Fantasy Role-play Rules

Dave Boundy
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Introduction

These rules have been derived from the AD&D (original edition) rules, and have used the excellent work producing the Basic Fantasy Role Play rules (see *www.basicfantasy.org/*) .

The rules give a set of guidelines for play, but as always the rules can be changed/over-ridden or downright ignored by the DM. There will be many things available during play (rings, potions, extra spells, magic weapons, magic armour) that are not covered in the rules and will need to be investigated by characters during play. Some of these will be covered by rules separately available to the DM and some will be created by him.

The intention of this system is to create a set of rules that encourage role play. Although this mostly comes from a much simplified version of the original AD&D rules, in some cases the rules appear more complex in an attempt to make the play richer yet simpler. This is very much work in progress, so can be expected to be changed even during play.

Classes

There are just 4 character classes: Fighter(F), Thief(Th), Magic User(MU) and Cleric(Cl) but every character has some basic ability in each and every class. This is recorded as a series of character points allocated to each class: more character points become available through reward from the DM as a result of adventures experienced.

Races

There are 5 basic races which characters may adopt: human, elf, half-elf, dwarf and halfling. These follow the Tolkien pattern and should be thought of and played in that way. The choice of race is limited by basic characteristics (see below) and limits the choice of class: again, see below.

Alignment

Alignment is on traditional D&D lines i.e. a point on 2 axes. Note that the table shows distinct areas, but it should be recognised that each axis is a continuum. Player characters should normally be Good or Neutral, but may be Lawful, Neutral or Chaotic. Alignment should be used as a strong guide to the character's actions. A character that consistently acts out of alignment is likely to find their actions hindered by a god and may also have their alignment changed by the DM.

LG	NG	CG
LN	N	CN
LE	NE	CE

Time

Game time is organised in

> turns: representing 10 minutes
> rounds: representing 1 minute
> segments: representing 6 seconds

The use of these devices is fairly fluid, but often turns would be used while exploring, rounds during combat and segments to work out the sequence of actions in a combat round.

Generating a Character

Character Statistics

There are 6 numbers that define the characteristics of each character. Each number falls between 1 and 20, being based on a 3d6 dice roll but with the possibility of modifications expanding the potential range. These characteristics are:

ST	Strength	IN	Intelligence
WI	Wisdom	CH	Charisma
CO	Constitution	DE	Dexterity

Dice Rolls

1. Roll basic statistics: roll 6 sets of 4d6, add together the highest 3 of each set of 4, then allocate that number to each of the statistics, bearing in mind the type of character desired

2. Trade between statistics: trade between a pair of statistics may be carried out at the rate of 2:1, with the only proviso that neither of the numbers may be in the range 8-13 after the trade.

3. If this process leads to anything outside the range 1-20, then adjust the number up or down to conform, then make character choices:

Character class:

- there is a choice between 4 types: Fighter(F), Thief(Th), Magic User(MU) and Cleric(Cl). Every character is a combination of those 4 classes, and is defined by character points allocated to each class.

- Each character gets 10 character points to allocate between the classes. A player may record any number of those points against any of the classes (no more than 10 in total).

- If any class receives 6 or more character points, then the character is devoting a large amount of time and training to the class: a fact which is rewarded by bonuses. There are also bonuses for every point allocated. These are shown under the descriptions of individual classes, later

Races:

choose one of the races in the following table, but the paragraphs on class should be read in conjunction with this, so bear the limitations in mind which will limit the choice.

Race	Limitations	Effects
Human	None	None
Half-elven	>=2 points MU >=14 IN	+1 CH -1 CO
Elf	>=3 points MU >=16 IN	+1 DE -1 CO
Halfling	<=15 ST <=2 points MU >=3 points Th	+1 CO -1 ST
Dwarf	>=11 ST >=3 points F <=2 points MU	+1 CO +1 ST -1 CH -1 IN

Hit Points

- Hit points (hp) are a measure of the damage a character can sustain in combat. Calculate by rolling a modified (shown in the table below) d6 for each character class, multiply by the number of character points allocated to that class, and dividing by 10, rounding down if necessary. Then add the given number for the character race.

Class	F	d6+4
	Cl	d6+2
	Th	d6
	MU	d6-1

Race	Dwarf	6
	Human	4
	Elf	5
	Half-elf	5
	Halfling	3

- Adjust hit points based on a character's constitution:

$CO>=15$	+2	$9>CO>6$	-1
$15>CO>13$	+1	$CO<=6$	-2

- If, during play, an extra character point is awarded by the DM, then roll a d20 and add 1hp if the roll is below the character's CO

God

- each character should choose a god to serve. This choice is critical for a cleric. Normally, the DM will give the player a choice of gods available in the campaign, but (with the DM's agreement), the character's God may be chosen or created by the player.

- Annex C shows a list of gods to be used. Each entry shows the god's name, with other names that the god might be known as in different settings. There is then the god's alignment, s note of the god's/goddess' area of influence and a brief description of the appearance and special features of the god.

Starting Equipment and Money

- a character starts with a dagger, clothing (including a robe) and a pair of travelling boots. Anything else must be purchased. The character also starts with 10 + d20 gold pieces (gp).

Combat

Introduction to Combat

Combat is organised as a series of combat rounds. Each character can act once in each round. When the characters encounter each other and one wishes to initiate combat, then the sequence of action is decided by a d10 for each character. The roll may be modified and represents the segment of that combat round during which the character will act. A modified roll of less than 1 will become segment 1. A modified roll of greater than 10 means that the character fails to act in this round. If the umpire decides that one side has surprise, he will award a modifier to the dice roll for the first round.

Introduction to Weapons

Each weapon carried by a character has a THAC0 rating. This rating is the d20 roll needed to inflict damage (hit) Armour Class 0 (AC0). Armour Class is explained further below, but

essentially is based on 0 for an unarmoured character, with higher numbers for better armour or dexterity. This system allows for just 6 types of weapon shown in the table below. A character may use a weapon in missile mode or in melee mode in any given round and it takes a round to switch weapons. The following table gives the statistics for these weapons(distances are in feet):

	Missile Hits / round	Melee Hits / round	Damage / Hit (+ ST adjustment)	Basic THAC0	Short Range	Range
Bow	2	-	d6	10	30	100
Dagger	2(recoverable)	3	d4	13	10	20
Spear	1	1	d6	9	10	30
Sword	-	1	d8	7	-	-
Axe	-	1	d8	7	-	-
Quarterstaff	-	1	d4	12	-	-

- In combat, an attack is made by rolling a d20 and comparing to the THAC0. A roll equal to or above the THAC0 will hit AC0 (Armour Class 0).
- Armour class is a result of the armour worn by a character, the use of a shield and dexterity. A character with no armour, no shield and no dexterity adjustment is AC0. The AC is used as a modifier on the attack d20 roll. As an example, if a character with a THAC0 of 8 rolls a 12, then they will hit AC4 or less.

Armour

- Armour modifies the AC:
  - leather/paddedAC3
  - chain-mail   AC5
  - plate   AC7 (this is plate over vital areas, not full plate)
- A shield will modify the AC by +1
- Dexterity will modify the AC:

DE>=15	+2	9>DE>6	-1
15>DE>13	+1	DE<=6	-2

The Combat Round

- actions carried out by the character may include:
  - movement at the character movement rate (basic rate is 10 feet per segment)
  - use a weapon
  - cast a spell (but note that spell casting requires a period where the character is still: any movement made by the character during that time wastes the spell)
  - prepare a weapon (if a weapon is carried ready to use, it slows the character down dramatically)
  - defend (dodging, using shield etc.): gives an armour class bonus
- Sequence
  - there are 10 segments to a combat round. Each character carries out his actions on the rolled-for segment.
  - If characters are acting in the same segment, then that will normally just mean the actions are simultaneous: if this is a problem, then sequence of action between the characters involved should be diced for.
  - Each segment lasts 6 seconds of game time. Some actions require longer to perform, in which case they are committed to that action, starting in that segment and

continuing for the required length of time.

- Each character carries out all their actions in the same segment: this includes multiple weapon use if that is the action.

Movement

- During combat, any character engaged in melee will be able to stay in contact with their opponent as the combat ebbs and flows.
- If a character wishes to move: either to disengage or to follow another character, then they may use their normal movement rate but at a penalty of -5 to their AC.
- Movement is carried out at the rate of 1' per segment and ceases when the round ends, movement rate is exhausted or an opposing character is brought into contact.
- Movement cannot be carried out at the same time as spell casting.

Missile Fire

- Missile weapons have short and long ranges. They cannot be used at distances outside this range. The DM might decide to award modifiers depending on the range and circumstances.
- All missile fire takes place in the segment rolled, even if there are multiple shots
- A character defending in this round gains a bonus of 2 AC against missile fire if using a shield.

Melee

- Melee attacks can be carried out against characters immediately adjacent to the character within striking distance (normally 10 feet).
- A character defending in this round gains a bonus of 2AC against melee attacks

Damage

- Damage is calculated for each weapon hit (if a weapon hits more than once, then damage is calculated more than once). The weapon table should be consulted.
- Damage per blow is modified by strength:

ST>=15	+2	9>ST>6	-1
15>ST>13	+1	ST<=6	-2

- When a character goes down to 0 hp, then that character falls to the ground comatose. When a character goes down to -3 hp, then that character is dead.
- Damaged characters heal at the rate of 1hp per day

Saving Throws

- Saving throws represent the random nature of some things. There is rarely certainty about any action and so a saving throw is simply a check to see if chance stops something happening. A saving throw is a d20 roll which "saves" if the roll is equal to or above the target number (1 always fails, 20 always succeeds). It is not always appropriate to use a saving throw. As a rule of thumb, if the random aspects of a situation has already been adjudicated by a die roll then a saving throw will not be appropriate.

- The DM will determine, for any given occasion, which characteristic (ST,IN,DE,WI,CO,CH) applies and then the character should make a saving throw using their score in that characteristic. As an example, if a mild poison has been administered to a character, then the DM would call for a saving throw against Constitution. If the character is has a Constitution of 9, then that character must roll a 9 or less on a d20 to avoid the effects

of the poison.

- Items: it is sometimes useful to give an item a saving throw, where there is doubt about the effect.
- Monsters are subject to the same saving throws as characters.

Character Abilities

Fighter

Every fighter is an heroic character, expected to wield weapons with awesome power. A fighter will gain 1 hp for each character point allocated to fighter and will gain a THACO bonus of 3 if they have 6 or more character points allocated to fighter.

Thief

Every character point allocated to Thief will give a higher ability to move into and through shadows and concealment undetected. The chance is generally 10% for every character point (this is not automatic, but reflects the chance of success if a sensible approach is taken). If a thief has 6 or more character points allocated to them, then they gain the ability to back-stab. To achieve a back-stab, the thief must have surprise and be using a melee weapon from behind. A back-stab will be an automatic hit and will do double hp damage.

Cleric

A cleric serves a god (see Annex C). Choice of a god will be key to the character for obvious reasons. The cleric's alignment should normally match the alignment of the god. This is not absolutely necessary, but if alignment of character and god differ remarkably, then the chance of spell failure will be increased. If a character has 6 or more character points allocated to Cleric then they may spend some time in dedicating one weapon to their God. This weapon acts as a magical weapon, with a bonus of 2 on attacks.

Magic User

The magic-user tends to be a solitary individual, much given to poring over papers and scrolls. He will prepare a spell book of his own, with large pages bound into the book securely , 1 sheet per spell. Much of his training as an MU was spent in understanding and copying spells from a mentor.

If a character has 6 or more character points allocated to MU, then that character may acquire a unique spell in their spell book. This spell may be designed by the character with the DM's approval. The DM will decide the power rating of the spell.

Magic system

○ Magic in this system is divided into 2 types, with some common features. The power of clerical magic is derived from the Gods themselves while the power of Magic Users comes from study and channelling the power of the different planes of existence, as well as the power of the human mind. There are different spells available, and different ways of operating those spells. The common features of magic are, however:

○ casting a spell requires concentration: a spell-caster may be able to focus internally and disregard all around him, but if that concentration is spoiled, then the spell will fail and may backfire. Spell-casting during combat is therefore an extremely hazardous occupation (failure and effect decided by the DM)

○ Magic is used from memory. Each character has a spell power rating equivalent to the character points allocated to MU and Cleric. Each spell has a power rating, and the spells to be remembered is limited by the amount of power available to that spell type. For example, a character with 6 character points allocated to MU and 2 to Cleric could remember 3 MU spells of 2 power each and 2 Clerical spells of 1 power each.

○ casting a spell requires an incantation. This can vary from one word to a phrase; it is decided by the spell-caster at the time the spell is studied or prayed for as a method of aiding the spell-caster's state of mind.

○ Casting a spell takes time, depending on the spell (see the spell lists).

○ Casting a spell during combat starts at the character's segment of action. The casting time is then added to determine when the spell effect takes place. If this period takes the spell effect beyond the end of the combat round, then it spills over to the appropriate segment of the next round.

○ If the spell is used during combat and the character is attacked or moves at any time during the round up to the time the spell is cast, or during the casting time, then the spell is lost. This might have dire repercussions, depending on the type of magic (see below)

○ Many spells have an effect that is instantaneous. Some spells last for a defined time, however(see the spell lists), and this starts from the end of the casting time.

○ There are two sources of magic: clerical magic, derived from the capricious gods, and magic practised by magic-users which is the result of study. Each of them has certain things in common.

Clerical Magic

○ The cleric obtains magical effect by channelling the energy of their god to the Material plane. The gods are capricious, so there is always a chance of failure and of reversal of the spell. The player will not necessarily know the result of checking for success/failure which will be entirely decided by the DM, using appropriate dice rolls and the separate DM tables.

○ The chance of success/failure depends on the character points allocated to cleric, the

alignment of the god, the alignment of the character and the use of the spell. The chance of success/failure may, of course, be modified by some form of sacrifice and by the general behaviour of the character. The wisdom of a cleric determines the base chance that the spell will go wrong. Roll d20 over the WI score is an indication that the spell has gone wrong.

○ The place where the spell is cast might also have an effect: for example if the spell is cast in a temple.

○ Spells are remembered by quiet study involving a prayer book. Prayer books are sacred and maintained/copied by other clerics. At any stage, a cleric might be required to spend time performing this task for their order. Prayer books are never taken on risky adventures, because they involve such an intimate link with the god.

○ A cleric may use a spell any number of times(but requires an hour of contemplation in quiet before he is ready to use that spell again), until it fails when it will no longer be available to the character until they study the prayer book again.

○ A list of the spells possible are given in the annex, with a brief description and the casting time. The player must decide which of these are in the prayer book of the character's order at the time the character is generated.

MU Magic

○ The spell book of an MU is precious, heavy, cumbersome and unlikely to be taken on an adventure. The magic user uses his mind to channel power from one of the other planes of existence. There is rarely much of a chance of failure of his spells.

○ Spells can be researched and devised. This will normally be done by changing aspects of a known spell, but may involve an entirely different spell.

○ Scrolls exist which store the power of a spell without the need for preparation. The casting time of the spell is, however, identical to any other way of casting the spell. A scroll may be used by an MU if they have already studied that spell (it is in their spell book) or they use "Read Magic". Casting a spell from a scroll is a destructive process: the scroll is of no use afterwards. Scrolls are specific to MUs as they represent the way to think about a spell.

○ Instead of using a scroll, it may be kept and copied into the spell book. This use of a scroll is also a destructive process.

○ The pages of a spell book may be used as a scroll: reading directly from the page and accepting that the page is destroyed by doing so.

○ There is a chance that the MU might fail to remember the spell properly. This chance depends on the MU intelligence: roll d20 equal to or under the IN score to succeed.

Equipment

Money

○ Money is measured in gold pieces (gp)
○ Each character starts with between 10 and 30 gp

Purchase

- Each character starts with basic clothes, a dagger and a rucksack
- Items may be purchased, normally in a town, at the rate the DM decides in that town. A few standard items are shown here, with their normal cost

Standard Items

Sword	5gp	Shield	7gp
Bow	5gp	Rope	1gp
Quiver of 10 arrows	1gp	Lantern	2gp
Dagger	2gp	Flask of oil	1gp
Spear	4gp	Picks and tools#	10gp
Padded and leather jerkin:	10gp	Vial of holy water#	10gp
Chain-mail	60gp	Axe	5gp
Full plate#	300gp	Quarterstaff	2gp

available specially

Movement

Distances

Distances are reckoned in feet when in a party of characters. The base movement rate of a character is 10 feet in a combat round (1 minute) or 100 feet in a game turn of 10 game minutes. This is the expected normal movement rate indoors while exploring or in combat. When outside and/or in very open places, this rate triples (i.e. 100 yards in a game turn). Party movement rates are normally the lowest rate of the members

Movement Rate

The movement rate of a character is modified by race and by a combination of strength and dexterity

- Race: the figures above are for humans and half-elves
  - elf : the normal rate is 12 feet per round
  - dwarf: the normal rate is 8 feet per round
  - halfling: the normal rate is 7 feet per round
- Strength and dexterity
  - if ST and DE are both > 15, then add 2 feet per round
  - if ST and DE are both <8, then subtract 2 feet per round

Carrying and Encumbrance

Each character can carry up to 4 weapons. A shield is counted as a weapon for this purpose. The weapons are carried in belts and strapped to the back, or carried in hand. Additionally, a character may carry up to 6 items of equipment in a back-pack or sack strapped over the shoulder. A character can also wear one set of armour at a time.

Counting each weapon as 1, each item of equipment as 1 and a set of armour as 1 for padded, 2 for chain-mail and 4 for plate, there is also an over-riding limit on encumbrance of the character's ST score.

Annex A: Clerical spells

The spells that might often be found in the prayer books of an order are summarised in the next table, with more detail below.

Spell Name	Description	Power
Bless	Raise morale and improve combat of others	2
Chant	Provides protection to others within a 20 foot radius while the chant continues	2
Commune	Obtains the answer to a question from the cleric's deity	3
Create Water	Creates an amount of water enough to fill a bucket	1
Cure Light Wounds	Cures up to 6 hp damage on one person	2
Hold Person	Immobilises one person, animal or sentient being up to 6 rounds	2
Light	Creates a bright light centred on the player's hand	1
Locate Object	Detects the direction towards a known object that can be visualised by the cleric	1
Protect from Evil	Acts as magical armour when attacked by something notably evil	2
Purify Food and Drink	Turns any food, even in a rotten state, back to something edible	1
Resist Fire	Negates the effects of fire or heat for up to 6 rounds	1
Silence	Stops all sound within a 20 foot radius	1
Speak with Animals	Communicates with animals that have a mind. Allows questions, answers and commands	1
Turn	Forces undead to go away	2

Bless Casting Time: 4 segments Range: 20' radius
Cleric Power: 2 Duration: 2 rounds

This spell gives the caster and his or her allies (within a 20' radius of the caster) a bonus of +1 on attack rolls, defence checks, morale checks and other rolls to do with state of mind.

Chant Casting Time: 4 segments Range:
Cleric Power 2 Duration: 2 rounds while chanting

All attacks and other dice rolls by the cleric or the friends of the cleric are made at a bonus of 1, while the dice rolls made by their opponents are at a penalty of 1. The cleric must continue to chant for the entire period for the spell to maintain its effectiveness

Commune Casting Time: 1 hour Range: n/a
Cleric Power 3 Duration: 1 question

This spell puts the caster in contact with his patron deity or a servant of the deity from another plane, who answers one yes-or-no question. The ritual to cast this spell takes 1 turn to complete. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely.

Create Water   Casting Time: 4 segments   Range: touch
Cleric   Power 1   Duration: permanent

This spell creates one gallon of water. Note that a vessel to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons. The water appears to come from the cleric's hands.

Cure Light Wounds   Casting Time: 1 round   Range: touch
Cleric   Power 2   Duration: permanent

With this spell the caster heals 1d6 hit points of damage by laying his or her hand upon one injured person or creature. Undead are not affected by this spell.

Hold Person   Casting Time: 3 segments   Range:20 foot
Cleric   Power 2   Duration: 2 rounds

This spell will render any living (not undead) human, demi-human or humanoid creature paralysed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful saving throw will negate the effect. The spell may only be cast at a single person or creature.

Light   Casting Time: 2 segments   Range:touch
Cleric   Power 1   Duration: 6 turns

This spell creates a bright light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 30') around the cleric. The light source is the cleric's palm, so the effect may be muted by clasping the hand into a fist, but not turned off. Light taken into an area of magical darkness does not function.

Locate Object   Casting Time: 4 segments   Range: 100'
Cleric   Power 1   Duration: 6 rounds

This spell allows the caster to sense the direction of a well-known or clearly visualized object. He or she can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item first-hand (not through divination). Creatures cannot be found by this spell.

Protect from Evil Casting Time: 4 segments   Range:touch
Cleric   Power 2   Duration: 1 turn

This spell protects a creature from attacks by evil creatures, from mental control, and from summoned creatures. The cleric must draw a line around the protected creature with a 5' radius. A magical barrier is then created around the subject where the line is. Should the protected creature break the line, or attempt to attack across the line, then the spell is immediately negated. There are then 3 effects on the subject:

1. the subject gains a bonus of 2 on all dice rolls involved in combat with an evil creature, although the attack otherwise will be carried out as normal (taking account of the fact that the subject is standing still).

2. the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from

targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect.

3. the spell prevents bodily contact by summoned evil creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the protected creature.

Purify Food and Drink Casting Time: 1 round Range: touch
Cleric Power 1 Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage.

Resist Fire Casting Time: 4 segments Range:touch
Cleric Power 1 Duration: 1 round

This abjuration grants a creature temporary immunity to fire and heat. Minor heat or fire (such as exposure to normal flames) is ignored by the affected creature. Against more significant heat or fire (such as a **fireball**), the affected creature gains a bonus of +3 dice rolls.

Silence Casting Time: 4 segments Range: 20'
Cleric Power 1 Duration: 2 rounds

Upon the casting of this spell, complete silence prevails within a 20' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell is centred on a cleric, and the effect then moves as the cleric moves.

Speak with Animals Casting Time: 4 segments Range: in hearing and sight
Cleric Power 1 Duration: 5 rounds

The caster can comprehend and communicate with any one animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear him or her.   The spell doesn't alter the animal's reaction or attitude towards the caster. However, if an animal is friendly toward the caster, it may be willing to grant some favour or service.

Turn Casting Time: 3 segments Range: 20'
Cleric Power 2 Duration: permanent

The cleric shows the palms of his hands to undead and calls on the power of his God to turn them away. d10 undead will be turned away(the nearest). Mindless undead will be turned automatically, but any undead with a will (Ghosts, Wights etc.) will make a saving throw. The turned undead will never return to that cleric.

Annex B: Magic User Spells

The spells that are generally available to magic users are summarised in the next table, with further detail below

Spell Name	Description	Power
Burning Hands	Sends a sheet of burning flame from the spell-caster's hands	1
Comprehend Languages	Allows spoken and written word to be understood	1
Dancing Lights	Sets up a set of up to 4 lights that act and appear as torches or similar	1
Darkness	Imposes darkness upon an area of 20 feet radius	1
Detect Invisible	Shows invisible creatures to the spell-caster	2
Detect Magic	Shows magic items to the spell-caster	1
Hold portal	Sets a magic lock on a door	1
Identify	Allows the spell-caster to tell the recent history and any magic of a handled object	1
Magic Missile	Sends an unerring bolt of magic towards an individual, doing 2-5 hp damage	2
Push	Moves objects with a small force.	1
Read magic	Allows the magic user to read magical inscriptions and to use magical scrolls of spells that have not been studied.	1
Sleep	Places the occupants of a 20 foot radius circle to sleep	2
Spider Climb	Allows the spell-caster to move across walls and ceilings in their bare feet and hands	1

Burning Hands   Casting Time: 3 segments   Range: 5'
MU   Power 1   Duration: instantaneous

When this spell takes effect, a sheet of flame shoots from his fingertips. The spell required both hands together (thumbs touching). The flame is 5' long and in a cone of 90 degrees. Every creature in that cone suffers a 1 hp damage and anything flammable is set on fire.

Comprehend Languages Casting Time: 2 segments   Range: n/a
MU   Power 1   Duration: 2 rounds

This spell grants the caster the ability to understand almost any written language known to people or creatures on this plane (note that animal communication is not language) The spell grants the ability to translate the words, but does not in any way hasten the reading nor grant understanding of concepts the caster doesn't otherwise have the ability to understand. The words may be spoken or written.

Dancing Lights   Casting Time: 4 segments   Range: up to 30'
MU   Power 1   Duration: 2 rounds

The MU creates from 1 to 4 lights which resemble lit torches when viewed from a distance. The torches move around as if held. The MU can create this effect at a distance and can move the effect while the spell is in force. He cannot move himself during this time.

Darkness Casting Time: 4 segments Range: 30'
MU Power 1 Duration: 2 rounds

This spell causes a 20' radius area of total darkness to fall. The centre of the area must be in line of sight, within 30' and at a location pointed to by the cleric for the duration of the spell.

Detect Invisible Casting Time: 1 round Range:60'
MU Power 2 Duration: 1 round

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic Casting Time: 1 round Range:60'
MU Power 1 Duration: 1 round

The caster of this spell is able to detect enchanted objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell.

Hold Portal Casting Time: 3 segments Range: touch
MU Power 1 Duration: 6 rounds

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked.

Identify Casting Time: 1 hour Range: touch
MU Power 1 Duration: n/a

The MU must handle the object under scrutiny and concentrate for the whole time. The recent history of the object will be revealed, along with an indication of any magical or spiritual powers associated with the object (this information is likely to be oblique and hard to comprehend).

Magic Missile Casting Time: 3 segments Range: line of sight
MU Power 2 Duration: instantaneous

This spell causes a missile of magical energy to dart from the caster's fingertip and strike its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

Push Casting Time: 4 segments Range: 10'
MU Power 1 Duration: 5 segments

The MU causes an invisible force to strike against an object he is pointing at. The force is not great, being similar to the force needed to move a small object 1 foot. The push may be applied to objects like bows or daggers being held, or may apply directly to people, when they might be caused to over-balance.

Read Magic   Casting Time: 1 round   Range: touch
MU   Power 1   Duration: 1 turn

This spell is required to read magical writings and inscriptions of any item that has not previously been encountered (i.e. is not in the MU's spell book). Once read, then the power of the object becomes available. This means that a scroll cannot be used unless it contains a spell already known to the MU or Read magic is used, but then it becomes possible to copy the scroll destructively into a spell book or to use the scroll directly (and also destructively).

Sleep   Casting Time: 3 segments   Range:60'
MU   Power 2   Duration: 5 rounds

This spell puts several creatures. It has no effect on the more powerful characters and creatures. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 20' of the chosen point may be affected. Each creature in the area of effect is allowed a saving throw to resist the effect.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect the undead. When the duration elapses, the sleeping creatures normally wake up immediately.

Spider Climb   Casting Time: 4 segments   Range: n/a
MU   Power 1   Duration: 1 round

This can be cast on anyone, including the caster. If the recipient is unwilling or does not know that the spell is being cast, then a saving throw is made. Once cast, the spell allows the recipient to travel on vertical surfaces at a slow rate , by using hands and feet, which become sticky enough to do this. While under the influence of this spell, any object handled will stick to the hands of the recipient.

Annex C: Gods

This Annex lists the major Gods available in the game setting. This list can vary wildly depending on the setting and should not be taken as exhaustive. Gods have unthinkable power and powers, but they are not all-mighty: they have limitations even though those limitations are far beyond the understanding of most. They obtain their powers from their plane of existence and can be near to seeming ordinary if encountered on that plane. There is a passing resemblance to the Greek pantheon: this may be useful, but be warned that these Gods are not identical to the Greek description of Gods. Many Gods appear in different forms: that is true in this setting and the names that are used for some of these Gods in the setting of the local islands is given here.

APOLLO (also known as **ASURA**)   CG

God of the Sun, Music and Archery

Asura is able to poly-morph himself into any of the human types of the world. He will, in times of need,dispel any magic sent at one of his priests or worshippers. He uses a magical bow with magical arrows. If he becomes fond of a human, he may indirectly aid that human with gifts or advice or by playing his lyre (which raises the powers of a follower hearing it).

ARTEMIS (also known as **The Goddess**)   N

Goddess of the Hunt and the Earth

Appearing as a slim young girl with a maidenly way about her, Artemis shape changes at will and reflects any magic spell sent at her. She has absolute power over all animals of the forest. All of her clerics must be in tune with nature and must be pure in body as well as spirit.

She uses magical arrows in the hunt and a magical dagger in combat.

ATHENA   LG

Goddess of Wisdom and Combat

Usually appears as a beautiful woman wearing a war helm and carrying spear (never misses) and shield. She shape changes at will and can appear to shift position suddenly. Her shield has a Medusa head image on it which can act as the original Medusa head did (turning the viewer to stone).

Athena delights in holding people to their word and demands that her clerics are aggressive in their evangelism.

ARES (also known as **KORD**)   CE

God of War

Appears as a normal man, wearing a great helm and chain-mail. Ares carries a spear which causes a disabling fear to anyone approaching near. Ares delights in killing and fighting and loves the lust for battle exhibited by his followers. He often flies into battle, and is the only being that can use his huge spear.

Clerics of Athena and of Ares are antagonistic towards each other.

COEUS   CE

God of Fear

Coeus appears as a horrifying giant and he can cause fear in anyone near him. If he is angry, then all nearby will have a very high chance of losing 25% of their hit points

because of the aura of fear they feel. Coeus loves the night and shadows, opting to travel and fight only at night.

DIONYSUS   CN
God of Wine

As the God of wine, Dionysus has a dual nature: on the one hand he represents joy, pleasure and camaraderie; on the other hand, savage, mindless, bloodthirsty violence. He generally appears as a young man in a purple robe, but may appear in lion, bear, panther or even dolphin shape. He can control any feline creature at will and savagely inflicts madness on anyone that offends him. This offence may be extended to defilers of his temples and even, occasionally, to defence of his clerics.

EPIMETHEUS   CG
God of Misdirection and Creation

The bumbling brother of Prometheus, he means well but is not careful with his creations. He uses or gives a shaped clay ball to create a creature, in the same way as his brother but there is a high chance that the creation will go wrong: sometimes turning on whoever triggered the creation (including the God).

In combat, he uses his mighty fists to smash an opponent down. He always tries to help his clerics if they call on him, but often that help somehow seems to go wrong.

HECATE   LE
Goddess of Magic

Hecate appears as a beautiful woman with 9 huge hounds as her servants. These creatures can be sent out to hunt down those defiling her temples or clerics. If encountered by a cleric that is truly faithful to Hecate, then the hounds will not attack and may obey the cleric's orders for a while.

She delights in observing the effect of magic and might increase the effectiveness of magic for those with her clerics. She is able to use any magic spell at will.

HADES   NE
God of the Underworld and Death

The plane where Hades rules is known by mortals simply by his name. Hades appears as a muscular, dark-skinned man. When fighting, this god appears as a hideous humanoid with fangs and flames for eyes. He wears a helm that renders him invisible until he attacks. His eyes cast *Death* spells every round unless he is engaged in hand-to-hand combat. He has complete control over all things made of earth.

The house of hades is a dark underground place with eternal pools of lava and spontaneous fires. The dead move to the God's command and mortals do not see them until and unless Hades wills it.

HERMES   LN
God of Thieves and Gamblers

Appearing as a handsome teenager, this god often delights in acting as a thief and watching the skill of thieves. He wears a pair of winged sandals that allows him to fly, he has a helm rendering him invisible at will and he carries a winged rod with 2 entwined serpents giving him control over all creatures except man. One of his functions is that of messenger from the gods to mortals. In that capacity, he often appears to clerics using a commune spell or similar.

He is used by the gods to settle dispute. This arbitration role is extended to his clerics who are charged with ensuring that men keep their word. A cleric accepting a bribe in this role risks punishment by Hermes.

NIKE (also known as **OSPREM**)   LN

Goddess of Victory and of the Seas

This unusually stubborn goddess appears as a very tall woman with wings. She always uses her divine awe power to stun lesser beings and cares little for the effects. Her clerics are required to be totally faithful to alignment and to her: even one failure can call down a thunderbolt from her (if she hears of it). She is able to destroy any item she wishes with a touch of her fingers.

This goddess loves the depths of the sea and sea creatures. She also loves the feel of victory and the sight of a victorious fleet pleases her so much that any of her clerics with that fleet may be rewarded.

PAN   CN

God of Passion and Nature

As god of nature, Pan has two aspects. On one hand he represents the fertility and beneficence of nature. On the other hand, he represents the fearsome and indifferent destructive forces of nature.

POSEIDON (also known as **XERBO**)   CN

God of Seas, Water and Earthquakes

This god appears as a huge human and may command any non-divine creature of the water. At will, he summons water beings, shape changes and creates new life forms to dwell in the sea. His anger at any coastal towns who fail to sacrifice to him monthly may cause him to create an earthquake to punish the town. This god rewards his clerics with material things such as springs in dry land or rain when needed. He uses a trident in combat that absorbs magic.

PROMETHEUS (also known as **PHAULKON**)   NG

God of the Arts and Creation

Prometheus is credited with the making of the first man and woman from clay, and he has made it his task to help mankind whenever possible. He taught humans many of the civilised arts, including the medicinal use of plants , cultivation of grains and domestication of wild animals.

Prometheus stole fire from the sun and gave it to mankind. For this , he was punished by the combined gods. His punishment consisted of being chained to a mountain-top where his regenerating liver was torn from him day after day by a griffon. After the gods relented and freed him, he joined the pantheon.

Prometheus can create any mortal creature from clay. The creature will serve him until it dies. Clerics deserving a special reward may be given a ball of clay to use in the same way.