Spell points:	8
Arcana cost:	2
Range:	15
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

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'.

Shadow Split

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

"Als wir in den Wald stürmten stand da nur diese junge Frau. Unser Hauptmann lachte. Das sollte alles sein, was uns diese Menschen hier entgegen werfen? Eine Hexe? Unser Hauptmann stürmte ihr entgegen, doch die Hexe erhob nur ihre Hände. Im gleichen Moment wurde der erhobene Schwertarm unseres Hauptmanns von dunklen nebligen Tentakeln zurück gerissen mit einem gräßlichen Geräusch. Er schrie. Als die Hexe erneut ihre dämonische Geste vollführte, kamen weitere Tentakel und rissen ihm den ganzen Arm am Gelenk aus! Wir konnten grade noch fliehen!"

– Totschläger-Arne, Räuber

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.

Astral Magic

Crystal barrier

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

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.

Light of stars

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

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.

Path of the stars

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Divination
Variant:	Light

A bright star shows the caster the way to his intended destination.

Star message

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

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.

Greater magic analysis

Spell points:	5
Arcana cost:	1
Range:	60
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

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.

Silence of the cosmos

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Light

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.

Irradiate

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Damage
Variant:	Light

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.

Lizard Folk Magick

Blood Sacrifice Ritual

Spell points:	10
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

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.

Mind ban

Spell points:	12
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Magic Level*5 hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Whiff of acid

Spell points:	8
Arcana cost:	2
Range:	5
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

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**.

Scale armour

Spell points:	6
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster's body becomes covered in additional scales. He gains **spell power** normal protection and **magic level** bleed protection.

Venomous Bite

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	2
Duration:	3 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Dark Vision

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Duration:	8 hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster can see up to **power × magic level** steps in total darkness.

Shadow Step

Spell points:	6
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The caster fuses with the shadows, increasing their stealth by the **power** of the spell.

Swamp Fever

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	3
Duration:	1 weeks
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

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**.

Lizard Call

Spell points:	8
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

Summon a number of small lizards that will obey simple commands. The number summoned is equal to the **power** of the spell.

Decomposition

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

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.

Snake Eyes

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Spell Power rounds
Needs concentration:	Ja
Type:	Control
Variant:	Light

The caster fixes the target with a hypnotic gaze, paralysing it for rounds equal to the spell's **power+magic level**.

Acid Thorn

Spell points:	6
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

A sharp acid thorn is hurled at the target, causing poison damage equal to the spell's **power**. The thorn has piercing **magic level**.

Crawling Fear

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	4
Duration:	Magic Level minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

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.

Chimerology

Adapt ability

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Control
Variant:	Nature

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.

Leviathan creation

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	10
Duration:	10-Power months
Needs concentration:	Ja
Type:	Transmutation
Variant:	Nature

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.

Unholy bond

Spell points:	12
Arcana cost:	3
Range:	0
Actions:	30
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

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.

Curses

Aging

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level years
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

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.

Fear

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Drying out

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	2
Duration:	Power years
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Curse of the mind

Spell points:	5
Arcana cost:	3
Range:	40
Actions:	10
Duration:	Power months
Needs concentration:	Ja
Type:	Damage
Variant:	Blood

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.

Paralysis of self

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Madaeus flu

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	3
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

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.

Bad luck

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Self blame

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

Shura's madness

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 seconds
Needs concentration:	Nein
Type:	Control
Variant:	Mind

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.

G

Spell Mod-
ifications

Basic

Powerful Spell

Spell points: 3

Attribute: Power 1

Twinspell

The spell affects one additional target. The effect occurs for all targets.

Spell points: 5

Attribute: Arcana 1

Long Range

The range of the spell is increased by 20.

Spell points: 2

Attribute: Range 20

Easy to cast

The spell requires 1 arcana less, but at least 1.

Spell points: 5

Attribute: Arcana -1

Quick Cast

The spell requires 1 less action, but at least 1.

Spell points: 3

Attribute: Actions -1

Duration of effect

The effect duration of the spell is doubled.

Spell points: 3

Attribute: Arcana 1

Affinity

Fire affinity

Changes the spell's variant to fire.

Spell points: 1

Variant: Fire

Nature Affinity

The element of the spell is changed to Nature.

Spell points: 1

Variant: Nature

Energy Affinity

The element of the spell is changed to energy.

Spell points: 1

Variant: Energy

Arcana Affinity

The element of the spell is changed to arcana.

Spell points: 1

Variant: Arcana

Light Affinity

The element of the spell is changed to light.

Spell points: 1

Variant: Light

Earth Affinity

The element of the spell is changed to earth.

Spell points: 1

Variant: Earth

Mind Affinity

The element of the spell is changed to mind.

Spell points: 1

Variant: Mind

Demonic Affinity

The element of the spell is changed to demonic.

Spell points: 1

Variant: Demonic

Blood Affinity

The element of the spell is changed to blood.

Spell points: 1

Variant: Blood

Water Affinity

The element of the spell is changed to water.

Spell points: 1

Variant: Water

Air Affinity

The element of the spell is changed to air.

Spell points: 1

Variant: Air

Shape

Sphere

Changes the spell's form to a sphere.

Spell points: 3

Attribute: Arcana 1
Shape: Sphere

Cloud

The shape of the spell is a cloud.

Spell points: 3

Shape: Cloud

Circle

The shape of the spell is a circle.

Spell points: 3

Shape: Circle

Wall

The shape of the spell is a wall.

Spell points: 3

Shape: Wall

Cone

The shape of the spell is a cone.

Spell points: 3

Shape: Cone

School

Damage

The school of the spell is changed to damage.

Spell points: 7

Type: Damage

Control

The school of the spell is changes to control.

Spell points: 7

Type: Control

Transmutation

The school of the spell is changed to transmutation.

Spell points: 7

Type: Transmutation

Healing

The spell's school is changes to healing.

Spell points: 7

Type: Healing

Illusion

The spell's school is changed to illusion.

Spell points: 7

Type: Illusion

Divination

The spell's school is changed to divination.

Spell points: 7

Type: Divination

Abjuration

The spell's school is changes to abjuration.

Spell points: 7

Type: Abjuration

Conjuration

The spell's school is changed to conjuration.

Spell points: 7

Type: Conjuration

Enchantment

The spell's school is changed to enchantment.

Spell points: 7

Type: Enchantment

H

Foes

Undead

Scarecrow

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.

Wounds:	8
Movement:	0
Strength:	2
Dexterity:	0
Mind:	4
Resistances:	['Fire']

Claw (6)
Bleeding 1

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.

Wounds:	10
Movement:	4
Strength:	2
Dexterity:	2
Mind:	2
Resistances:	['Fire']

Claw (6)
Bleeding 1, Poison 1

Skelett

Ein wandelndes Skelett, von dunkler Magie belebt.

Wounds:	4
Movement:	3
Strength:	2
Dexterity:	2
Mind:	2

Knochengriff (8)
Vergiftet 1
Kalter Atem (6)
Geschockt 2, 5 Meter Reichweite

Animal

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.

Wounds:	4
Movement:	7
Strength:	1
Dexterity:	5
Mind:	1

Striped horse

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.

Wounds:	8
Movement:	8
Strength:	2
Dexterity:	3
Mind:	2

Bite (8)
Piercing 0
Hoofs (8)
Shocked 1

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.

Wounds:	3
Movement:	6
Strength:	2
Dexterity:	4
Mind:	3
Resistances:	['Fire', 'Shock']

Scratch (4)
The claws of the barn devil are very unpleasant when they are pulled through the face.
Bite (5)
Piercing 0

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.

Wounds:	5
Movement:	7
Strength:	2
Dexterity:	2
Mind:	2

Bite (7)
Bleeding 1
Call for the pack (4)
The wolf howls loudly. Every success calls one wolf into the combat after 1d3 combat rounds, if there are other wolves near.

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.

Wounds:	8
Movement:	8
Strength:	4
Dexterity:	4
Mind:	3
Resistances:	['Fire']

Claws (8)
Piercing 1, Bleeding 1
Fire beam (10)
Riding dragons are capable of spitting a jet of fire about 10 steps long. Anyone within the range of this beam receives the hits of this throw with penetration 0.

Large cave spider

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.

Wounds:	10
Movement:	4
Strength:	2
Dexterity:	4
Mind:	3
Resistances:	['Fire', 'Poison']

Bite (8)
Poison 1
Web (8)
Shocked 1

Swarm eater

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.

Wounds:	3
Movement:	6
Strength:	2
Dexterity:	3
Mind:	1

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.

Wounds:	15
Movement:	8
Strength:	5
Dexterity:	4
Mind:	2

Bite (10)
Piercing 1, Bleeding 1

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.

Wounds:	14
Movement:	12
Strength:	3
Dexterity:	3
Mind:	2

Bite (8)
Piercing 1

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).

Wounds:	4
Movement:	4
Strength:	3
Dexterity:	2
Mind:	2

Kick (6)
Piercing 0
Bite (8)
Piercing 0

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.

Wounds:	12
Movement:	6
Strength:	4
Dexterity:	2
Mind:	4

Blow (10)
The blow hits up to three enemies within a range of 2 metres. It causes Shocked 1.
Roll (8)
When the Zwarl is in distress, it rolls over its opponents. He can reach up to three opponents if they stand in a line up to five steps away. He inflicts the wounds of this roll on each opponent.

Augura

Auguras are giant, owl-like birds. Although they are not magical, their size enables them to inflict terrifying wounds with their claws and beaks. They inhabit the snow-covered plains of Bitrheimr. They have very keen senses and are easily disturbed by any disturbance to their peace. They become aggressive very quickly.

Wounds: 4
Movement: 7
Strength: 2
Dexterity: 5
Mind: 4

Bite (6)
Piercing 1
Talons (7)
Piercing 1, Bleeding 1
Evade (4)
See Evasion player rule

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.

Wounds: 18
Movement: 6
Strength: 6
Dexterity: 2
Mind: 2

Trample (12)
Piercing 0
Charge (8)
Piercing 0

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.

Wounds: 4
Movement: 2
Strength: 1
Dexterity: 3
Mind: 5
Resistances: ['Poison']

Spit (8)
The toad spits a yellowish corrosive liquid at a 90 degree angle 5 steps away. The liquid causes one wound per combat round until it is washed away. It also reduces the condition of all affected pieces of armour by 1 protection.

Three-horned rhinoceros

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.

Wounds: 12
Movement: 8
Strength: 4
Dexterity: 2
Mind: 2

Charge (10)
Piercing 1
Trample (10)
Piercing 0

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.

Wounds:	10
Movement:	7
Strength:	4
Dexterity:	2
Mind:	2

Charge (10)
Shock 1

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.

Wounds:	6
Movement:	3
Strength:	2
Dexterity:	1
Mind:	2

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.

Wounds:	5
Movement:	4
Strength:	2
Dexterity:	1
Mind:	2

Bleat (10)

The bleating of a whole herd of sheep can be quite a confusion for a character.
Kick (6)
Piercing 0
Bite (8)
Piercing 0

Tree ripper

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.

Wounds:	10
Movement:	6
Strength:	4
Dexterity:	2
Mind:	2

Claws (5)
Piercing 1
Choke (10)
With its strong arms, the tree ripper is able to strangle its victim and also move. The strangle has piercing 0. It takes a difficult test of strength to free oneself from the grip.

Hell taipan

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]].

Wounds:	3
Movement:	2
Strength:	2
Dexterity:	4
Mind:	4
Resistances:	['Poison']

Bite (8)
Piercing 4, Poison 2

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.

Wounds: 2
Movement: 7
Strength: 1
Dexterity: 4
Mind: 4

Steal (8)
If the crow succeeds in the roll, the person stolen from can make a perception roll, the minimum roll of which is increased by the number of successes of the crow. If the perception roll succeeds, the crow is caught in the act, otherwise it manages to steal without being noticed.
Pecking (6)
Bleeding 1

Lion

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.

Wounds: 8
Movement: 6
Strength: 3
Dexterity: 3
Mind: 2

Bite (8)
Piercint 1, Bleeding 1
Claws (6)
Piercing 1, Bleeding 2

Sand viper

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.

Wounds: 3
Movement: 2
Strength: 1
Dexterity: 5
Mind: 4

Bite (8)
Poison 2

Brown Tiger

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.

Wounds: 8
Movement: 7
Strength: 2
Dexterity: 4
Mind: 4
Resistances: ['Cold']

Claws (10)
Piercing 1
Bite (10)
Piercing 1, Bleeding 1

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.

Wounds: 24
Movement: 5
Strength: 5
Dexterity: 1
Mind: 3

Bite (12)
Piercing 2, Bleeding 1
Roll over (14)
If the worm is in distress, it will roll over everything in its path in a straight line at 10 steps. The hits of this throw are divided among all the victims rolled over and cause Pierce 1.

Further chatter

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.

Wounds: 2
Movement: 11
Strength: 1
Dexterity: 4
Mind: 7

Yellow Tiger

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.

Wounds: 8
Movement: 8
Strength: 3
Dexterity: 5
Mind: 2

Claws (8)
Piercing 1, Bleeding 1
Bite (10)
Piercing 1, Bleeding 1

Magical

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.

Wounds: 12
Movement: 8
Strength: 5
Dexterity: 3
Mind: 3

Bite (8)
Piercing 1, Bleeding 1
Claws (8)
Bleeding 1

Shimmer whale

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.

Wounds:	40
Movement:	8
Strength:	5
Dexterity:	3
Mind:	4
Resistances:	['Cold', 'Magic', 'Fire']

Ram (10)

The whale is able to ram its victims, sometimes entire ships. The roll causes piercing 2. If the roll succeeds with more than 5 successes, the whale devours its victim.

Wild Magic (10)

The whale casts a spell of elemental magic, a casting of the Ginae or the Duglaraan. The spell is cast intuitively and appears with a **power** according to the successes of this roll.

Bork

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.

Wounds:	8
Movement:	6
Strength:	3
Dexterity:	3
Mind:	3

Magic ramming (7)

The Bork charges at its victim, combining movement with attack. Piercing 2

Ram (6)

Piercing 1

Bite (5)

Piercing 1

Fel'war

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.

Wounds:	3
Movement:	8
Strength:	1
Dexterity:	4
Mind:	2
Resistances:	['Magic']

Talons (6)

Bleeding 1

Beak (5)

Bleeding 1

Air Blast (5)

A magical gush of air pushes the victim D6 metres backwards and causes **power** wounds and shock 1.

Stone Elemental

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.

Wounds:	30
Movement:	4
Strength:	6
Dexterity:	1
Mind:	1
Resistances:	['Fire', 'Poison']

Rockfall (8)

When the stone elemental attacks, it can hurl parts of its own substance at its opponents. For every three wounds it inflicts on itself, all enemies in a 45° cone suffer 1d6 hits. The cone extends faith level*2 steps. If the attack is unsuccessful, only the stone elemental suffers damage, the enemies remain unharmed.

Rock slap (6)

The Stone Elemental can hurl a large boulder from its own substance. The boulder hits a target up to 20 paces away and causes 3 hits per success. The stone elemental inflicts 2d6 wounds to itself. If the roll fails, only the stone elemental suffers the damage and the target remains unharmed.

Rock growth (6)

The stone elemental causes sharp rocks to grow out of the ground in a circle with a **faith level** step

radius. This circle can be up to 20 steps away from the stone elemental. If an enemy ends their turn on the spikes, they take three hits.

If an opponent tries to move through the spikes, he must make a Deftness roll. If they fail, they take three hits.

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.

Wounds:	14
Movement:	8
Strength:	2
Dexterity:	5
Mind:	2
Resistances:	['Water', 'Magic', 'Fire', 'Physical Damage']

Mirror image (8)
If the roll for Mirror Image is successful, the water elemental creates an exact clone of itself, which retains all its stats. The ability costs 1D6 arcana, which is subtracted BEFORE cloning.
Blow (8)
Piercing 1
Growth (6)
The water elemental grows and doubles both its maximum and its current wounds. Once the maximum wounds reach 100, it stops growing.
Grip (8)
If the water elemental attacks a victim, it pulls the victim into its body. The victim receives two wounds of suffocation damage in each of his combat rounds, but can free himself with a Strength or Acrobatics check after the damage.

Sethlarn

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.

Wounds:	18
Movement:	10
Strength:	3
Dexterity:	4
Mind:	3
Resistances:	['Magic', 'Fire', 'Shock']

Claws (10)
Piercing 1, Bleeding 1
Dark Magic (8)
The Sethlarn are proficient in the spells of Black and Lizard magic, which they use intuitively. If this roll succeeds, the effect of a spell with **power** corresponding to the successes takes effect.

Imps

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.

Wounds:	4
Movement:	3
Strength:	2
Dexterity:	3
Mind:	4

Claws (5)
Bleeding 1
Elemental magic (10)
The Imp casts a spell of elemental magic that is suited to his element. The successes of this casting yield the **power** of the spell.

Ganark

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.

Wounds:	4
Movement:	6
Strength:	2
Dexterity:	3
Mind:	5
Resistances:	['Magic', 'Steal Actions']

Confuse (8)
The victim is confused for 1d3 combat rounds. The minimum roll of all rolls is raised by the number of successes Ganark achieves on this Confuse roll.

Scratch (4)
Ganark scratches the victim (piercing 1)

Blur (6)
Ganark refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll +1).

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.

Wounds:	4
Movement:	3
Strength:	1
Dexterity:	3
Mind:	5
Resistances:	['Magic']

Wild Magic (8)
The Bold casts a spell of elemental magic, wizardry or shamanism. The successes of this roll represent the **power** of the spell.

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.

Wounds:	6
Movement:	4
Strength:	2
Dexterity:	2
Mind:	3
Resistances:	['Magic']

Ginaes Influence (6)
Nymphs can call upon the Titaness Ginae and request her intervention.

Water Magic (10)
Nymphs can cast spells of elemental magic and sorcery related to water. The successes of this casting indicate the **power** of the spell.

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.

Wounds:	4
Movement:	3
Strength:	2
Dexterity:	2
Mind:	3

Burning slime (6)
If one is covered in the slime of the slimehopper, the slime causes a wound per combat round until it is wiped off. The affected area burns terribly.

Suffocation (4)
If the slime hop is in distress, it tries to jump into the face of the attacker. If it succeeds (a success on this action), the victim takes two wounds per combat round until it has freed itself from the slimehopper with a test of strength.

Giants

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]].

Wounds:	25
Movement:	8
Strength:	6
Dexterity:	2
Mind:	2

Blow (12)
Shocked 1

Ventriculum

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.

Wounds:	15
Movement:	6
Strength:	1
Dexterity:	3
Mind:	5
Resistances:	['Cold', 'Magic', 'Poison', 'Shock']

Telekinesis (8)
By means of concentration, the ventriculum is able to move objects within a radius of 10 steps up to a weight of 50 stones. For every one arcana per 3 stones, the weight can also exceed this 50 stones.

The object can be moved at any speed, so that objects with great speed can also be hurled against a victim. The damage is determined by the game master and depends on the type and speed of the object. Living beings can also be moved.

Mind control (6)
The ventriculum controls the mind of an intelligent being. Here the ventriculum can completely control the actions of the victim, but must spend one of its actions each combat round to maintain control.

Dyspnoe (6)
The ventriculum is capable of magically strangling a victim. To maintain the strangle, an action must be expended each combat round. The strangled victim takes a wound in the first combat round. The damage doubles every combat round.

Jump (8)
Within one action, the ventriculum may jump to any visible position within 10 steps.

Lightning storm (12)
Lightning streams from the nerve endings of the ventriculum, which in a cone of 90 degrees at a range of 10 paces strikes all living creatures within it according to the successes of this throw per round of combat. To maintain the lightning storm, the ventriculum must expend one action per round.

Chronar's blessing

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.

Wounds:	1
Movement:	2
Strength:	1
Dexterity:	2
Mind:	4

Baba's Creeping Hut

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.

Wounds:	20
Movement:	4
Strength:	5
Dexterity:	1
Mind:	4
Resistances:	['Fire', 'Steal Actions']

Rootslash (10)
Root Attack
Rockthrow (8)
Rocktoss

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.

Wounds:	12
Movement:	4
Strength:	3
Dexterity:	4
Mind:	5
Resistances:	['Magic', 'Fire', 'Shock', 'Steal Actions']

Bite (10)
Piercing 1, Poison 6
Deadly gaze (10)
The gaze of the basilisk is both paralysing and deadly. If the gaze hits someone directly, it causes 20 hits. If it hits someone via a reflection, it causes 2D6 hits and paralyses the victim indefinitely.

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.

Wounds:	14
Movement:	8
Strength:	3
Dexterity:	3
Mind:	8
Resistances:	['Magic']

Wild Magic (12)
The unicorn can cast spells of elemental magic, white magic and shamanism. The successes of this roll become the **power** of the spell.

Common flying lizard

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.

Wounds:	10
Movement:	10
Strength:	3
Dexterity:	2
Mind:	4

Bite (8)
Piercing 1, Bleeding 1
Claws (8)
Durchschlag 2

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.

Wounds:	8
Movement:	5
Strength:	2
Dexterity:	4
Mind:	2
Resistances:	['Magic', 'Light']

Claws (6)
Piercing 1
Shadow Cloud (8)
The Shadow Crawler spits a cloud of pure shadow that engulfs all light in a sphere with a radius equal to the success of the roll. This total darkness in-

creases the minimum roll of all characters except the Shadow Crawler by 4.

The sphere remains in place for 2 combat rounds and does no damage. Night vision does not prevent the penalty to the minimum roll.

Tree Blight

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.

Wounds:	6
Movement:	2
Strength:	4
Dexterity:	1
Mind:	2
Resistances:	['Water', 'Fire']

Root Whip (7)
Poison 1

Ensouled Statue

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.

Wounds:	12
Movement:	2
Strength:	5
Dexterity:	1
Mind:	2
Resistances:	['Magic', 'Fire', 'Poison', 'Shock']

Temporal Grip (5)
The statue grabs the victim. If the throw is successful, it places its cold hands on the victim's body and looks into the victim's eyes.

At that moment, the victim seems to disappear. However, the victim is not dead, but has been transported back 200 years.

The victim is allowed to throw at the resistance once per hour. If the throw is successful, the victim is transported back to the present. If the throw fails, the victim remains in time.

Blink (8)
The animated statue teleports to the desired destination. This can be up to **Power** metres away. The action is only possible if no one is looking at the statue.

Paranormal

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.
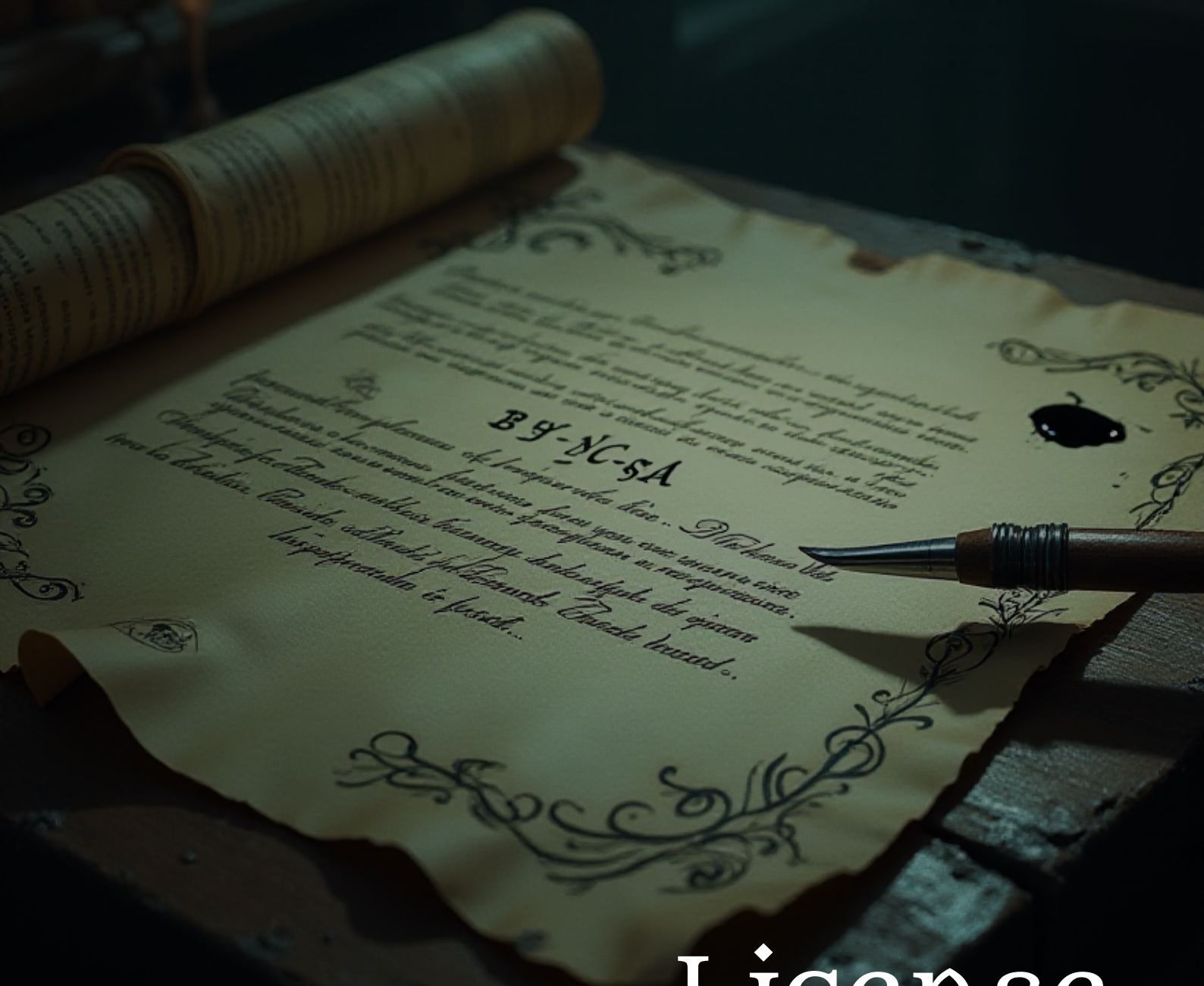
Wounds:	10
Movement:	4
Strength:	3
Dexterity:	3
Mind:	2
Resistances:	['Magic', 'Physical Damage']

Sword Attack (10)
Piercing 1

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