

# Kelvin's SAGA Manual v1.1

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## Using Normal Playing Cards

Spades: Physique  
Clubs: Coordination  
Diamonds: Intellect  
Hearts: Essence

Face cards are the Dragons/Mishap suit. Jacks 4, Queens 5, Kings 6, Joker 10

Face cards go into a "Fear Pool", which can be used against the players when they face a Dark Lord or minion. The Pool is cleared if the players succeed in some major objective against the Dark Lord.

### **Character Generation**

Draw eight cards, discard two. The remaining six cards are attached to attributes, Reputation and Wealth.

Attributes may be split into the 5A attributes according to the following rules:

(1) The two new attributes may not vary by more than four points.

(2) The two attributes must add up to double the original attribute.

*For example, a character with an Intellect of 6 may have a Reason of 8 and a Perception of 4.*

*Split attributes retain their Ability Code and suit for purposes of trumps.*

### **Ability Codes**

Suit match: A  
Colour match: B  
Opposite colour: C  
Opposite suit (spades vs diamonds, clubs vs hearts): D  
Face card: X

### **Skills**

| Ability Code | Number of skill slots |
|--------------|-----------------------|
| A            | 4                     |
| B            | 3                     |
| C            | 2                     |
| D            | 1                     |
| X            | 0                     |

An A in Intellect (Reason) allows access to one sphere of sorcery. An A in Essence (Spirit) allows access to one sphere of mysticism. Either of these takes the place of a skill slot.

Very Light Shields (Co)  
Light Shields (Co)  
Medium Shields (Co)  
Heavy Shields (Co) (B code only)  
Very Heavy Shields (Co) (A code only)  
Very Light Armour (Ph)  
Light Armour (Ph)  
Medium Armour (Ph)  
Heavy Armour (Ph) (B code only)  
Very Heavy Armour (Ph) (A code only)

Very Light Melee Weapons (Ph)  
Light Melee Weapons (Ph)  
Medium Melee Weapons (Ph)  
Heavy Melee Weapons (Ph) (B code only)  
Very Heavy Melee Weapons (Ph) (A code only)  
Very Light Missile Weapons (Co)  
Light Missile Weapons (Co)  
Medium Missile Weapons (Co)  
Heavy Missile Weapons (Co) (B code only)  
Very Heavy Missile Weapons (Co) (A code only)  
Firearms (Co)  
Unarmed (co, Ph)

Acute Sense (In)  
Alchemist (Herbalist) (In)  
Architect (Scribner) (In)  
Armourer (Blacksmith) (Ph)  
Artisan (may need need Scribner) (Co, Ph, In Es)  
Astrologer (Scribner) (In, Es)  
Blacksmith (Ph)  
Boatsman (Co, Ph, In)  
Bowyer (Co, In)  
Brewer (Co, In)  
Carpenter (Co, Ph, In)  
Cartographer (Scribner) (In)  
Cartwright (Carpenter) (Ph)  
Clerk (Scribner) (In)  
Clockmaker (Co, In)  
Cook (Co, In, Es)  
Diplomat (In, Es)  
Engineer (Scribner)  
Farmer (Ph, In)  
Fisherman (Co, Ph, In)  
Gambler (Co, In, Es)  
Gamesman (Co, Ph)  
Groom (Ph, Es)  
Historian (Scribner) (In)  
Host (Valet/Maid) (In, Es)  
Hunter (Co, Ph, In)  
Jeweler (Co, Es)  
Lawyer (Scribner) (In)  
Leadership (Es)  
Locksmith (Co, In)  
Mason (Ph, Es)  
Mathematician (In)  
Merchant (In, Es)  
Miner (Ph)  
Mysticism: Casting (Es) (A code only)  
Mysticism: Theory (Es)  
Navigator (In)  
Performance (Co, Ph, In Es)  
Philosopher (In)  
Physician (Co, In)  
Sailor (Boatsman) (Co, Ph, In)  
Scribner (In)  
Shipwright (Carpenter) (Ph, In)  
Sorcery: Casting (In) (A code only)  
Sorcery: Theory (In)  
Stealth (Co)  
Tailor (Co)  
Tanner (Ph)  
Valet/Maid (In, Es)

## General Bits and Bobs

### **Impossible Actions** (5A p48)

A character's Quests rating increases by one if they succeed at an *Impossible* (24) action.

### **Trumps:**

Trumps gained from the special abilities of a role or race apply only to the card played. The card turned would have to be of the suit applicable to the action to trump.

*For example, a centaur receives a trump bonus when using a bow. If the player played a Spirit/Moons card, then this would trump due to the centaur's bonus, but the card turned from the Fate Deck would only be a trump if it were of the Dexterity/Arrows suit.*

### **Dragons Never Trump** (Companion p28)

### **Wealth Scores as an action** (SC p42).

### **Random adventure generation** (SC p52-60)

## Combat

### **K's Combat Rules (modified from Steve Kenson's):**

Use Agility vs Agility to determine melee hits, Strength+Weapon to determine damage.

Martial artist types can use Agility OR Strength to determine damage, whichever they prefer, but they cannot chop and change.

Wrestling and grappling continue to use Strength to determine "hits".)

Dexterity vs Agility is used, as normal, for determining missile attacks.

Use Agility to avoid ALL hits (missile and melee), armour and Endurance/Spirit (in as much as they are used for the "The Wounding Trump Rule" p66) to lessen damage.

As the rules stand, the stronger you are, the more likely you are to both hit and avoid being hit, which doesn't seem right. This modification makes hitting more to do with your skill and speed, and the giving and taking of damage more to do with power, as it should be.

**Critical Hits:** per trump played/turned in striking, +1 to damage.

**Instant Kill (SC p77):** If the number of damage points left over from an attack that knocks out a hero or character exceeds his Endurance score, the victim has been instantly slain.

**Mooks:** hack, hack, hack. Unnamed mooks go down in swathes.

**Flintlocks:** Flintlocks ignore armour, but are slow to fire; it takes two ready/change (p67) actions to reload. Will not fire if wet.

## Monster Conversion from AD&D

**Coordination:** Movement/2

**Physique:** (Hdx3) + Modifier

**Intellect:** Intelligence/2

**Essence:** Morale/2

**Damage:** Maximum damage/2

**Defence:** (10-AC)/2

For creatures with a range, or an inexact value (for example, an Ogre has an Intelligence of Low, which translates to between 5 and 7), use the average.

## Character Generation

Alternate/first-time character generation (Companion p05)

### **Step One: Hand of Fate**

Deal twelve cards to the player. The player should sort the cards by suit, then rank.

### **Step Two: Personality**

Take two cards (not Dragons). Usually those with the lowest scores are best. Assign one card to the character's Nature, and the other to the character's Demeanour. Discard these cards.

### **Step Three: Quests and Reputation**

Assign one card (again, usually the lowest score, but no lower than four) to the character's Quest rating. Discard this card.

### **Step Four: Wealth and Status**

Set aside the four highest, and four lowest cards. The one card remaining will be the character's Wealth rating. Discard this card.

### **Step Five: Ability Scores**

Assign one each of the eight remaining cards to the character's ability scores. Discard each card.

### **Step Six: Ability Codes**

The player should select one ability, usually the highest, and assign it an A code. Then the player should select two other abilities and assign a B code to them. All but one of the remaining abilities will receive a C code, while the final ability gets a D. The player can reduce the D to an X and increase one of the C codes to a B.

### **Step Seven: Race**

As the core rules, although new players may wish to stick to Human.

### **Step Eight: Role**

The player should select a short, one or two word, description of the character's role (archer, heroic knight, thief, enigmatic sorcerer, wandering mystic, thrill-seeker, etc).

### **Step Nine: Arms and Armour**

As in the core rules, the player should select appropriate equipment for their character.

### **Step Ten: Final Touches**

As the core rules.

## Skills

A character gets as many skills as is in her hand, plus one skill in which she is "training" but cannot use as yet. When Reputation increases, the skill is learned, and a new one is picked.

Cards played in actions pertaining to a skill automatically trump, regardless of suit (except Dragons), as per normal rules for trumps.

### **Alchemist (Herbalist)**

### **Architect (Scribner)**

**Armourer (Blacksmith)**; shields take three days per point of defence, armour takes a week per point.

**Artisan** (may need prerequisites, eg Poetry would need Scribner)

### **Astrologer (Scribner)**

### **Blacksmith**

**Boatsman**; freshwater craft.

**Bowyer**; bows take two days per point of damage.

**Brewer**; either beers, wines or spirits.

### **Carpenter**

### **Cartographer (Scribner)**

### **Cartwright (Carpenter)**

### **Clerk (Scribner)**

### **Clockmaker**

### **Cook**

### **Diplomat**

### **Engineer (Scribner)**

### **Farmer**

### **Fisherman**

### **Gambler**

### **Gamesman**

### **Groom**

**Healer**; whenever a healer plays a card for a first aid action, it trumps.

**Herbalist**; successful treatment can halt, but not reverse, damage from infection, poison and disease.

### **Historian (Scribner)**

### **Hunter**

### **Inkeeper (Valet/Maid)**

### **Jeweler**

### **Lawyer (Scribner)**

### **Mason**

### **Mathematician**

### **Merchant**

### **Miner**

### **Navigator (Scribner)**

### **Philosopher**

**Physician**; a hero under the intensive care of a physician regains two lost cards per week, rather than one.

### **Potter**

### **Rancher**

**Scribner**; higher level reading and writing in one language.

**Sailor (Boatsman)**; ocean-going vessels.

### **Shipwright (Carpenter)**

### **Tailor**

### **Tanner**

### **Valet/Maid**

## Roles

### **Ambassador**

Ability Scores: Any.

Ability Codes: Presence C minimum.

Requirements: Demeanour from a red card; Wealth 7 minimum.

Advantages: Trump bonus for negotiations.

Disadvantages: No trump bonus for Reason or Presence actions when dealing with lower classes.

Can adopt role during play.

### **Archer**

Ability Scores: Dexterity 5 minimum, Presence 5 minimum.

Ability Codes: Agility C maximum, Dexterity A, Reason C maximum, Spirit C maximum.

Requirements: Human.

Advantages: Trump bonus for speciality weapons.

Disadvantages: -3 action penalty for attack actions at melee or personal range.

Can adopt role during play.

### **Mariner**

Ability Scores: Agility 5 minimum, Endurance 4 minimum, Reason 5 minimum, Perception 5 minimum.

Ability Codes: Dexterity B minimum, Endurance B maximum, Strength B maximum.

Requirements: Nature and demeanour may differ by no more than 2.

Advantages: Trump bonus for actions at sea or relating to ships.

Disadvantages: -3 Strength or Agility penalty for attack actions on land.

Cannot adopt role during play, except with a sea background.

### **Martial Artist**

Ability Scores: Agility 6 minimum, Endurance 6 minimum, Reason 5 minimum, Perception 6 minimum, Spirit 7 minimum, Presence 6 minimum.

Ability Codes: Spirit B minimum.

Requirements: Spiritualism and necromancy forbidden.

Advantages: Trump bonus for unarmed combat or with very Light melee or thrown weapons.

Disadvantages: May only use Very Light or Light weapons and only Very Light armour and shield.

Difficult to adopt role during play.

### **Rider**

Ability Scores: Agility 5 minimum, Dexterity 5 minimum, Endurance 6 minimum, Strength 6 minimum, Presence 5 minimum.

Ability Codes: Dexterity A/Strength B or Dexterity B/Strength A, Endurance B maximum, Reason D maximum, Spirit B maximum.

Requirements: Wealth 3 maximum.

Advantages: Trump bonus for mounted actions and attacks; begins play with a light war horse.

Disadvantages: -3 Strength or Agility penalty for attack actions on foot.

Cannot adopt role during play.

**River Pirate**

Ability Scores: Any.

Ability Codes: Any.

Requirements: Nature from a red card; Wealth between 4 and 6.

Advantages: Trump bonus for actions involving river travel.

Disadvantages: No trump bonus to Presence actions involving other cultures.

Cannot adopt role during play, except with a sea background.

## Magic

### **Extended Duration (enchantment/summoning only):**

Certain enchantments and summonings can last beyond an hour, as follows.

Take the base difficulty of the spell, add five points for the hour duration, then add a difficulty modifier appropriate to the task. This is the minimum action score.

The caster then attempts the action, playing cards and spending sorcery points as normal.

Take the final action score or spell points spent, whichever is lowest, and subtract the minimum action score. Compare the final result to the table below.

| <u>Result</u> | <u>Duration</u> |
|---------------|-----------------|
| 1             | 1 day           |
| 5             | 1 week          |
| 10            | 1 month         |
| 20            | 1 year          |
| 50            | 100 year        |
| 75            | 1000 years      |
| 100           | "Permanent"     |

The caster of an extended duration spell loses maximum available sorcery points equal to the base difficulty of the casting; this cannot be regained until the item's duration has passed.

### **Longer Divination:**

|            |   |
|------------|---|
| Minute     | 1 |
| Hour       | 2 |
| Day        | 3 |
| Week       | 4 |
| Month      | 5 |
| Year       | 6 |
| 10 years   | 7 |
| 100 years  | 8 |
| 1000 years | 9 |

### **Summoning Ranges:**

|                            |    |
|----------------------------|----|
| Personal                   | 1  |
| Melee                      | 2  |
| Near Missile               | 3  |
| Far Missile                | 4  |
| Artillery                  | 5  |
| Visual                     | 6  |
| Horizon                    | 7  |
| 500 miles                  | 8  |
| Cross-continental          | 9  |
| Alternate worlds           | 10 |
| The Grey (astral/ethereal) | 11 |
| Elemental Planes           | 12 |
| Outer Planes               | 13 |

### **Magical Items as Batteries (HoS p74):**

| <u>Item</u> | <u>Spell points</u> |
|-------------|---------------------|
| Distinction | 10-20               |
| Renown      | 20-40               |
| Fame        | 30-60               |
| Glory       | 50-100              |
| Legend      | 100+                |

### **Extended Invocations:**

Four hours: cost is reduced by four points.

Eight hours: as above. The player plays a card, but also flips the top card of the Fate Deck, choosing either of the two to determine success.

Twelve hours: as above, plus an automatic trump, regardless of suit.

Mishap: With a success, double points are spent, the caster falls unconscious for ten hours minus one hour per Endurance point.

### **Group Casting:**

All involved must have knowledge of the school/sphere(s) of magic being used, and all pay the spell points. All casters must be fully involved, or the spell collapses as per a fail. A Mishap affects the entire team or the lead caster, as per the GM's discretion.

Reason/Spirit scores are added, and the caster with the highest Reason/Spirit plays a card (trumps apply). This is the action total.

### Summoning and calling:

Corporeal undead are summoned using necromancy, while incorporeal undead are summoned through spiritualism.

Golems or other constructed creatures made from living materials such as wood or flesh require the use of animism, necromancy or other appropriate schools/spheres.

Elementals can be created using magic from the associated school; these are impermanent, but automatically obey the caster. Summoned elementals require knowledge of the appropriate school, plus summoning

Animals and monsters can be summoned or called. Summoning tends to transport a creature that is well-disposed to the caster, while animism or mentalism can call a creature to the caster's side, although it must arrive at its own speed.

To find the difficulty to summon or create a specific creature, add the four basic ability scores, plus the attack and defence ratings. This converts to the base spell effect of the summoning spell. For example, a zombie comes to 17 points, which is converted to a spell effect of 5 on the following chart.

| <u>Total abilities</u> | <u>Spell effect</u> |
|------------------------|---------------------|
| 1-2                    | 1                   |
| 3-5                    | 2                   |
| 6-9                    | 3                   |
| 10-14                  | 4                   |
| 15-20                  | 5                   |
| 21-27                  | 6                   |
| 28-35                  | 7                   |
| 36-44                  | 8                   |
| 45-54                  | 9                   |
| 55-65                  | 10                  |
| 66-77                  | 11                  |
| 78-90                  | 12                  |
| 91-104                 | 13                  |
| 105-119                | 14                  |
| 120-135                | 15                  |
| 136-152                | 16                  |
| 153-170                | 17                  |
| 171-189                | 18                  |
| 190-209                | 19                  |
| 210-230                | 20                  |

Summoned creatures have base ability codes of C. Higher codes cost; one B code counts as one special ability, while one A code counts as two.

### **Special Abilities**

For each special ability given to the summoned/created creature, the difficulty increases by half. For example, the 17 point zombie becomes a 26 point zombie if given immunity to fire.

### **Resistance**

Summoned/created creatures almost always resist the spell, using Intellect or Essence. Creatures well-disposed to helping the caster may not resist. The resistance is added to the spell's difficulty, as normal.

### **Controlling a summoned creature**

In order to enforce control without a dedicated control spell, a caster must have at least a B in Presence. There is also a limit on how many summoned/created creatures that can be controlled at one time.

| <u>Presence</u> | <u>Number of Creatures</u> |
|-----------------|----------------------------|
| A               | Large group (about ten)    |
| B               | Small group (about five)   |
| C               | Couple                     |
| D               | Individual                 |
| X               | None                       |

### **Initial Control**

Once the creature is summoned, the caster must succeed at an *Average Presence (Presence)* action. Success allows basic commands. Failure results in the creature acting on instinct, which usually means attacking the caster. More complex actions require the use of the *Command a Magical Minion* action.

A caster can instead try to negotiate with the creature with an *Easy Presence (Presence)* action. If this is attempted after a control attempt failed, the difficulty is at least *Average*.

Creatures generally do as the caster says, defending him from danger and not turning on him. A specific action that is particularly complex, or that may injure the creature requires a *Command a Magical Minion* action.

## Actions

| Action                   | Difficulty          | Ability  | Opposition | Notes   |
|--------------------------|---------------------|----------|------------|---|
| Avoid falling debris     | Avg (8)             | AG       | -          | Failure results in injury.  |
| Avoid spray/spit attack  | Avg (8)             | AG       | DX         | Failure results in injury.  |
| Calm/Incite the crew     | Avg (8)             | PR       | PR         | Stop or start a mutiny.   |
| Charge                   | Easy (4)            | AG       | AG         | Next attack is at +3, but next defence is at -3.                                |
| Climb pit walls          | Avg (8)             | AG       | -          |   |
| Combined action          | -                   | -        | -          | Leader performs action but adds others' scores to action score.                 |
| Command a magical minion | Avg (8) or Cha (12) | PR       | PR or RE   | Average for normal actions, Challenging for dangerous actions.                  |
| Cut or smash an item     | Avg (8)             | ST or AG | DX or EN   | Opposed if item is held or guarded.   |
| Dig out of an avalanche  | Easy (4)            | ST       | -          | Larger cave-ins require repeated actions.                                       |
| Disarm                   | Cha (12)            | ST or DX | EN         | Success by more than 5 causes normal damage in addition.                        |
| Evade a grapple          | Avg (8)             | ST       | ST         | Success allows a normal attack.   |
| Find shelter             | Avg (8)             | PE       | -          |   |
| Find underwater object   | Avg (8)             | PE       | -          |   |
| Grab                     | Avg (8)             | ST       | ST         | Must grapple first to grab small or dangerous things.                           |
| Grapple                  | Cha (12)            | ST       | ST         | Easy action to maintain grapple.  |
| Great blow               | -                   | -        | -          | Doubles Strength for attack, but forfeits next defensive action.                |
| Hold or delay            | Avg (8)             | AG       | AG         | Prevents an opponent from escaping.   |
| Impress a crowd          | Cha (12)            | *        | -          | Ability used depends on action.   |
| Investigate a campsite   | Avg (8)             | PE       | *          | Assumes nothing is deliberately hidden.   |
| Maintain the helm        | Chal (12)           | AG       | -          | Maintain control of a ship in normal conditions.                                |
| Prevent a tackle         | Avg (8)             | ST       | ST         | Success allows a normal attack.   |
| Reckless attack          | -                   | -        | -          | Allows an extra attack, but forfeits next defensive action.                     |
| Rush                     | Avg (8)             | AG       | AG         | Slip past an enemy in combat.   |
| Scale rubble             | Chal (12)           | AG       | -          | Failure may result in injury.   |
| Scavenge shipwreck       | Avg (8)             | PE       | -          | Find useful items and materials in wreckage.                                    |
| Tackle                   | Chal (12)           | ST       | ST         | Tackled foe gets no counter-attack, but failure gives foe +3 in counter-attack. |
| Total defence            | -                   | -        | -          | Forfeit an attack to gain double AG or EN in next defence.                      |



## Weapons

| Weapon                        | Type   | Class | Damage | Notes                            |
|-------------------------------|--------|-------|--------|----------------------------------|
| <b>Swords</b>                 |        |       |        |                                  |
| Stiletto <sup>1</sup>         | Melee* | VL    | +1     | 6 inch needle-like blade.        |
| Dagger <sup>1</sup>           | Melee* | VL    | +2     | 8 inch blade.                    |
| Short Sword <sup>1</sup>      | Melee* | L     | +3     | 15 inch blade.                   |
| Cutlass <sup>1</sup>          | Melee* | L     | +4     | 30 inch curved blade.            |
| Scimitar <sup>1</sup>         | Melee* | M     | +5     | 3 foot curved blade.             |
| Broad Sword <sup>1</sup>      | Melee* | H     | +6     | 3 foot blade.                    |
| Long Sword <sup>1</sup>       | Melee* | H     | +7     | 3½ foot blade.                   |
| Two Handed Sword <sup>2</sup> | Melee* | VH    | +8     | 4 foot blade.                    |
| Great Sword <sup>2</sup>      | Melee* | VH    | +9     | 5 foot blade.                    |
| <b>Hammers</b>                |        |       |        |                                  |
| Sap <sup>1</sup>              | Melee* | VL    | +1     | A leather pouch of lead pellets. |
| Baton <sup>1</sup>            | Melee* | VL    | +2     | A slender wooden club.           |
| Bludgeon <sup>1</sup>         | Melee* | L     | +3     | A short weighted club.           |
| Cudgel <sup>1</sup>           | Melee* | L     | +4     | A traditional club.              |
| Mitre <sup>1</sup>            | Melee* | M     | +5     | A short sturdy mace.             |
| Flail <sup>1</sup>            | Melee* | H     | +6     | Two batons connected by a chain. |
| Mace <sup>2</sup>             | Melee* | H     | +7     | A heft with a heavy head.        |
| Morningstar <sup>2</sup>      | Melee* | VH    | +8     | A heavy spiked mace.             |
| Warhammer <sup>2</sup>        | Melee* | VH    | +9     | A hammer with a large spike.     |
| <b>Axes</b>                   |        |       |        |                                  |
| Adze <sup>1</sup>             | Melee* | VL    | +1     | A carpenter's tool.              |
| Hand axe <sup>1</sup>         | Melee* | VL    | +2     | A carpenter's tool.              |
| Sickle <sup>1</sup>           | Melee* | L     | +3     | A slender crescent blade.        |
| Scythe <sup>1</sup>           | Melee* | L     | +4     | A sickle mounted on a staff.     |
| Pick <sup>1</sup>             | Melee* | M     | +5     | A heavy mining tool.             |
| Battle axe <sup>1</sup>       | Melee* | H     | +6     | A hefty axe with a spiked head.  |
| Broad axe <sup>2</sup>        | Melee* | H     | +7     | A single-bladed headman's axe.   |
| Great axe <sup>2</sup>        | Melee* | VH    | +8     | A double-bladed broad axe.       |
| Pole axe <sup>2</sup>         | Melee* | VH    | +9     | A broad axe on a shaft.          |
| <b>Polearms</b>               |        |       |        |                                  |
| Quarterstaff <sup>2</sup>     | Melee  | VL    | +1     | A 6 foot iron shod pole.         |
| Javelin <sup>2</sup>          | Melee* | VL    | +2     | A slender spear for throwing.    |
| Spears <sup>2</sup>           | Melee* | L     | +3     | A traditional throwing weapon.   |
| Fork <sup>2</sup>             | Melee* | L     | +4     | A long shaft with two pikes.     |
| Trident <sup>2</sup>          | Melee* | M     | +5     | A three-pronged spear.           |
| Lance <sup>2</sup>            | Melee  | H     | +6     | A heavy spear.                   |

<sup>1</sup> requires only one hand. <sup>2</sup> requires two hands; no shield allowed. \* can also be thrown. \*\* can be used in melee. † also can hurl missiles. ‡ suffers no damage when used against unarmoured opponents.

## Weapons (continued)

|                               |           |    |    |  |
|-------------------------------|-----------|----|----|--|
| Billhook <sup>2</sup>         | Melee     | H  | +7 | A staff with a many-pronged tip.                 |
| Pike <sup>2</sup>             | Melee     | VH | +8 | A staff with a spiked tip.                       |
| Halberd <sup>2</sup>          | Melee     | VH | +9 | A staff with a spiked bladed tip.                |
| <b>Unusual</b>                |           |    |    |  |
| Bear claws <sup>1</sup>       | Personal  | VL | +1 | A pair of spiked gauntlets.                      |
| Garrote <sup>2</sup>          | Personal  | VL | +1 | A thin, strong cord or wire.                     |
| Belaying pin <sup>1</sup>     | Melee*    | VL | +1 | A short, thick wooden peg.                       |
| Shuriken <sup>1</sup>         | Melee*    | VL | +1 | A throwing star.                                 |
| War dart <sup>1</sup>         | Melee*    | VL | +2 | A heavy barbed dart.                             |
| Mallet <sup>1</sup>           | Melee*    | VL | +2 | A short-handled hammer.                          |
| Weighted sash <sup>1</sup>    | Melee     | VL | +2 | A band of silk with metal weights.               |
| Gaff hook <sup>1</sup>        | Melee     | L  | +3 | A 3 foot long pick and gaff hook.                |
| Spiked chain <sup>1</sup>     | Melee     | L  | +3 | A length of barbed chain with handle.            |
| Sabre <sup>1</sup>            | Melee     | M  | +5 | A short curved sword.                            |
| Machete <sup>1</sup>          | Melee     | H  | +6 | A large machete.                                 |
| Ice axe <sup>2</sup>          | Melee     | VH | +8 | A large axe carved from ice.                     |
| <b>Bows</b>                   |           |    |    |  |
| Prodd <sup>2</sup>            | Missile   | VL | +1 | A pellet firing crossbow.                        |
| Self bow <sup>2</sup>         | Missile   | VL | +2 | A light, simple bow.                             |
| Light crossbow <sup>2</sup>   | Missile   | L  | +3 | A basic crossbow.                                |
| Horse bow <sup>2</sup>        | Missile   | L  | +4 | A built and backed recurve bow.                  |
| Crossbow <sup>2</sup>         | Missile   | M  | +5 | A stirrup-drawn crossbow.                        |
| Longbow <sup>2</sup>          | Missile   | H  | +6 | A large recurved bow.                            |
| Heavy crossbow <sup>2</sup>   | Missile   | H  | +7 | A crank-drawn crossbow.                          |
| Great bow <sup>2</sup>        | Missile   | VH | +8 | A large compound recurved bow.                   |
| Arbalest <sup>2</sup>         | Missile   | VH | +9 | A massive crossbow.                              |
| <b>Unusual</b>                |           |    |    |  |
| Blowgun <sup>2</sup>          | Missile   | VL | +1 | A long hollow tube for darts.                    |
| Lasso <sup>1</sup>            | Thrown    | VL | -  | A simple length of rope.                         |
| Sling <sup>1</sup>            | Missile   | L  | +2 | A strap for hurling stones.                      |
| Bolas <sup>1</sup>            | Thrown**  | L  | +2 | Three leather covered stones attached to a ring. |
| Throwing stone <sup>1</sup>   | Thrown    | L  | +2 | A specially shaped stone.                        |
| Oil flask <sup>1</sup>        | Thrown    | L  | +3 | A container filled with flammable liquid.        |
| Chakrum <sup>1</sup>          | Thrown**  | M  | +3 | A sharp-edged throwing disc.                     |
| Dropnet                       | Thrown    | H  | -  | A heavy net.                                     |
| Flintlock pistol <sup>1</sup> | Missile** | L  | +4 | Ignores armour; as baton in melee.               |
| Flintlock rifle <sup>2</sup>  | Missile** | M  | +8 | Ignores armour; as cudgel in melee.              |

<sup>1</sup> requires only one hand. <sup>2</sup> requires two hands; no shield allowed. \* can also be thrown. \*\* can be used in melee. † also can hurl missiles. ‡ suffers no damage when used against unarmoured opponents.

## Weapons (continued)

| <b>Mounted</b>                    |          |    |         |   |
|-----------------------------------|----------|----|---------|---|
| Light lance <sup>1</sup>          | Mounted  | H  | +9      | Required Physique is 10.                              |
| Heavy lance <sup>1</sup>          | Mounted  | VH | +10     | Required Physique is 15.                              |
| <b>Improvised</b>                 |          |    |         |   |
| Cup or mug <sup>1</sup>           | Melee*   | VL | 0(+2)   | Ph 5; more damage with hot beverage.                  |
| Bottle <sup>1</sup>               | Melee*   | VL | +1      | Ph 6  |
| Lantern <sup>1</sup>              | Thrown** | VL | +1      | Ph 6  |
| Torch <sup>1</sup>                | Melee*   | VL | +1(+4)  | Ph 8; if lit ignores armour, but no Strength bonus.   |
| Platter or tray <sup>1</sup>      | Melee*   | L  | +3      | Ph 21; suffers no damage and breaks only on a mishap. |
| Tankard or jug <sup>1</sup>       | Melee*   | L  | +3 (+5) | Ph 9; more damage with hot beverage.                  |
| Poker or candlestick <sup>1</sup> | Melee*   | L  | +4      | Ph 36‡  |
| Stool or table leg <sup>1</sup>   | Melee*   | M  | +4      | Ph 16/12  |
| Skillet <sup>1</sup>              | Melee*   | M  | +2      | Ph 25‡  |
| Chair <sup>2</sup>                | Melee*   | H  | +5      | Ph 15   |
| Table <sup>2</sup>                | Melee    | H  | +5      | Ph 18   |
| Bucket or keg <sup>2</sup>        | Melee    | H  | +5      | Ph 20   |
| Bench <sup>2</sup>                | Melee    | VH | +6      | Ph 18   |
| Small strongbox <sup>2</sup>      | Melee    | VH | +7      | Ph 42   |
| Chandelier <sup>2</sup>           | Melee    | -  | +10     | Ph 15   |
| Bookcase <sup>2</sup>             | Melee    | -  | +15     | Ph 20   |
| <b>Shields</b>                    |          |    |         |   |
| Buckler <sup>1</sup>              | Melee*   | VL | -1/-    | A small circular shield; attack bonus 1.              |
| Kite <sup>1</sup>                 | Melee*   | L  | -2/+1   | A small triangular shield; attack bonus 2             |
| Target <sup>1</sup>               | Melee    | M  | -3/+2   | A heavy circular shield; attack bonus 3.              |
| Horse <sup>1</sup>                | Melee    | H  | -4/+3   | A heavy triangular shield; attack bonus 4.            |
| Tower <sup>1</sup>                | Melee    | VH | -5/+4   | A massive rectangular shield; attack bonus 5.         |
| <b>Armour</b>                     |          |    |         |   |
| Padded silk                       | NA       | VL | -1      | A quilted suit of silk and cotton.                    |
| Leather                           | NA       | L  | -2      | A suit of stiffened leather.                          |
| Chainmail                         | NA       | M  | -3      | A suit of fine metal mesh.                            |
| Scale                             | NA       | H  | -4      | A suit of small overlapping plates.                   |
| Plate                             | NA       | VH | -5      | Traditional knight's armour.                          |

<sup>1</sup> requires only one hand. <sup>2</sup> requires two hands; no shield allowed. \* can also be thrown. \*\* can be used in melee. † also can hurl missiles. ‡ suffers no damage when used against unarmoured opponents.

## Spells

\* Spell from a 5A product

\*\* Spell from *Dragon #242*

### Sorcery Spells

#### **Audible Glamer\*\***

School: Aeromancy  
Invocation: 1 minute  
Range: Near missile  
Duration: 1 minute  
Area: Small room  
Effect: Irritating  
Difficulty/Cost: 12

The creation of audible illusions was a problem that troubled many sorcerers. Students of the school of spectramancy had long since developed the creation of visual illusions of light, but it was some time before students of aeromancy hit upon the idea of using the controlled movement of air to create sounds. This spell creates any fairly simple, meaningless sound that the caster desires: the babble of conversations (but not actual words or messages), scuffling, wheezing, and so on. The sound is loud enough to be heard clearly in a small room, but it becomes much less audible at greater distances unless the listener has acute hearing.

#### **Bind\*\***

School: Enchantment  
Invocation: Instant  
Range: Melee  
Duration: 1 minute  
Area: Individual  
Effect: Impeding  
Difficulty/Cost: 14

With this spell, the sorcerer enchants a length of rope, chain or other such flexible material with animation that allows it to follow his commands. By making an average Perception action against a targets Agility, the sorcerer can cause the rope to bind the target, impeding its own physical actions by a -4 action penalty. When the spell's duration expires, the rope falls lifeless again, and anyone bound by it is freed.

#### **Darkness\*\***

School: Spectramancy  
Invocation: Instant  
Range: Near missile  
Duration: 1 minute  
Area: Large room  
Effect: Impeding  
Difficulty/Cost: 17

By controlling the available light, a sorcerer can blanket an area up to a small room in pitch blackness. The darkness imposes a -4 action penalty on all actions that require sight such as combat or spellcasting.

#### **Detect Magic\*\***

School: Divination  
Invocation: 10 minutes  
Range: Personal  
Duration: 1 minute  
Area: Large room  
Effect: Irritating  
Difficulty/Cost: 10 (higher if resisted)  
With this spell, a sorcerer can sense the presence of magical forces (sorcery or mysticism) used nearby. Magical items and enchanted individuals show a telltale glow of magical power to the user of this spell.

#### **Feather Fall\*\***

School: Aeromancy  
Invocation: Instant  
Range: Personal  
Duration: 1 minute  
Area: Individual  
Effect: Irritating  
Difficulty/Cost: 10  
Made famous by the power of the Staff of the Magius carried by Raistlin and Palin Majere, this spell allows the caster to slow a fall and float gently to the ground like a feather on a cushion of air.

#### **Fireball\*\***

School: Pyromancy  
Invocation: Instant  
Range: Far missile  
Duration: Instant  
Area: Large group  
Effect: +8 damage points  
Difficulty/Cost: 17R  
This powerful spell summons a ball of fire that the sorcerer hurls at a target out to far missile range. The sphere explodes into a ball of fire that inflicts 8 damage points to a large group of targets. Because it is resisted by the highest Perception of the targets, the spell is both difficult and exhausting to cast.

#### **Fly\*\***

School: Aeromancy  
Invocation: 1 minute  
Range: Personal  
Duration: 30 minutes  
Area: Individual  
Effect: Troublesome  
Difficulty/Cost: 12  
A sorcerer using this spell can fly through the air like a bird on a current of magical wind. The sorcerer flies at roughly the speed of a giant eagle, allowing him to fly up to four miles before the spell expires. If the spell expires while the sorcerer is still in the air, he falls.

**Invisibility\*\***

School: Spectramancy  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 30 minutes  
 Area: Individual  
 Effect: Painful  
 Difficulty/Cost: 15

Using the illusions created by spectramancy, the sorcerer can make a target he touches invisible for the duration of the spell. The invisible subject gains a +4 action bonus to resist attacks requiring sight and can move through areas without being seen, although he can still be detected by sound or smell.

**Levitate\*\***

School: Aeromancy  
 Invocation: 10 minutes  
 Range: Near missile  
 Duration: 15 minutes  
 Area: Individual  
 Effect: Variable (see below)  
 Difficulty/Cost: 10+

With this spell, the sorcerer magically lifts an object, moving it through the air without touching it. The final difficulty of the spell is based on the effective Strength that the sorcerer wishes the spell to have, using the effect table for damage and defense spells. For example, a Strength 6 spell would have a total difficulty of 13, while a Strength 15 spell would have a difficulty of 15.

**Light\*\***

School: Spectramancy, pyromancy, enchantment  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 1 hour  
 Area: Small room  
 Effect: Irritating  
 Difficulty/Cost: 13

With this spell, the sorcerer calls into existence a small point of light (known as "werelight" or "magelight") bright enough to illuminate a small room. Pyromancers achieve the same effect with a small floating flame, and enchanters may cause small objects to glow enough to provide the same light.

**Shield\*\***

School: Aeromancy  
 Invocation: Instant  
 Range: Personal  
 Duration: 1 minute  
 Area: Individual  
 Effect: Def +9  
 Difficulty/Cost: 12

This spell creates an invisible barrier of air around the caster or another subject that protects him from attacks. The magical shield provides 9 defence points against physical attacks of all kinds but does not affect attacks using magic.

**Teleport\*\***

School: Summoning  
 Invocation: 10 minutes  
 Range: Artillery  
 Duration: Instant  
 Area: Individual  
 Effect: Irritating  
 Difficulty/Cost: 10

By folding space, the sorcerer can "jump" across a distance in an instant, moving from his starting point to

another visible point within artillery range. Great distances can be covered in successive "jumps." Sorcerers have been working on ways to extend the range of this effect, given that some recall when they could cross hundreds of miles with a single spell. So far, the range of this spell remains limited.

**Wall of Fire\*\***

School: Pyromancy  
 Invocation: Instant  
 Range: Near missile  
 Duration: 1 minute  
 Area: large room  
 Effect: +6 damage  
 Difficulty/Cost: 16

This powerful spell creates a wall of blazing flames ten feet high able to span the width of a large room. The

flames cause 6 damage points to any character or hero that comes in contact with them.

**Wizard Eye\*\***

School: Divination  
 Invocation: 1 minute  
 Range: Artillery  
 Duration: 30 minutes  
 Area: Small room  
 Effect: Irritating  
 Difficulty/Cost: 16

This spell is based on one used by Fourth Age wizards; it allows the sorcerer to view distant areas as if he were physically present, seeing the area of up to one small room at a time. Unlike the spell it is named for, this version does not create an actual invisible eye and can see anywhere the sorcerer wishes within range of the spell.

New Sorcery Spells**Campfire\*\***

School: Pyromancy  
 Invocation: 30 minutes  
 Range: Personal  
 Duration: 1 minute  
 Area: Individual  
 Effect: Irritating  
 Difficulty/Cost: 6

This very basic spell allows the caster to start a small fire without the use of flint and tinder; useful for getting a campfire going in damp or difficult conditions. The fire burns normally once it has been set.

### **Charm of Protection from Sorcery\*\***

School: Enchantment  
Invocation: 1 minute  
Range: Personal  
Duration: 1 hour  
Area: Individual  
Effect: Def +10  
Difficulty/Cost: 15

This enchantment is placed upon any item that can be worn or carried by the subject, typically a ring, amulet or shield. It creates a barrier of protection around the wearer that shields him from sorcerous attack, giving him 10 defence points against damage from sorcery spells or sorcerous effects from magical items.

### **Flaming Item\***

School: Enchantment/Pyromancy  
Invocation: 10 minutes  
Range: Melee  
Duration: 1 hour  
Area: Individual  
Effect: Dmg +5  
Difficulty/Cost: 13

The item bursts into magical flame whenever a specific action is performed on it (ie, picked up, taken into darkness, etc). As a magical flame, it will burn no matter the surrounding conditions, and will inflict between three and five (caster's choice) extra damage points and ignite any flammable material in contact.

### **Flaming Weapon\*\***

School: Pyromancy  
Invocation: Instant  
Range: Personal  
Duration: 1 minute  
Area: Individual  
Effect: Dmg +8  
Difficulty/Cost: 12

The sorcerer casts this spell on a melee weapon, causing the business end of it to burst into flames that inflict an additional 8 damage points to any target the weapon is used against. Wooden weapons are destroyed by the use of this spell when the duration expires, and metal weapons become hot enough to inflict 1 point of damage each minute to a wielder if not handled with heavy gauntlets or gloves. The weapon will cool completely in 30 minutes once the spell has expired.

### **Gateway\*\***

School: Summoning  
Invocation: 1 minute  
Range: Artillery  
Duration: Instant  
Area: Large group  
Effect: Irritating  
Difficulty/Cost: 15

The sorcerer folds space enough for a group of up to ten people to be instantly transported a distance equal to artillery range. Multiple "jumps" allow considerable distance to be covered in a very short time, but this greatly taxes the caster. Unwilling subjects of the spell may resist, increasing the difficulty and cost.

### **Magical Missile\*\***

School: Varies (see below)  
Invocation: Instant  
Range: Near missile  
Duration: Instant  
Area: Individual  
Effect: Dmg +6  
Difficulty/Cost: 13R

Once, the mages of Krynn were able to attack enemies with darts of pure magical force, but this "simple" ability is now beyond sorcery. Sorcerers must now use the powers of their different schools for combat magic. This spell is available to any school except for divination, enchantment, summoning, or transmutation. It creates and launches darts of the appropriate medium at the target. Pyromancers would create darts of flame, geomancers might use stone or crystal, and spectramancers would cast burning lances of light. The caster directs the missiles with an average Dexterity action, resisted by the target's Perception.

### **Pyre\***

School: Pyromancy  
Invocation: Instant  
Range: Melee  
Duration: Instant  
Area: 10 targets  
Effect: 6-9 damage points.  
Difficulty/Cost: 15R

Causes a small group of enemies to burst into instant flame.

### **Stone Bridge, Immediate\***

School: Geomancy  
Invocation: 1 minute  
Range: Melee  
Duration: 1 minute  
Area: Large room  
Effect: Minimum  
Difficulty/Cost: 12

A medium sized crystal/stone bridge created in a hurry, and not intended to last long.

### **Thundercloud\***

School: Aeromancy/Hydromancy/Electromancy  
Invocation: 1 minute  
Range: Artillery  
Duration: 1 hour  
Area: Large house\*  
Effect: Hindering  
Difficulty/Cost: 22+

Creates a storm from which the caster can direct lightning to hit specific targets. Bolts are produced ten per minute; to aim, the caster must succeed at a *Challenging Dexterity (Perception)* action. Additional bolts cost five points per extra bolt per minute.

**Water Bubble\*\***

School: Aeromancy  
 Invocation: 10 minutes  
 Range: Personal  
 Duration: 1 hour  
 Area: Individual  
 Effect: Irritating  
 Difficulty/Cost: 11

Aeromancers have developed a spell that creates and maintains a bubble of air around a person's head, allowing him to breathe under water.

Mysticism Spells**Animate Dead\*\***

School: Necromancy  
 Invocation: 1 minute  
 Range: Melee  
 Duration: 1 hour  
 Area: Small group  
 Effect: Painful  
 Difficulty/Cost: 19

This dark spell allows the mystic to animate up to five corpses within range, turning them into zombies or animated skeletons. The animated dead are mindless and can carry out only the most rudimentary commands issued by their summoner (assuming the control task succeeds).

**Blessing\*\***

School: Channeling  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 30 minutes  
 Area: Individual  
 Effect: +4 to ability  
 Difficulty/Cost: 14

With this spell, the mystic can add 4 points to one of the subjects Physical Abilities (Agility, Dexterity, Endurance, or Strength) for the duration of the spell. The ability may even exceed 10 through the effects of the spell, allowing the character or hero to perform amazing feats.

**Charm\*\***

School: Mentalism  
 Invocation: 1 minute  
 Range: Melee  
 Duration: 1 hour  
 Area: Individual  
 Effect: Impeding  
 Difficulty/Cost: 17R

This challenging spell allows the mystic to convince a target that he is the mystics best friend and confidante; that everything he says is trustworthy and important. While few mystics trained by the Citadel of Light like the idea of tampering with the thoughts and feelings of others, they still prefer such methods to using their gifts to inflict permanent harm.

**Cure Blindness or Deafness\*\***

School: Healing  
 Invocation: 20 minutes  
 Range: Personal  
 Duration: Instant  
 Area: Individual  
 Effect: Cures affliction (equivalent of 5 cards)  
 Difficulty/Cost: 10

Allows a mystic to restore lost sight or hearing to the subject with a simple touch and a short ritual. The subjects eyes and/or ears must still be intact for the spell to work, but it will cure afflictions such as cataracts and magical curses that cause blindness or deafness.

**Cure Disease\*\***

School: Healing  
 Invocation: 20 minutes  
 Range: Personal  
 Duration: Instant  
 Area: Individual  
 Effect: Varies (see below)  
 Difficulty/Cost: 6

The final difficulty of the spell is based on the strength of the disease being affected, ranging from 6 for a simple cold to 11 or more for magical diseases and ailments. The healer will not necessarily know the strength of the disease unless he has encountered its symptoms before, so it is often necessary to overspend on spell points to ensure that the ailment is overcome.

**Detect Evil\*\***

School: Sensitivity  
 Invocation: Instant  
 Range: Melee  
 Duration: Instant  
 Area: Small group  
 Effect: Irritating  
 Difficulty/Cost: 12R

Allows the mystic to sense evil thoughts or intentions in a small group of people. The mystic must be able to see the faces of the people; the spell would not sense the presence of an invisible adversary with evil intentions. The spell does not provide exact information on the nature of the evil, only that it is present and which people are radiating it.

**Feign Death\*\***

School: Necromancy  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 1 hour  
 Area: Individual  
 Effect: Irritating  
 Difficulty/Cost: 12

The mystic places himself or a willing subject into a state of deep trance in which all of the subject's functions are slowed to a standstill. The subject appears dead, and a *Daunting Perception* action is required to determine otherwise. While the feign death spell is in effect, the subjects need for food, water and air is suspended.

**Hold Person\*\***

School: Mentalism  
 Invocation: Instant  
 Range: Near missile  
 Duration: 15 minutes  
 Area: Individual  
 Effect: Impeding  
 Difficulty/Cost: 16R

With a simple wave of a hand or a hard stare, the mentalist overwhelms the target's mind and renders the victim totally unable to move for the duration of the spell. A *Challenging Presence* action allows the paralysed character to overcome the spell and move again.

**Insect Plague\*\***

School: Animism  
 Invocation: 1 minute  
 Range: Near missile  
 Duration: 15 minutes  
 Area: Small group  
 Effect: Hindering  
 Difficulty/Cost: 16R

The clerics of Majere were once well known for calling upon swarms of insects to fight their enemies, and some mystics have followed their example with this spell which summons forth a cloud of biting and stinging flying insects to harass and harry opponents. Anyone within the cloud of insects suffers a -3 action penalty to all actions for the duration of the spell.

**Invisibility to Animals\*\***

School: Animism  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 15 minutes  
 Area: Individual  
 Effect: Invisibility  
 Difficulty/Cost: 10

This spell renders the subject invisible to any creature affected by the animism sphere. Animals and other creatures will not see the subject of the spell, nor will they scent him or hear his movements. The subject of the spell gains a +4 action bonus against any creature affected by the spell. This is a very useful spell for hunters.

**Polymorph\*\***

School: Alteration  
 Invocation: 1 minute  
 Range: Personal  
 Duration: 1 hour  
 Area: Individual  
 Effect: Troublesome  
 Difficulty/Cost: 13

This is a basic spell that allows the mystic to alter his shape or that of another willing subject he touches. The subject's Physical abilities can be shuffled as described on page 85 of *The Book of the Fifth Age*. For each point that the new form's total Physical abilities exceeds the subjects original form, the spell's difficulty increases by 1.

**Remove Paralysis\*\***

School: Healing  
 Invocation: Instant  
 Range: Personal  
 Duration: Instant  
 Area: Individual  
 Effect: Removes paralysis (equal to two cards)  
 Difficulty/Cost: 10

With a simple touch, the mystic can remove the effects of any paralysis on the subject, allowing him to move freely again. This affects paralysis caused by mysticism spells as well as by creature special abilities such as the touch of ghouls.

**Sleep\*\***

School: Mentalism  
 Invocation: Instant  
 Range: Near missile  
 Duration: 30 minutes  
 Area: Small group  
 Effect: Impeding  
 Difficulty/Cost: 19R

With a wave of a hand, the mystic can cause a small group of people in range to fall into a deep sleep for the next 30 minutes. Only the highest Perception in a group of characters resists the spell; heroes resist individually. The subjects can be awakened by any especially loud noise or an attack of any kind but will otherwise remain asleep for the duration of the spell. This is a preferred means for more peaceable mystics to deal with hostile opponents without actually harming them.

**Speak with the Dead\*\***

School: Spiritualism  
 Invocation: 20 minutes  
 Range: Personal  
 Duration: 15 minutes  
 Area: Individual  
 Effect: Troublesome  
 Difficulty/Cost: 9R

The mystic performs a ritual that calls up the spirit of someone who has died to ask it questions that the spirit is compelled to answer. The spirit resists the spell with its Presence ability. If the spell is successful, the spirit must appear and answer the mystic's questions for the duration, but there is no requirement that the spirit answer truthfully. Those who do tell the truth are prone to speaking in riddles.

**Tongues\*\***

School: Mentalism  
 Invocation: 10 minutes  
 Range: Melee  
 Duration: 30 minutes  
 Area: Small group  
 Effect: Irritating  
 Difficulty/Cost: 13

The mystic allows the subjects of the spell to comprehend each other regardless of the languages that they speak. Especially obscure or difficult languages may increase the difficulty of the spell if the Narrator sees fit.



### **Wall of Thorns\*\***

School: Animism  
Invocation: Instant  
Range: Near missile  
Duration: 15 minutes  
Area: Large room  
Effect: Hindering  
Difficulty/Cost: 17

This spell causes a wall of thorny vines and bushes to grow out of the ground to block passage of an area equal to a large room. Hacking through the vines is a *Challenging Strength* action and causes 4 damage points to any character or hero per attempt.

### New Mysticism Spells

#### **Healing\*\***

School: Healing  
Invocation: 1 minute  
Range: Personal  
Duration: Instant  
Area: Individual  
Effect: varies  
Difficulty/Cost: 8+ (see below)

This basic healing spell allows the mystic to restore health by touch. The basic difficulty is for restoring one card to an injured hero or 1 point of Endurance damage to an injured character. For each additional card or point of damage, increase the difficulty by 1.

#### **Ignore Pain\*\***

School: Mentalism  
Invocation: 1 minute  
Range: Personal  
Duration: 1 hour  
Area: Individual  
Effect: Irritating  
Difficulty/Cost: 12

This spell does not actually heal damage but allows a hero to ignore the pain of his wounds and continue to function. The spell restores all of the hero's cards lost due to damage for the duration, but when the spell ends, the hero immediately loses all of the cards gained back from the spell, starting with their highest card. If this will result in the hero having a negative number of cards, the hero lapses into a coma and will die in one minute if not immediately healed back to a hand of zero cards or more.

#### **Resist Mysticism\*\***

School: Meditation  
Invocation: 1 minute  
Range: Personal  
Duration: 30 minutes  
Area: Individual  
Effect: +4 action bonus to resist mysticism  
Difficulty/Cost: 13

With a light touch, the mystic bestows on the subject an aura of protection against mysticism spells. The subject gains a +4 action bonus on all Avoid Mysticism actions for the duration of the spell, including mysticism effects from magical items. A similar spell exists that provides +4 action bonus on all Avoid Sorcery actions.

#### **Ward Off Beasts\*\***

School: Animism  
Invocation: 1 minute  
Range: Personal  
Duration: 1 hour  
Area: Small room  
Effect: Irritating  
Difficulty/Cost: 13

The mystic traces out a circle or the borders of a small room and casts this spell, preventing any beasts affected by the animism sphere from entering the area for the duration of the spell. If the animals are especially desperate (hungry fearful, or driven by another spell or special ability), the caster must make an average Spirit or Presence action to keep them out.

#### **Wrack**

School: Mentalism  
Invocation: Instant (5)  
Range: Near Missile (3)  
Duration: 15 minutes (3)  
Area: Individual (1)  
Effect: 5 points (2)  
Difficulty/Cost: 14R

The target of this spell experiences severe all-consuming pain, although it is a trick of the mind, and no physical damage occurs. The "damage" is handled normally, except that any cards played are not discarded but merely put aside; when the spell expires, or if the character is healed using magic, any cards thus set aside are restored to the player's hand.