

What the heck?

This is a fantasy roleplaying game you can play tonight. It takes about fifteen minutes to make characters, and the CM can come up with a plot in the time it takes for the pizza to get here.

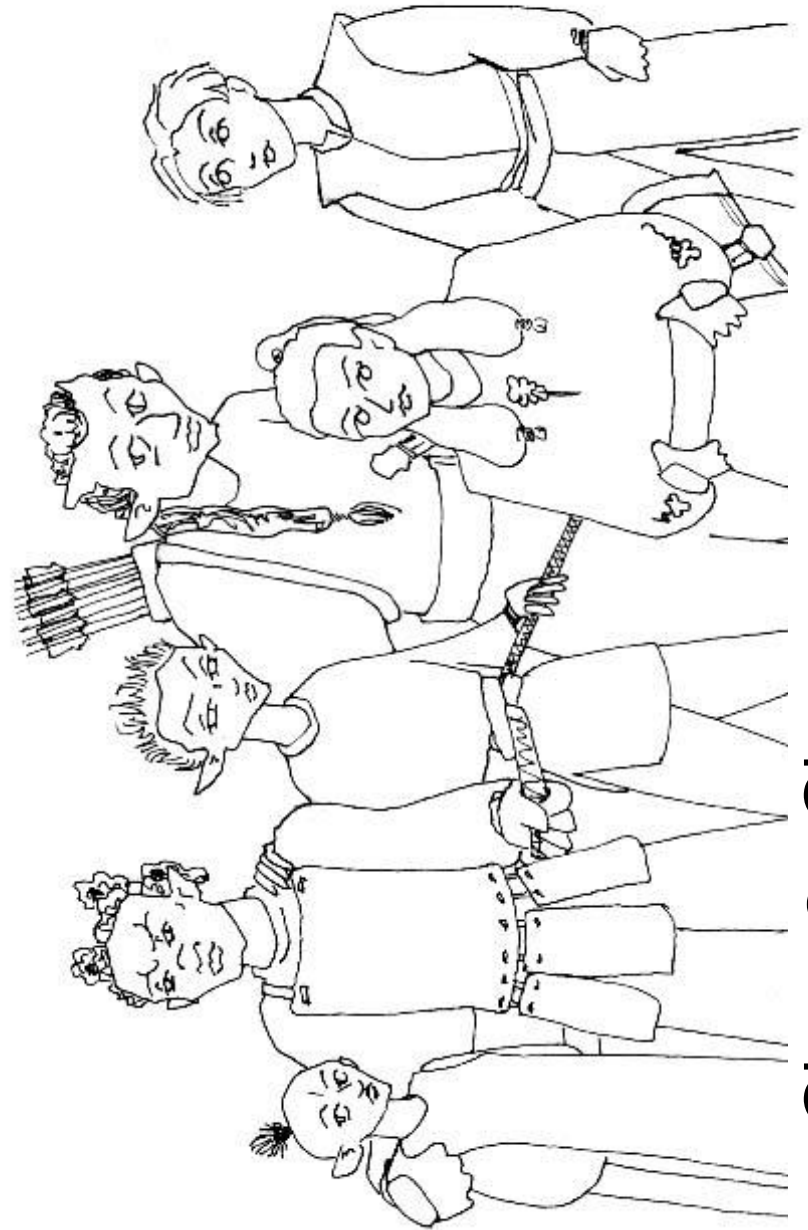
The two full-size sheets are the rules and mechanics. The half-sheets are handouts and character sheets. Yes, they duplicate. Toss 'em on the table where everybody can reach 'em! There's also a stack of CM stuff tucked inside the CM's Screen.

The C&C is a lumpley game, I mean sort of it is, insofar as I made it and now I'm calling the games I make lumpley games. When I made it I called it a Snappy Logo Here! game. Whatever. It's copyright-ish ©2001 by Vincent Baker, but heck, steal it if you think it'll make you a buck. Oh, except the art, which don't *even* steal because I'm going to use it someday for the AC&C.

Anyway, if you feel like it, visit lumpley games online at www.geocities.com/lumpley/index.html, or email me at lumpley@yahoo.com.

I had big help on this one from Meg Baker, Drew Baker and Emily Boss.

(Y'know, some day I'm not going to think that lumpley games is a good name any more, but by then it will be tragically too late.)



Character Creation

For each stat:

Roll 3d6 and take the middle one. Write it in the Roll box.

Write the Racial Modifier in the Modifier box.

Add the Roll and the Modifier. Write the total in the Stat box.



If you're a wizard, subtract one from each stat except Art.

If you don't have an Art roll of at least 4, don't be a wizard. I mean, you can be one, but you won't enjoy it.

Copy the **Wound Penalties** for your race into your Wound boxes.

Choose **weapons and armor**, taking into consideration your race, your Might, and your other stats. Copy their information onto your character sheet.

Look over the **Stereotypes** page for your race. Choose a name and briefly describe your possessions. Feel free to take different equipment than is listed, but be reasonable and be prepared to justify your decisions.

If you're a wizard, grab a copy of your race's magic for reference.

Sometimes the CM will ask you to **do things differently**, or give you different choices, or otherwise change things around. Who are we to question the CM's judgement?

Rolling

Roll 3d10 and take the middle one. Add it to the appropriate stat.

Compare the result to the target number or opposing roll.

If you need to know how much you won by, subtract the target number or the opposing roll.

If you don't like 3d10 take the middle, you could always just roll 2d6 and add. So quit your whining.

Target Numbers

General

- 6 Easy
- 9 Routine
- 12 Challenging
- 15 Difficult
- 18 Very Difficult
- 21 Impossible

Missile Target Numbers

- 9 Target Shot
- 12 Combat Shot
- 3 Easy Range
- +3 Hard Range
- +6 Extreme Range
- +3 Dim Light
- +2 Attacker Moving
- +2 Attacker Distracted
- 2 Attacker Aimed for a round
- +2 Target Moving
- +2 Target Dodging
- 2 Target Silhouetted
- +1 Scant Cover
- +2 Light Cover
- +3 Modest Cover
- +4 Good Cover
- +5 Heavy Cover

Other Numbers

Strength Values

- 3 Rope
- 6 Thin tree branch
- 6 Wooden rod
- 9 Thick tree branch, sapling
- 9 Thin wooden door or wall
- 12 Wooden table
- 15 Iron chain
- 15 Metal blade
- 15 Thick wooden door or wall
- 18 Orcish steel blade
- 18 Thin tree trunk
- 30 Stone pillar
- 30 Thick tree trunk
- 36 Stone wall

Fire Virulences

- Candle 6 per minute
- Torch 6 per second
- Campfire 9 per second
- Bonfire 12 per second
- Forest fire 15 per second



Combat

The combatants make an opposed roll, adding their weapons' stats. (I mean that if your weapon lists its stat as Cunning, for instance, add your Cunning.) Each combatant also rolls a d6 at the same time. The winner of the roll hits the loser, inflicting a Wound whose level is the difference between the rolls.

For missile combat, the attacker rolls against a target number, as determined by the CM (see the chart). Both the attacker and the target roll a d6 as well. If the attacker's roll beats the target number then she hits the



target, inflicting a Wound whose level is the difference between the roll and the target number.

Now, if the winner's (or attacker's) d6 comes up less than or equal to her weapon's Damage Rating, she doubles the level of the Wound. If the loser's (or target's) d6 comes up less than or equal to her armor's Protection Rating, she halves the level of the Wound (rounding down).

When you receive a Wound, mark an X in its box on your character, like this: If it's a level 1 Wound, for instance, put an X

X in the first unmarked box. If it's level 3, count out three boxes, skipping any that already have X's in them, and put an X in the third. If you mark a box with a K in it, you're critically wounded and dying.

Add up the penalties in your marked Wound boxes. This is your Total Wound Penalty. Apply it to every roll you make.

For each opponent after the first, take a -1 to your roll. Each round, choose which opponent you're going after. Everybody rolls. If your roll beats your favored enemy's, you Wound her. If your roll beats any of the others', you give them a -1 to their roll for the next round (as you manage to keep them at bay). Anybody whose roll beats yours damages you as normal.

If you aren't actively defending yourself, it is only Routine or sometimes Challenging to hit you, and your enemy gets to choose the hit's location. Ouchie.

Magic

Make an opposed roll: you roll on your Art and the CM rolls on your race's Magic Roll. If you win, you successfully cast the spell. Its level is the difference between your roll and the CM's.

You can cast or maintain only one spell at a time, and for the most part you can't do anything else at the same time. (An exception is Elven magic, where the spells are special maneuvers.) If you need to end a spell prematurely, in order to cast a different spell or concentrate on something else, usually you'll simply be able to do so.



Breaking Things

Smashing or chopping or crushing or otherwise destroying something is usually Routine.

Make an unopposed roll against your target number, and do damage equal to the difference. This damage is cumulative – add it to any damage you've already done. Once you've accumulated damage equal to the thing's strength, you've broken it, severed it, burned it up, ground it down, or whatever.

Environmental Dangers

Environmental dangers, like poison, fire and acid, are rated by Virulence. Here's an example – Virulence: 9 per minute. This means, every minute you're exposed, make an opposed roll on your Stature versus 9, and if you fail, take a Wound whose level is the difference between the rolls.

Environmental dangers don't usually make a d6 weapon roll, but when it's appropriate you may make your d6 armor roll to halve the Wound's level.

What are the stats good for?

Art

Art is good for reading and writing, mathematics, science, geography, crafts, art (naturally), education, training (including military training), and of course magic.

Any creature with an Art greater than zero can speak.

Cunning

Cunning is good for sneaking and spying, brawling, haggling, arguing, lying, foraging, gambling, hunting, and survival.

When you have to make a perception roll, roll on your Cunning.

Faith

Faith is good for confidence, courage, patience, tenacity, morale, loyalty, spirit, leadership, and willpower.

Walking on a high ledge takes a Faith roll, but not necessarily a Grace roll.

Grace

Grace is good for dancing, manners, romance, acrobatics, making friends, riding, seduction, sports, and diplomacy.

Grace includes both physical and social grace.

Might

Might is good for lifting, carrying, throwing, doing damage, running, jumping, swimming, climbing, drinking and belching.

For resisting poisons, diseases etc. use Stature instead.

What are the stats good for?

Art

Art is good for reading and writing, mathematics, science, geography, crafts, art (naturally), education, training (including military training), and of course magic.

Any creature with an Art greater than zero can speak.

Cunning

Cunning is good for sneaking and spying, brawling, haggling, arguing, lying, foraging, gambling, hunting, and survival.

When you have to make a perception roll, roll on your Cunning.

Faith

Faith is good for confidence, courage, patience, tenacity, morale, loyalty, spirit, leadership, and willpower.

Walking on a high ledge takes a Faith roll, but not necessarily a Grace roll.

Grace

Grace is good for dancing, manners, romance, acrobatics, making friends, riding, seduction, sports, and diplomacy.

Grace includes both physical and social grace.

Might

Might is good for lifting, carrying, throwing, doing damage, running, jumping, swimming, climbing, drinking and belching.

For resisting poisons, diseases etc. use Stature instead.

Dwarves

+3 to Art when applying a craft.

+5	+3	+3	+2	+4	8	8						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	-1	-1	-1	-1	-2	-2	-3	K	K	K	K

Elves

+3 to Cunning for perception.

+4	+2	+3	+6	+2	6	7						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-2	-3	K	K	K	K	K

Humans

+3 to Grace for diplomacy.

+3	+4	+4	+3	+3	7	6						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-2	-3	-3	K	K	K	K

Orcs

+3 to Grace for riding (including mounted battle).

+3	+5	+4	+2	+4	8	6						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	-1	-1	-1	-2	-2	-2	-3	-3	K	K	K

Ratlings

+3 to Art for education.

+4	+3	+6	+3	+1	5	7						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-3	K	K	K	K	K	K

Trolls

+3 to Art for history and folklore.

+2	+3	+5	+1	+6	10	5						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	0	-1	-1	-1	-1	-2	-2	-2	-3	-3	K

Dwarves

+3 to Art when applying a craft.

+5	+3	+3	+2	+4	8	8						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	-1	-1	-1	-1	-2	-2	-3	K	K	K	K

Elves

+3 to Cunning for perception.

+4	+2	+3	+6	+2	6	7						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-2	-3	K	K	K	K	K

Humans

+3 to Grace for diplomacy.

+3	+4	+4	+3	+3	7	6						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-2	-3	-3	K	K	K	K

Orcs

+3 to Grace for riding (including mounted battle).

+3	+5	+4	+2	+4	8	6						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	-1	-1	-1	-2	-2	-2	-3	-3	K	K	K

Ratlings

+3 to Art for education.

+4	+3	+6	+3	+1	5	7						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	-1	-1	-1	-2	-2	-3	K	K	K	K	K	K

Trolls

+3 to Art for history and folklore.

+2	+3	+5	+1	+6	10	5						
Art	Cunning	Faith	Grace	Might	Stature	Magic						
Wound Penalties	0	0	-1	-1	-1	-1	-2	-2	-2	-3	-3	K

Arms	Stat	Damage	Min. Might	Armor
Dagger	Cunning	2	1	Hide
Shortsword	Cunning	3	4	Protection 2, Min. Might 2
Broadsword	Art/Cunning	4	6	Torso, Shoulders, Thighs
Greatsword	Cunning	5	8	Leather
Sap	Cunning	2	1	Protection 3, Min. Might 3
Club	Cunning	3	4	Torso, Limbs, Head, no Joints
Mace	Cunning	4	6	Chainmail
Warhammer	Cunning	4	6	Protection 4, Min. Might 4
War Pick	Art	4	6	Torso, Limbs, no Joints
Morning Star	Art	5	8	Reinforced Chainmail
Staff	Grace	3	4	Protection 4, Min. Might 5
Flail	Art/Grace	5	8	Torso, Limbs, Head
Whip	Art	2	2	Full Plate
Spear	Cunning	3	4	Protection 5, Min. Might 7
Pike	Cunning	4	6	Torso, Limbs, Head
Lance	Grace	5	6	Dwarven Chainmail
Hatchet	Cunning	2	1	Protection 4, Min. Might 6
Broadaxe	Cunning	4	6	Torso, Arms, Thighs
Battleaxe	Art/Cunning	5	8	Dwarven Coat of Plates
Polearm	Art	5	8	Protection 5, Min. Might 8
Sling	Grace	2	1	Torso, Shoulders, Thighs
Throwing Dagger	Cunning	2	1	Elven Silk
Javelin	Art	3	4	Protection 2, Min. Might 1
Shortbow	Art/Cunning	3	4	Torso, Limbs
Longbow	Art	4	6	Orcish Lacquered Wood
Crossbow	Cunning	4	4	Protection 5, Min. Might 6
Dwarven Composite Bow	Art	4	6	Torso, Limbs, no Sides, no Joints
Dwarven Throwing Axe	Art	4	6	Trollish Leather and Horn
Elven Sash	Grace	1	1	Protection 3, Min. Might 7
Elven Longsword	Grace	3	5	Torso, Limbs
Orcish Longsword	Art	4	6	Trollish Hide and Stone
Orcish Shortsword	Art	3	4	Protection 4, Min. Might 9
Trollish Warmaul	Cunning	5	9	Torso, Limbs, no Joints
Trollish Great Bow	Cunning	5	8	Shield
Shield Bash	Cunning	2	6	Protection +1
Improvised Weapon	Cunning	1/2/3	1/4/6	Min. Might +1
Strike	Art, Grace or Cunning	1	1	
Kick	Art, Grace or Cunning	1	1	
Dodge (+1 Roll)	Art, Grace or Cunning	—	—	

cut me

Arms	Stat	Damage	Min. Might	Armor
Dagger	Cunning	2	1	Hide
Shortsword	Cunning	3	4	Protection 2, Min. Might 2
Broadsword	Art/Cunning	4	6	Torso, Shoulders, Thighs
Greatsword	Cunning	5	8	Leather
Sap	Cunning	2	1	Protection 3, Min. Might 3
Club	Cunning	3	4	Torso, Limbs, Head, no Joints
Mace	Cunning	4	6	Chainmail
Warhammer	Cunning	4	6	Protection 4, Min. Might 4
War Pick	Art	4	6	Torso, Limbs, no Joints
Morning Star	Art	5	8	Reinforced Chainmail
Staff	Grace	3	4	Protection 4, Min. Might 5
Flail	Art/Grace	5	8	Torso, Limbs, Head
Whip	Art	2	2	Full Plate
Spear	Cunning	3	4	Protection 5, Min. Might 7
Pike	Cunning	4	6	Torso, Limbs, Head
Lance	Grace	5	6	Dwarven Chainmail
Hatchet	Cunning	2	1	Protection 4, Min. Might 6
Broadaxe	Cunning	4	6	Torso, Arms, Thighs
Battleaxe	Art/Cunning	5	8	Dwarven Coat of Plates
Polearm	Art	5	8	Protection 5, Min. Might 8
Sling	Grace	2	1	Torso, Shoulders, Thighs
Throwing Dagger	Cunning	2	1	Elven Silk
Javelin	Art	3	4	Protection 2, Min. Might 1
Shortbow	Art/Cunning	3	4	Torso, Limbs
Longbow	Art	4	6	Orcish Lacquered Wood
Crossbow	Cunning	4	4	Protection 5, Min. Might 6
Dwarven Composite Bow	Art	4	6	Torso, Limbs, no Sides, no Joints
Dwarven Throwing Axe	Art	4	6	Trollish Leather and Horn
Elven Sash	Grace	1	1	Protection 3, Min. Might 7
Elven Longsword	Grace	3	5	Torso, Limbs
Orcish Longsword	Art	4	6	Trollish Hide and Stone
Orcish Shortsword	Art	3	4	Protection 4, Min. Might 9
Trollish Warmaul	Cunning	5	9	Torso, Limbs, no Joints
Trollish Great Bow	Cunning	5	8	Shield
Shield Bash	Cunning	2	6	Protection +1
Improvised Weapon	Cunning	1/2/3	1/4/6	Min. Might +1
Strike	Art, Grace or Cunning	1	1	
Kick	Art, Grace or Cunning	1	1	
Dodge (+1 Roll)	Art, Grace or Cunning	—	—	

Dwarf Stereotypes

Names

Adeya	Elaqua	Imae	Mosefei
Aihini	Failla	Jabrani	Najiya
Amirai	Fiumeri	Jeka	Namira
Belhiti	Gouvaie	Jouya	Ouardana
Ebai	Haiuni	Kadmeri	Rifai
Ebua	Hedaia	Meteri	Talaeva

Most Dwarves:

- Admire those with many lovers.
- Admire work of high quality.
- Are able to defend themselves when pressed.
- Are crafters and traders.
- Delight in fine food and clothing.
- Disregard political borders.
- Love the earth and the sky.
- Love to sing, dance and celebrate.
- Make offerings to the gods of luck and fortune.
- Travel in caravans from place to place.
- Will sometimes trade deceitfully.
- Will trade with anyone, of any race or station.

Some Dwarves:

- Are quite wealthy, and even own land.
- Are unsurpassed at jewellsmithing, pottery, tailoring, and other crafts.
- Can ride a horse.
- Disregard all laws but their own.
- Indulge in great bouts of drinking and revelry.
- Love boxing, wrestling and other violent sports.
- Seclude themselves to pursue mastery of a craft.
- Think that the world is an illusion, a god's fever-dream.
- Will waylay and rob someone obviously rich.
- Would rather be prosperous than good.

Common Travelling Gear:

- A dagger, a good hatchet, and a sling with a pouch of shot.
- A pack, a roll of blankets, and a fire-kit with flint and striker.
- A small bundle of trade goods, including semiprecious jewelry and copper coins.
- A small cooking pot and a sack of staple foods (including tea and smoke).
- A stout leather vest, a wide-brimmed hat for rain, and a sheepskin coat for cold.
- Smallclothes and a fresh shirt and trousers, packed in fragrant shavings.

Common Professions:

- Brawler, hunter, wanderer, caravaneer, thug, huckster.
- Jeweler, woodworker, tailor, dressmaker, smith, merchant, brewer, stonemason.
- Farmer, herder, horse raiser, innkeeper.
- Herbalist, tracker, storyteller, weather-watcher, guide, odds-maker.
- Fortune teller, canny, trickster, healer, naturalist.
- Bandit, hired thug, poisoner, curse-caster, beggar.



Elf Stereotypes

Names

Bene-Bere	Fel-Sambel	May-Milla	Sel-Bena
Bene-Keen	Jon-Caren	May-Toren	Sel-Ofina
Fae-Luella	Jon-Sava	Par-Carien	Ser-Kati
Fae-Seva	Kati-Bathan	Par-Sorrel	Ser-Pen
Fel-Areth	Kati-Pin	Quin-Bera	Tori-Agan
Fel-Kuran	Ket-Bineth	Quin-Ofen	Tori-Nen

Most Elves:

- Admire acrobats and graceful athletes.
- Admire people who are virtuous.
- Are disallowed by law to own weapons.
- Are fishers and farmers.
- Are literate, and like to compose poetry.
- Consider a law before obeying it.
- Like to boast.
- Love the water and swim well.
- Love to sing and make music.
- Respect a clever line of reasoning.
- Respect honesty and directness.
- Trust their senses over all else.

Some Elves:

- Are ancient Elven heroes, reborn.
- Are great artists, whose calligraphy is widely sought.
- Are widely read and well educated.
- Distrust all people in authority.
- Give away all that they own and wander, seeking destiny.
- Turn from virtue and become assassins and terrorists.
- Turn from virtue and become wealthy landowners.
- Will eat only fruits, vegetables and grains.

Common Travelling Gear:

- A change of clothing and a small box of soap.
- A full, sleeved cloak for cold and to serve as a blanket.
- A length each of silk rope, silk cord, and silk thread (with a needle and fish hooks).
- A silk umbrella for rain, fixable to the top of a common staff.
- A small box for tinder and flint, one for coins and curios, and one for pen and ink.
- A tiny rice-pot, a tiny teapot, a small box each of rice and tea, and a cooking knife.

Common Professions:

- Farmer, fisher, herder, laborer, boater.
- Musician, woodworker, painter, clothier, dancer, cook, guide, healer, acrobat.
- Landowner, magistrate, tax collector, administrator.
- Philosopher, poet, historian, scholar, mystic, advisor, sage.
- Wanderer, hermit, hero, moon-watcher, explorer.
- Terrorist, bandit, thug, assassin, poisoner, wanton, butcher.



Human Stereo-

Names

Alen	Genifere	Leora	Mertin
Breon	Jahan	Lisabele	Nicele
Caterene	Jamos	March	Pal
Davad	Kanet	Mathiu	Patar
Enne	Laonart	Mergele	Rovart
Esebene	Lende	Merie	Stavan

Most Humans:

- Admire crafty and successful merchants.
- Admire the just.
- Are farmers.
- Are literate.
- Are subject to conscription into the army.
- Follow the teachings of the prophets.
- Like to haggle, bargain and trade.
- Live in manors and villages.
- Own at least a simple weapon.
- Respect loyalty and faith.
- Respect their king and the law.

Some Humans:

- Are filled with ambition and greed.
- Are great diplomats and strategists.
- Are great priests and holy people.
- Are great scholars and scientists.
- Are ruthless mercenaries.
- Can speak the language of every people.
- Follow strange and improbable cults.
- Keep slaves.
- Pursue magics beyond them.
- Respect power over goodness.

Common Travelling Gear:

- A dagger, a hatchet, a small spade, a tinderbox, and a compass.
- A flat steel pan for cooking, a small sack of flour, and a jar of salt.
- A fresh shirt and breeches, smallclothes, and a sewing kit with patches.
- A heavy wool coat, lined with fur, and a fur cap for cold.
- A pack, a roll of blankets, and perhaps a small tent.
- A pouch of copper coins and another for necessities.

Common Professions:

- Farmer, fisher, hunter, herder, laborer, builder, servant, serf, thug.
- Merchant, artisan, cook, clothier, weaver, brewer, smith, householder, soldier.
- Noble, courtier, sheriff, administrator, landowner.
- Scholar, engineer, scientist, healer, theologian, lawyer.
- Prophet, cleric, monk, missionary, cultist, sorcerer, priestess, oracle.
- Slave, burglar, bandit, spy, murderer, cutpurse, beggar, revolutionary.



Orc Stereotypes

Names

Ansofin	Kulari	Saffael	Tuintalu
Basina	Kulavi	Senchaleu	Vallanya
Bikareu	Lanatea	Sintalu	Velosha
Difevel	Lilliava	Skirafin	Vesalyu
Kestrina	Quiarna	Solusha	Vistaken
Krenif	Rebakenu	Traifan	Wirren

Most Orcs:

- Admire brave and upright warriors.
- Are educated.
- Are farmers and landowners.
- Are honorable.
- Are literate.
- Are proud of their heritage.
- Believe that their dying rulers become gods.
- Can ride a horse.
- Respect their leaders.
- Revere their ancestors.
- Tolerate non-orcs.

Some Orcs:

- Are feared cut-throats and bandits.
- Are ferocious warriors.
- Are haughty and arrogant.
- Are honorable to a fault.
- Are noted scientists and philosophers.
- Are racists.
- Are unsurpassed swordsmiths.
- Are very wealthy.
- Dislike war.
- Keep slaves.

Common Travelling Gear:

- A change or two of clothing, and a tent and bedroll of linen and silk.
- A compass, a tiny sundial, a spyglass, and other tools for navigation.
- A long knife of Orcish steel, very sharp, and a whetting-kit.
- A long silk coat, quilted for warmth, and a lacquered straw hat for rain.
- A number of copper and silver coins, rolled in linen to keep from ringing.
- A small teapot, a cookpot, a small bag each of grain and tea, and a fire-kit.

Common Professions:

- Farmer, horse raiser, builder, laborer, servant, scribe, smith, weaver, soldier.
- Painter, architect, swordsmith, armorer, tailor, jeweler, bodyguard, food taster.
- Aristocrat, officer, courtier, warrior, wizard, diplomat.
- Scientist, musician, teacher, philosopher, scholar, librarian, strategist.
- Monk, sage, hermit.
- Slave, assassin, beggar, burglar, spy.



Ratling Stereo-

Names

Cha Kanet	Li Caterene	Ma Stavan	Tu Davad
Cha Patar	Li Jamos	Ne Merie	Tu Laonart
Kin Breon	Li March	Pe Genifere	Tu Mathiu
Kin Esebene	Li Nicele	Pe Jahan	Tu Mertin
Kin Lende	Ma Enne	Pe Lisabele	Tu Pal
Kin Mergele	Ma Leora	Tu Alen	Tu Rovart

Most Ratlings:

- Admire the generous.
- Are literate and well-educated
- Are wealthy.
- Can speak the languages of several other peoples.
- Enjoy luxury and indulgence.
- Follow the philosophers.
- Keep pets.
- Live in Human towns and cities (hence their names).
- Love games of strategy and skill.
- Respect patience and wisdom.
- Respect style and refinement.

Some Ratlings:

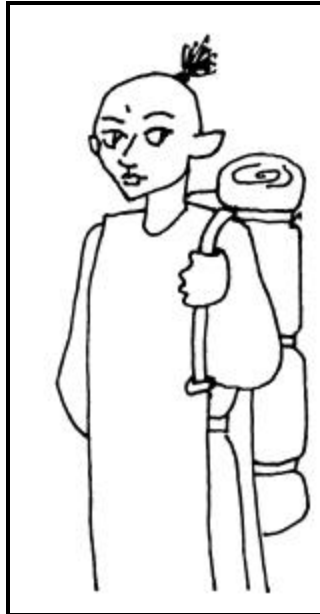
- Are ascetics, forsaking all material comforts.
- Are extremely wealthy.
- Are great and famous scholars.
- Can fight, at need.
- Disregard equally the philosophers and the gods.
- Love nothing more than luxury.
- Own many books.
- Respect fashion and novelty over style.
- See the need for war.

Common Travelling Gear:

- A bedroll and tent of Elven silk, and a tooled purse of silver coins.
- A warm robe, stuffed with down and quilted for warmth, and hooded for rain.
- A small book of recipes, weather lore, natural wisdom, and perhaps maps.
- A small, sharp knife and a tight-lidded tin box of sulpher matches.
- Fresh robes and several changes of smallclothes and stockings.
- Lightweight nesting cooking pans and a compartmented spice-box.

Common Professions:

- Servant, secretary, butler, cellarer, nurse, bureaucrat, notary, grocer, clerk.
- Chef, clothier, musician, masseuse, engineer, jeweler, librarian, banker, vintner.
- Gourmand, landlord, magistrate, lawyer, diplomat.
- Surgeon, scientist, scholar, teacher, poet, musician, artist, sage, cartographer.
- Philosopher, mystic, conjurer, healer, counselo, ascetic.
- Burglar, assassin, procurer, wanton, smuggler, forger, extortionist.



Troll Stereotypes

Names

Applewine	Foxglove	Longwait	Pale
Arrow	Fullbreath	Merciful	Pillartree
Bear	Highfall	Nightharrow	Takehope
Birchbranch	Jackal	Nightingale	Twosuns
Crabtree	Longstep	Northern	Whitebird
Deenwater	Lonavine	Often	Whitewater

Most Trolls:

- Admire the steadfast.
- Are hunters and herders.
- Are nomadic, with seasonal homes.
- Are soft-spoken.
- Can recite their tribe's history.
- Like to argue.
- Love and will fight for their freedom.
- Love sports of strength and endurance.
- Love the wilderness.
- Respect consensus over leadership.
- Worship the gods of nature.

Some Trolls:

- Are educated.
- Are fiercely territorial.
- Are great merchants and caravaneers.
- Are literate.
- Become berserk with battle-rage.
- Love to fight.
- Train and keep great wolf-hounds.
- Travel widely.
- Would rather talk than act.

Common Travelling Gear:

- A felted wool cloak, hooded for rain, and a long fur scarf for cold.
- A packet of smoked meat or fish and dried fruit.
- A rolled hide, to serve as shelter or a blanket.
- A shortbow with a dozen arrows, a good knife, and a whetstone.
- A sturdy ceramic cookpot and a fire-bow and tinder.
- Rope, strong cord, fishing line, and a long-handled net for fish or birds.

Common Professions:

- Hunter, trapper, nomad, herbalist, gatherer, warrior, woodcrafter, reciter.
- Tracker, skinner, singer, drummer, caravaneer, advocate, hound trainer, bowyer.
- Storyteller, pathfinder, chieftain, landholder.
- Family historian, wise one, calendarer, letter writer, judge.
- Berserker, naturalist, shapeshifter, dreamer.
- Mercenary, robber, hobnobber, mercenary scout.



Dwarven Magic

Roll against a

8

Becoming a Bear

Level: Bonus to Faith roll to behave unbearlike.

You become a bear. If you transform while you are clothed, your clothing will be destroyed. Whenever you try to do something a bear might not naturally do (including ending this spell), you must first make a Challenging Faith roll, adding the Level. If you fail, you must act like a bear.

Becoming Part of the Landscape

Level: +3 vs. Cunning roll to detect.

You and all of your equipment become part of the landscape: a boulder, a treestump, a grassy hillock. Others may notice you if they win an opposed roll of Cunning vs. the level of the spell +3.

Breathing Underwater

Level: Maximum roll values while underwater.

You may breathe under water. If you must make a roll while underwater (such as a Might roll to swim quickly), use the lower of the Stat or the level of the spell.

Passing Through Stone

Level: Speed in Yards per Minute

You may pass through any single barrier of earth or stone. No item of metal or wood may pass through with you.

Talking to an Animal

Level: Number of questions or instructions.

You may talk with any one flightless animal in its own language. You may ask it questions or give it instructions (which it may or may not follow), one for each level of the spell.

Elven Magic

Roll against a

7

Feat of Balance

Level: Add to Grace.

Cast while performing a Grace-based non-combat maneuver. Add the level to your Grace. If the maneuver fails, take a -1 for the next several seconds.

Flaming Strike

Level: +6 for Virulence of flames.

Cast while making an unarmed strike. In addition to the normal damage, you make an Environmental attack with a Virulence of the level +6 (per instant). If the strike doesn't connect, take a -1 for the next exchange of blows.

Flying Jump

Level: x4 for Distance in Yards.

Cast while jumping. You may jump vertically or horizontally four yards per level.

Shattering Kick

Level: x4 for Strength smashed.

Cast while kicking. The kick does no damage but smashes any object with a Strength no greater than four times the level.

Whirlwind

Level: Number of extra combatants.

Cast while fighting. You can fight more than one enemy with no penalty. You damage each enemy whose roll you beat, as though each enemy were your chosen enemy.

Human Magic

Roll against a

6

Creating an Illusion

Level: x2 to divide between Aspects.

Human magic is illusory -- it works on the minds of its subjects. Therefore it must be dramatic and showy, to catch its subjects' attention, and it cannot affect any subject without a mind. Your illusions move and act as you consciously direct.

Animated Warrior

A grim and terrible skeletal warrior with weapons and armor of bone (Damage and Protection 4). If it takes cumulative damage equal to its Strength, it crumbles.

Ferocity Aspect: Has a Ferocity of Ferocity Aspect + 3.

Strength Aspect: Has Strength equal to Strength Aspect + 5.

Battering Wind

A fierce, shrieking wind that buffets and tears at its subjects.

Ferocity Aspect: Each subject subtracts Ferocity Aspect from her Grace.

Size Aspect: Affects a number of subjects equal to Size Aspect.

Fireball

A swirling, stinking missile of flame, which explodes with a Damage Rating of 5 and a Virulence of 8 per second.

Attack Aspect: Attacks with a roll of Attack Aspect +3.

Size Aspect: Attacks a number of targets equal to Size Aspect.

Rain of Flowers

A gentle fall of fragrant, Healing flowers, which lasts for a few minutes.

Area Aspect: Affects a number of subjects equal to Area Aspect.

Healing Aspect: Each subject may heal wounds whose Penalties total no more than half the Healing Aspect.

Skin of Bronze

With a thunderclap and shower of sparks, you become a statue of bronze. You are impervious to damage, but have very limited mobility.

Speed Aspect: You may take only a number of steps equal to Speed Aspect during any fifteen second period.

Mobility Aspect: Roll Mobility Aspect - 5 for any action requiring grace or dexterity.

Orcish Magic

Roll against a

6

Smiting Blade

Level: Number of enhanced blows.

Enchant an Orcish Longsword or Orcish Shortsword. Until you inflict a number of Wounds equal to the level, you automatically double your Wound's levels, regardless of your d6 weapon roll.

Surveillance

Level: Points for Perception rolls.

Tie cords to a number of items. Divide Perception Points equal to the level between the items. While you hold the cords, you may see and hear through the items, making Perception rolls as needed.

Healing Salve

Level: Wounds healed.

Apply an herbal salve. The subject heals Wounds whose penalties total no more than the level of the spell.

Token of Power

Level: Maximum number of subjects.

Enchant a number of tokens, one for each subject. While she carries a token, or until a battle has passed, each subject adds 1 to her combat rolls. It is a dishonor to carry a token yourself.

Missile Shield

Level: Number of missiles blocked.

Enchant a weighted cord; wear it over your shoulders. It will leap up a number of times equal to the level and deflect an incoming missile (provided the missile weighs no more than a pound or so).

Ratling Magic

Roll against a

7

Summoning an Elemental

Level: Stats and Powers of Elemental.

Elementals are the manifestations of natural forces. When you summon an elemental, it will perform three tasks, according to its abilities. If an elemental takes a Wound whose level is at least half its Stature, it flees.

Blood Elemental

Stats = level; Grace = level +3; Stature = level +1.

Staff: Attack = level +3 (Grace); Damage = 3. No penalty for extra enemies.

Power: Subjects heal wounds whose penalties together total no more than level +3.

Fear Elemental

Stats = level; Faith = level +3; Stature = level.

Broadsword: Attack = level (Art); Damage = 4. Ignores armor.

Power: The subject must win opposed Faith vs. level +3 or run screaming.

Iron Elemental

Stats = level; Might = level +3; Stature = level +3.

Mace: Attack = level (Cunning); Damage = 4.

Power: Subtract a total of twice the level from the subjects' armor Protection Ratings.

Storm Elemental

Stats = level; Cunning = level + 3; Stature = level +2.

Broadaxe: Attack = level +3 (Cunning); Damage = 4.

Power: Each subject gains a +1 for a number of exchanges equal to level +3.

Wisdom Elemental

Stats = level; Art = level +3; Stature = level -1 (min 1).

Shortbow: Attack = level +3 (Art); Damage = 3.

Power: Ask a question. The Elemental rolls level +3 vs. Difficulty to answer.

Troll Magic

Roll against a

5

Arrow Transformation

Level: +3 for Ferocity of second attack.

Cast on an arrow. If the arrow hits its target, it becomes a vicious thorn-vine. The vine attacks whoever's near, with a Ferocity of the level plus three, a Damage of 3, and a Strength of 6.

Healing Transformation

Level: x2 for Wound Penalties Healed.

The subject heals wounds whose penalties total no more than twice the level. She must make a Challenging Faith roll or scream in pain.

Transformation Into Birds

Level: Bonus to Faith roll to maintain the transformation.

You become a flock of blackbirds. Your clothing and equipment are not transformed. Whenever you try to do something that requires concentration, advanced reasoning, or coordinated action, you must first make a Difficult Faith roll, adding the Level, or revert to your natural form.

Transformation of Mist

Level: +6 for Virulence

Any mist or precipitation becomes toxic and caustic until it ends naturally. It has a Virulence of the level + 6 per minute.

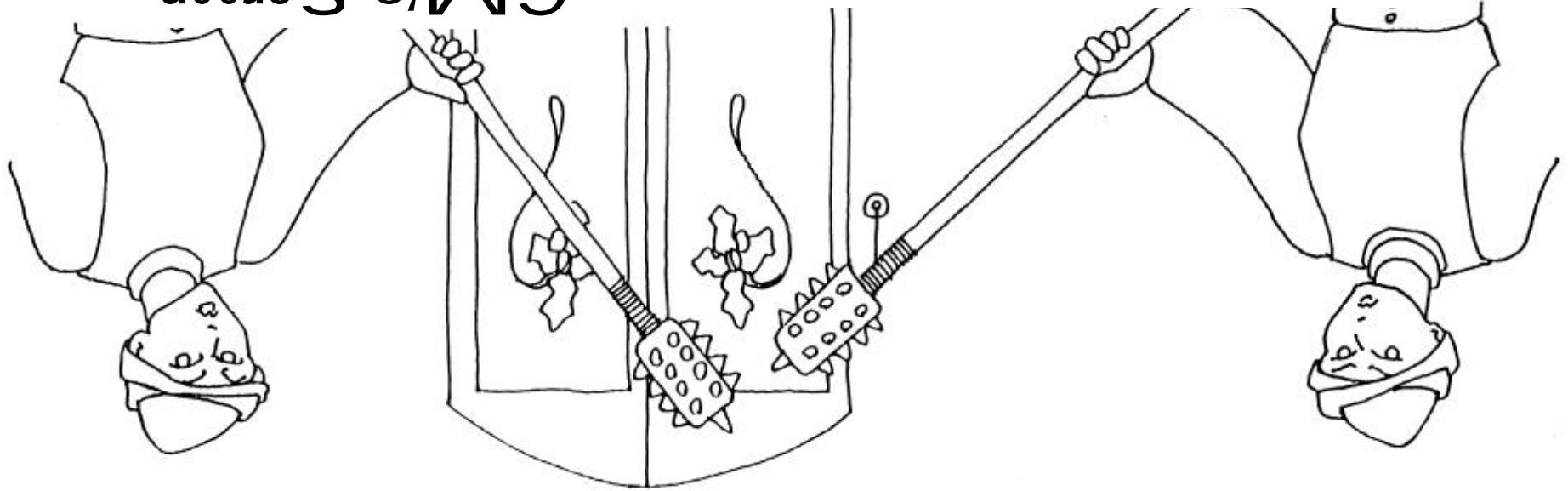
Weakening Transformation

Level: Subtracted from subject's Stature.

Cast on someone you can see. Subtract the level from the subject's Stature and Might for the next full minute. The subject can't lift or carry weapons or armor whose minimum Might requirements she no longer meets.

The Cheap & Cheesy Fantasy Game

CM's Screen



First fold and crease this line

Target Numbers	Missile Attacks	Strength Values
6 Easy	9 Target Shot	3 Rope
9 Routine	12 Combat Shot	6 Thin tree branch
12 Challenging	-3 Easy Range	6 Wooden rod
15 Difficult	+3 Hard Range	9 Thick tree branch, sapling
18 Very Difficult	+6 Extreme Range	9 Thin wooden door or wall
21 Impossible	+3 Dim Light	12 Wooden table
Magic Rolls	-2 Target Silhouetted	15 Iron chain
Dwarf 8	+2 Attacker Moving	15 Metal blade
Elf 7	+2 Attacker Distracted	15 Thick wooden door or wall
Human 6	-2 Attacker Aimed	18 Orcish steel blade
Orc 6	+2 Target Moving	18 Very thick branch, thin trunk
Ratling 7	+2 Target Dodging	30 Stone pillar
Troll 5	+1-5 Cover	30 Thick tree trunk
		36 Stone pillar

Then fold and reopen this

Stat Ratings	Stature Examples	Monster Qualities
2 Mediocre	2 A cat	Aggressive - The monster gets +3 Ferocity until it's Wounded.
4 Indifferent	4 A raccoon	Irritable - The monster gets +3 Ferocity once it's Wounded.
6 Competent	6 A lynx	Sneaky - The monster gets +3 Ferocity for ambushing and stealth.
8 Skilled	8 A wolf	Tenacious - The monster gets +3 Ferocity to avoid fleeing.
10 Masterful	10 A boar	Territorial - The monster gets +3 Ferocity to defend its territory.
12 Unsurpassed	12 A horse	Vengeful - The monster gets +3 Ferocity for plotting and carrying out its revenge.
Ferocity Examples	16 A war-bull	
2 A rabbit	20 A war-elephant	
4 A weasel	30 A great dragon	
6 A watchdog		
8 A hunting leopard		
10 An injured bear		
12 A spitting viper		
15 A fearsome Dragon		

The Cheap & Cheesy
Fantasy Game

Making Characters

Naturally, there are dozens of cool ways to make characters, but here's one I like to use:

Every player, including you, gets a character sheet.

Everybody rolls a set of stats, in order, top to bottom. No rearranging, no rolling and then assigning a stat, just straight and simple.

All the characters, including yours, go to the middle of the table.

Everybody but you chooses a character. Let them argue about it. Let them complain that they had to play the character with low Cunning last time and they didn't enjoy it so now somebody else better or they'll take their yoo-hoo and go.

They'll leave the feeblest character on the table. You get that one as an NPC in their party.

Now everybody just goes ahead and finishes the characters they ended up with.

If you want to use the PC Advantages, you can have everybody roll one, put them all on the table, and let them argue about those too.

Now the inevitable thing of the players matching up the highest stat rolls with the highest stat modifiers — like when you roll 6 for Cunning so of course you make an Orc — it gets to be a yawn after a while. It exaggerates the differences between the races. If you want to squelch it, which by now I pretty much do, just go ahead and make your players roll a race along with their stats, before they put their characters on the table. Some of my players really really hate it, but the ones who hate it are the

The New Magic

First of all, you can feel perfectly free to keep the new magic for NPCs and villains and not give it to PCs at all. If you'd rather.

But If you do decide to make it available to PCs, here's one way to manage it. It costs a point from each stat to be a mage, right? Make PCs pay an additional stat point (subtracted from any stat but Art) for each additional spell. They can choose the new spells for their race or Advanced spells, which are available to every race. Then, make them explain their reduced stats in character. 'The pursuit of the arcane arts has made me socially inept and ignorant both of fad and of fashion, which is why my Grace sucks.'

Same with the Grand Magic, but more so.

Creating Monsters and NPCs on the Fly

The CM's Screen has everything you need to make Monsters and NPCs quickly and without referring to all the other charts and procedures and stuff. You want her to be skilled with a sword? Easy: Art 8. You want it to be as big as a bull and as Ferocious as a hunting leopard? Easy: Stature 16 and Ferocity 8. All you need is to glance at the Monsters page and choose a set of Wound boxes, and check the CM Screen for Monster Qualities. Easy!

Using the Plot Charts

You've been a GM before, most likely, and you don't need me to tell you how to run a game. The Plot Charts are there for you to use when you're stuck, when you need inspiration or a quick idea. If a player asks, unexpectedly, 'So what are the legends about these ruins?' you can have her make an Art roll (to buy time) and roll a couple of random plot elements. Use the ones you like, and forget the ones you don't. 'Well, there's a myth that a landowner, touring her holdings, offended one of the gods,

Opening Lines

In case you're really stuck.

"You are at last able to evade pursuit, but only by ignoring the superstitions and making your way deeper into the ruins."

"Though the day begins as always, by noon your routines are disrupted altogether."

"The ship is wrecked in a terrible storm, and in all only you few survive to reach the forbidding shore."

"Over the day, the city grows nearer, until at last at dusk you stand at its gate."

"Despite your best ministrations, the snakebite proves fatal, and you find yourself without a guide."

"In the evening, you are set upon by brigands, and forced to flee the road."

"Unfortunately, word of your boast reaches the young queen, and she makes it known that she will be quite disappointed if you do not give her the legendary gem 'Balom's Eye' as a wedding gift."

"In eery silence the tower falls behind you. You have faced its dangers and emerged with the infamous relic 'Eophere's Mirror.' Now all you

Advanced Combat

I'll be the first to admit that the basic combat rules are pretty spare. Here's an optional mechanic you can use if you want a little more variability, detail and (can I say it with a straight face?) realism during and after combat. It makes fights play better and it doesn't slow anything down, so that's good.

Most of the Wounds you mark on your character sheet aren't really injuries. Most are just temporary disadvantages, like being knocked down or exhausted or blinded or in really bad pain. After the fight, when you've had a chance to catch your breath and sit down for a few minutes, you'll erase most of your Wounds.

Which Wounds are real? That's determined by the Stakes Die, which is a big old red d6. (You do have a big old red d6, don't you?) The CM rolls the Stakes Die every time anybody tries to hit anybody, in addition to all of the other dice she's got to roll and everything else she has to remember and pay attention to. Come to think of it, isn't it about time you took your CM out for Chinese or something?

Anyway, every fight has a Stakes level (which the CM sets at whim). The higher the Stakes, the more likely each Wound is to be a lasting, disabling injury. For most fights, the Stakes level is 1 or 2. For, say, wrestling, where nobody gets really hurt, the stakes level is 0. For the grimmest blood-duels with the sharpest blades the Stakes level might be as high as 3 or even 4.

Every time anybody hits anybody, if the Stakes Die comes up equal to or less than the Stakes level, the Wound is real and you've got to deal with it in the long term (which means improvising First Aid rules. Good luck). If the Stakes Die comes up greater than the Stakes level, the Wound is just an immediate problem. You still get the penalty for the whole fight, but after the fight it'll go away.

Obviously, you should mark real Wounds on your character sheet differently than you mark temporary Wounds.

If you put a temporary mark in a K box, you're disabled, down for the count, but you're not dying or anything.

And finally, you may be able to talk your CM into letting you erase a temporary Wound during the fight, if the circumstances and roleplaying seem to warrant it. I'll leave that up to her.

fold me

Monsters

Monsters can be as fully developed as any other character, but they needn't be. All a monster really needs is two stats, Ferocity and Stature, plus a Damage Rating for its attack, a Protection Rating for its natural defenses, and a set of Wound boxes.

Ferocity is a monster's general-purpose stat. It covers Cunning, Might, and aspects of Grace and Faith. For the most part, whatever the monster is doing, roll on its Ferocity. Stature is a monster's size, same as for people. There are examples for Ferocity and Stature on the CM's Screen. Use them as guidelines for assigning your monsters' stats.

Monsters also get Damage Ratings for their attacks and Protection Ratings for their defenses. Both fall into the usual 1 to 5 range. Wing it.

The only tricky part is a monster's Wound boxes. So here are a bunch, listed by Stature. Just go ahead and choose a set that looks right. (Or, if you have the time, make up your own. Probably nobody'll notice one

Stature 2	-1	-2	-3	K																								
Stature 4	-1	-1	-2	-2	-3	K																						
Stature 5	-1	-1	-1	-2	-2	-3	K																					
Stature 6	-1	-1	-1	-2	-2	-2	-3	K																				
Stature 7	0	-1	-1	-1	-2	-2	-2	-3	K																			
Stature 8	0	-1	-1	-1	-1	-2	-2	-2	-3	K																		
Stature 9	0	0	-1	-1	-1	-1	-2	-2	-2	-3	K																	
Stature 10	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	K																
Stature 11	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	-3	K															
Stature 12	0	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	-3	K														
Stature 16	0	0	0	0	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-3	-3	K											
Stature 20	0	0	0	0	0	0	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-3	-3	K									
Stature 30	0	0	0	0	0	0	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-2	-2	-2	-2	-2	-2	-3	-3	-3	-3	-3	K

More Dwarven Magic

Roll against a

8

Compelling an Emotion

Level: Penalty to Faith roll.

As you prepare food or drink, describe aloud an emotion, and specify its object. Whoever eats or drinks what you've prepared must make a Challenging Faith roll, penalized by the level, or feel the emotion exactly as you've described.

Finding Things Lost or Hidden

Level: +3 for range in yards.

Name a substance, or an object's attribute. If anything of that substance or with that attribute is within level +3 yards of you, you will detect it as if by smell.

Leaving a Message for Others

Level: Sentences the message may contain.

Place your hand on a flat surface and trace its outline with chalk or charcoal. Speak a number of sentences equal to the level. Until the drawing is wiped away, anyone who puts her hand in it will hear the sentences you spoke.

Leaving No Footprints

Level: Number of Subjects.

None of the subjects will leave any signs of their passage, until the sun next rises. Grass won't bend, mud won't take prints, even broken twigs and plucked flowers will mend themselves.

Shelter of Thorns

Level: Capacity of shelter.

A high, thick wall of rose-bramble will spring up around you. It will be large enough to comfortably encircle a number of people equal to the level, and remain until dawn.

More Elven Magic

Roll against a

7

Breath of Healing

Level: Wound penalties healed.

Cast while sitting in silence. You heal Wounds whose penalties total no more than the level.

Confusing an Enemy

Level: Penalty to Cunning roll.

The subject must make a Challenging Cunning roll, penalized by the level, or become confused. Designate some other person present; the subject will address this other as though she were you. The virtuous should find little use for this spell.

Seeing Far

Level: Adds to Vision roll.

Cast while making a Perception roll to pick out a detail at a distance. Add the level to the roll.

Talking with a Bird

Level: Number of questions or instructions.

You may talk with any one bird in its own language. You may ask it questions or give it instructions (which it will likely follow), one for each level of the spell.

Venemous Touch

Level: +3 for duration in hours.

Cast while touching your enemy's bare skin. You poison her with Virulence 6 per half hour for the next level +3 hours. The virtuous should find no use for this spell.

More Human Magic

Roll against a

6

Creating an Illusion

Level: x2 to divide between Aspects.

Human magic is illusory -- it works on the minds of its subjects. While the effects on them are real, it can have no effect on anything without a mind. Your illusions move and act as you consciously direct.

Deceitful Visage

You will seem, to those who see you or hear your voice, to be a family member, a trusted friend, or someone to be treated with honor and respect.

Duration Aspect: The spell affects a number of people equal to Duration Aspect.

Verity Aspect: People must win a roll of Cunning vs. Verity Aspect to suspect you.

Hellstones

A shrieking fall of tiny razor-sharp glass blades.

Area Aspect: Affects a number of subjects equal to twice Area Aspect.

Ferocity Aspect: Each subject takes a number of Wounds equal to Ferocity Aspect minus half of Armor Protection.

Monstrous Guardian

A great and fearsome demonic warrior with armaments of black steel (Damage +8 and Protection 12). It has some independence but cannot move far from what it defends. It has a Cunning of 4.

Ferocity Aspect: Has a Ferocity of Ferocity Aspect + 3.

Might Aspect: Has a Might and Stature of Might Aspect + 3. Give it some wound levels.

Stepping-stones of Jade

A bridge of finely etched jade stepping-stones, suspended in the water or air.

Capacity Aspect: A number of people may cross equal to Capacity Aspect. After the last crosses, the stones fall away.

Span Aspect: The stones span a space equal to ten feet times Span Aspect.

Winged Coat

The sleeves of your coat become broad, red-feathered wings.

Duration Aspect: You may fly for a number of minutes equal to Duration Aspect.

Power Aspect: You may fly as fast as though you were sprinting with a Might equal to Power Aspect. You may carry others, but the extra weight modifies your speed, as it would if you were sprinting.

More Orcish Magic

Roll against a

6

Murderer's Blade

Level: Halved for bonus to attack roll.

Enchant a throwing dagger. When you throw it, add half the level to your roll. It is a dishonor to cast this spell.

Ring of Infiltration

Level: Number of possessions transported.

Tie a long thread to a ring. Holding one end of the thread, throw the ring over a wall, or slip it under a locked door, or whatever. When you let go of the thread, you will be transported so that you are standing with the ring at your feet. You may bring with you one possession or article of clothing for each level of the spell. It is a dishonor to cast this spell.

Robe of Shadows

Level: x10 for moving speed in Strides per Minute.

Enchant your shirt. You will be invisible in shadows, so long as you take no more than ten strides per level in a single minute. (Level 10, thus, allows you to walk with a stately pace.) It is a dishonor to cast this spell.

Sleeping Lightly

Level: x2 added to Alertness rolls.

Enchant some token; wear it on a chain around your neck. Until morning, while you sleep, add twice the level to Alertness rolls. (Alertness rolls are rolls to see if a disturbance awakens you.)

Trap of Silk

Level: +3 for Ferocity of attack.

Enchant a length of silk cord. If someone should touch or otherwise disturb the cord, it will attack viciously, trying to strangle her. It has a Ferocity equal to the level +3, a Damage Rating of 3, and a Strength of 6.

More Ratling Magic

Roll against a

7

Summoning an Elemental

Level: Stats and Powers of Elemental.

Elementals are the manifestations of natural forces. When you summon an elemental, it will perform three tasks, according to its abilities. If an elemental takes a Wound whose level is at least half its Stature, it flees.

Flame Elemental

Stats = level; Art = level + 3; Stature = level + 1.

Whip: Attack = level + 3 (Art); Damage = 3. Sets flammables alight.

Power: Destroy any object with Strength less than four times level.

Song Elemental

Stats = level; Grace = level + 3; Stature = level - 1 (min 1).

Sling: Attack = level + 3 (Grace); Damage = 2.

Power: The subject adds level to Grace for one social encounter.

Stone Elemental

Stats = level; Might = level + 3; Stature = level + 3.

Warhammer: Attack = level (Cunning); Damage = 5.

Power: The Elemental adds twice its level to any object's Strength.

War Elemental

Ferocity = level + 4; Stature = 12; other attributes and qualities as for a horse, plus Territorial (to its summoner).

Kick: Attack = level + 4 (Ferocity); Damage = 4.

Power: The rider adds half of level to all mounted battle rolls.

Wind Elemental

Stats = level; Grace = level + 3; Stature = level.

Longsword: Attack = level + 3 (Grace); Damage = 3.

Power: The subject adds half of level to one missile attack roll.

More Troll Magic

Roll against a

5

Creature Transformation

Level: Duration in uses.

Stroke and murmur to an animal, describing an attribute or quality of some other creature (wings, for instance, or intelligence, or courage).

The subject animal gains that attribute, and may use it a number of times equal to the Level.

Transformation of the Senses

Level: Bonus or Penalty to perception rolls.

Cast on someone you can see, or on yourself. For the next minute, the subject receives the level as a bonus or a penalty (at your option) to Cunning rolls for perception or alertness.

Transformation of Will

Level: Penalty to Faith roll.

Look someone in the eyes and command her to do something. She must make a Faith roll, subtracting the level, or do it. If it is something dangerous, the roll is Challenging; if it is something harmless, the roll is Difficult; if it is something pleasant, the roll is Very Difficult.

Warrior's Transformation

Level: Halved for bonus to Cunning.

For six hours, add half the level to your Cunning for fighting. Subtract half the level from your Art and your Grace. If this reduces your Art to below 1, you may not speak, read or write.

Weapon Transformation

Level: Number of weapons transformed.

Cast on weapons you can see. A number of them equal to the level become nothing but dry twigs, smoke, and rainwater.

Advanced Magic

Roll against your race's Magic roll

Commanding a Creature of Magic

Level: Bonus to Faith roll to command.

Cast as you command a magical creature to perform some task. If you make a Faith roll, adding the level, the creature must obey. Some creatures are Challenging to command, others Difficult or Very Difficult, some even Impossible.

Disrupting Another's Spell

Level: Maximum level of spell disrupted.

A spell whose level is no greater than this spell's level ends immediately and has no further effect. You may cast this spell as you dodge, if circumstances make it desirable to do so.

Arcane Lore

Level: Bonus to Art roll.

Cast as you make an Art roll to think of or remember some obscure bit of arcane or technical knowledge, or to read some long-disused script. Add the level to your roll.

Detecting Magical Forces

Level: Bonus to Detection rolls.

Add the level to an Art or Cunning roll to perceive, detect, or identify the magical influences on a person, place, object or situation. You may also cast it before you sleep; in this case, add twice the level to rolls to determine whether a magical disturbance awakens you.

Investigating Nature

Level: Number of details you may learn.

Meditate upon a person, an object, a place, or a situation. Ask yourself, one after another, a number of questions equal to the level. A soft voice will answer each one, as correctly as is possible, but with only a single sentence.

Grand Magic

Roll against your race's Magic roll

Creating a Magical Sanctum

Level: Weeks subtracted from 100 days for casting time.

Whenever you roll to cast a spell inside your magical sanctum, and the cm makes her opposing roll, right, instead of taking the middle die, she takes the lowest. When somebody else rolls to cast a spell inside your sanctum, however, the cm takes the highest die. It takes 100 days minus one week per level to create a sanctum, and be reasonable about the size of the place.

Enslaving a Creature of Magic

Level: Number of years the creature must obey you.

Not all magical creatures make good slaves, of course. Some refuse to work at all, some bluster and threaten, some demand payment, some wait and bide their time and watch for a chance to crack your skull with a candelabra and make off with the silver. It takes a month or so to cast this spell, and you need to somehow detain your subject meanwhile.

Resurrecting the Dead

Level: The life expectancy in months of the subject.

It takes an hour to cast this spell for each day the subject's been dead, and it starts out expensive and just gets worse and worse. After a number of months equal to the level of the spell, the subject dies again, quite suddenly, and can't be resurrected again..

Concocting a Magical Potion

Level: Number of doses.

Make up a cool magical effect suitable for a potion, ointment, salve, tincture, or powder. Obvious choices include an unguent that heals wounds or greasepaint that makes the wearer invisible. Be inventive. Typically it takes a month or two to concoct a potion, and you get one dose per level.

Raining Fiery Death Down from the Heavens, Calling Up the Wrath of the Sea, Making Mountains Roar and Spew Magma, or Casting the Seasons Out Of Their Natural Order

Level: Number of days your calamity lasts.

Boy howdy, but it's in the source material, so there you go. It should take years or decades of preparation and work to cast such a spell.

PC Advantages

1 - Companions

- 1 My uncle's warrior ghost watches over me.
- 2 I have a devoted and loyal bodyguard who travels with me.
- 3 I have two excellent and well-trained wolf-hounds.
- 4 I have a magical pet viper, who hisses and strikes at my enemies.
- 5 I have body-servants or handmaidens who attend me as I travel.
- 6 I have an apprentice or understudy who serves me in return for my teaching.

3 - Improved Stats

- 1 I am well-educated or well-trained. +1 Art.
- 2 I am unusually attentive and clever. +1 Cunning.
- 3 I have unusually good self-confidence. +1 Faith.
- 4 I have been schooled in fashion and diplomacy. +1 Grace.
- 5 I am unusually strong and athletic. +1 Might.
- 6 I am larger than is common for my people. +1 Stature.

5 - Unusual Ancestry

- 1 I am a war-captain's child. +1 to combat rolls.
- 2 I am a wizard's child. I know an Advanced Spell, magician or not.
- 3 I am a prophetess' child. I can perceive spirits, ghosts and invisible genii.
- 4 I am a great healer's child. My kiss can heal any non-terminal disease.
- 5 I am a poisoner's child. I know most venoms by taste and am immune.
- 6 I am a queen's child. I may choose any Companion or Unusual Possession.

2 - Destinies

- 1 I am destined to die heroically. +1 to three stats.
- 2 I am unusually lucky. During the game, I may reroll 3 of my rolls.
- 3 I am destined for greatness late in life. I won't die.
- 4 I am destined to a true and abiding love. I will find this lover.
- 5 I am destined to find and hold great wealth.
- 6 A god of my people has taken an interest in my doings.

4 - Magical Skills

- 1 So long as I can hold my breath, I can make myself invisible.
- 2 I can walk with a stately stride across any calm body of water.
- 3 When I sing, anyone who hears me falls passionately in love with me.
- 4 I can hear the difference between truth and lies.
- 5 I immediately know the true name of anyone whose face I see.
- 6 I am magically resilient to harm and injury. -1 level to all Wounds I take.

6 - Unusual Possessions

- 1 I have an heirloom shortsword, which gives its wielder +1 to combat rolls.
- 2 I have a copper bracelet to which is answerable a genius of the wind.
- 3 I have a magical pearl whose touch transforms any liquid to sweet wine.
- 4 I have a ceremonial dagger, whose edge frees the souls of those it cuts.
- 5 I have a jade-studded collar which tames whatever animal wears it.
- 6 I have a blessed sword which is hateful to all gaunts, devils, and genii.

Plot Elements - Items

1 - City Items

- 1 A key on a broken chain, lost by the roadside.
- 2 The written deed to a certain house, affirmed and sealed.
- 3 A note written in an elegant hand, sweetly perfumed.
- 4 A noble house's signatory ring, left behind in a street brawl.
- 5 A purse of coins, cursed by its stabbed and dying owner.
- 6 The fine silk wardrobe of one dead of some plague.

3 - Magical Items

- 1 Silk slippers which make their wearer invisible.
- 2 A copper basin, to which are enslaved spirits of the air.
- 3 Bracelets which grant their wearer improbable strength.
- 4 A glass jar of ferocious and deadly magical wasps.
- 5 A staff of white-wood, summoner of lightnings.
- 6 A silk robe through which no weapon may pass.

5 - Ruins Items

- 1 A helm in antique style, sound despite its tarnish.
- 2 Instruments of torture, haunted by their long-dead victims.
- 3 A book of engraved bronze, partly obscured by wear.
- 4 A gorgeous yellow gem, cursed with a terrible doom.
- 5 The guardian of a tomb, a statue cast in silver with ruby eyes.
- 6 A golden armlet, still on the skeletal arm of its owner.

2 - Countryside Items

- 1 An altar overflowing with flowers and bowls of honey.
- 2 A local warlord's ancestral sword, much honored.
- 3 A chest containing the tax monies of a rural province.
- 4 The book of scripture of an order of warrior-monks.
- 5 A cask of honey wine, tribute to a fierce bandit-queen.
- 6 A farmer's good-luck piece, the author of his prosperity.

4 - Military Items

- 1 A great army's marching orders, passwords, and signals.
- 2 A token indicating that its bearer speaks for the high general.
- 3 A sword consecrated to a fearsome demon of war.
- 4 A captured war-horse with a taste for human meat.
- 5 A great warship, set with trebuchet and mangonel.
- 6 The head of a high war-captain, in a carved wooden cask.

6 - Wilderness Items

- 1 A woman's long blood-red hair, incorporated into a bird's nest.
- 2 The corpse of a lord's hunting hound, caught in a rose-briar.
- 3 A bandit's treasure-trove, exposed by erosive rain.
- 4 An ancient stone waymarker, indicating an overgrown road.
- 5 An altar to devils of the waste, stinking with gore.
- 6 The remnants of a woodcutter's camp, abandoned in haste.

Plot Elements - Characters

1 - City Characters

- 1 A wealthy merchant's son, refined and crafty.
- 2 The proprietress of a wanton-house, with her manservant.
- 3 An underclerk of the temple of some lesser cult.
- 4 An apothecary, squint-eyed, with many uncanny potions.
- 5 A gentlewoman-burglar, stylish and daring.
- 6 A practitioner of law, with her several secretaries.

3 - Magical Characters

- 1 Some great wizard's magical messenger, brass-skinned.
- 2 A necromancer who steals the knowledge of the dying.
- 3 The human servant of a mighty and unspeakable demiurge.
- 4 A prodigy-mage, still a maid, drunk with occult power.
- 5 A reader of omens and caster of auguries, with grim news.
- 6 A placid mystic, preaching calm and demonstrating miracles.

5 - Ruins Characters

- 1 An unsavory treasure-seeker, with an honest map.
- 2 The warden ghost of the place, generous to the good-willed.
- 3 A ghoulish eater of dead flesh, driven by unusual lusts.
- 4 A scholar and antiquarian, unmindful of danger.
- 5 A knowledge-mad sorceress, delving into ancient secrets.
- 6 One mistakenly condemned, fled into hiding.

2 - Countryside Characters

- 1 An ambitious farmer, hungry for gossip or silver.
- 2 The unscrupulous landlady of a roadside wayhouse.
- 3 A village executioner, practicing his trade on a caught burglar.
- 4 An underofficer of the local lord's home guard.
- 5 The local lord's young daughter, tramping after strawberries.
- 6 The captain of a foreign troop, sent to collect taxes.

4 - Military Characters

- 1 The captain of a shattered company, himself injured.
- 2 A camp-wanton, pretty and pliant, prone to drink.
- 3 A camp physician, her pockets full of salves and drugs.
- 4 A war-sorceress, slender but commanding, with golden hair.
- 5 A tender of war-bulls, shaved-headed and fearless.
- 6 The self-important master of strategy to a great general.

6 - Wilderness Characters

- 1 A hermit priestess, practicing obscure deprivations.
- 2 A rough wolf-hunter, surly, filthy and crude.
- 3 A noble landholder, touring, with court and attendants.
- 4 A conjurer possessed by spirits of uncivil character.
- 5 A fur-trapper, simple but good-natured, and his daughter.
- 6 A bandit captain, in hiding, with her trusted bodyguard.

Plot Elements - Locations

1 - City Locations

- 1 A rich and mighty temple, full of silver and fine goods.
- 2 A poor home shared by many families of beggars.
- 3 A warehouse on the docks, full of Elven silk.
- 4 The old city wall, long since outgrown.
- 5 The private garden of a noble house.
- 6 A market on the crossroads, full of sound and color.

3 - Magical Locations

- 1 The secluded home of an exiled court-wizard.
- 2 A standing stone, obscurely carved, crackling with force.
- 3 A pool of mirror-still green water.
- 4 The college of a small but prestigious magical order.
- 5 The secret central shrine of a temple to forgotten gods.
- 6 An underground chamber, eerie with blue-green lights.

5 - Ruins Locations

- 1 A fallen temple, overgrown with moss and ivies.
- 2 An old raised road, cracked and crumbling.
- 3 A gutted tower, home to many birds.
- 4 A ruined manor, its keep smashed by a fallen tree.
- 5 An ancient monument, eroded and overgrown but standing.
- 6 A new village, built on the ruins of a forgotten people.

2 - Countryside Locations

- 1 A farm manor, peaceful and prosperous.
- 2 A monastery and its associated shrines, each to its own god.
- 3 A waystation on a broad road, with a campsite and shrine.
- 4 A roofed bridge on a wide river, with a toll-collector.
- 5 A fishing village with an inn of good quality.
- 6 A slow-moving caravan, with many wagons and travelers.

4 - Military Locations

- 1 An old, proud fortress on an important mountain pass.
- 2 The site of a pitched battle, ground churned and stinking.
- 3 An outlying watchtower on a wooded hill.
- 4 A high, many-towered wall on a fierce border.
- 5 The country fort, mostly wood, of a local war-lord.
- 6 The campsite of a travelling army, not long deserted.

6 - Wilderness Locations

- 1 A high, wind-scoured crag, strewn with rubble.
- 2 A clearing of mossy boulders by a forest brook.
- 3 A boggy field, buzzing with stinging insects.
- 4 A deer-path through towering woods to a still pond.
- 5 A vast oak tree in a fallow field.
- 6 A high waterfall, riddled behind with caves.

Plot Elements - Events

1 - City Events

- 1 The celebration of a day sacred to the city's chief cult.
- 2 The murder by strangling of an officer of the city watch.
- 3 The burglary of the storehouse of a powerful robber-merchant.
- 4 The secret alliance of two noble families against a third.
- 5 The rehearsal of the funeral of the city's aged and beloved mayor.
- 6 The arrival of honored emissaries from a wealthy, exotic land.

3 - Magical Events

- 1 A conjunction of uncanny forces. +1 to all Magic Rolls.
- 2 A great convocation of mages, with many orders attending.
- 3 The awakening of 3 powerful and malignant genii.
- 4 The graduation of an apprentice to mastery.
- 5 The burglary of a magical order's innermost library.
- 6 The seizure of arcane powers by an arrogant and brutal wizard.

5 - Ruins Events

- 1 The exposure by erosion of a long-buried door.
- 2 The night each year that a certain ghost is allowed her freedom.
- 3 The anniversary of the fall of a mighty tower.
- 4 The convocation of a ruins' ghouls, gaunts and wisps.
- 5 The discovery of an ancient tomb, full of occult treasures.
- 6 The passage of a ghostly army, dragging their slain and injured.

2 - Countryside Events

- 1 The much-contested wedding of the province's great beauty.
- 2 An unseasonal and destructive flood.
- 3 The death of the primary heir of a local noblewoman.
- 4 The celebration of local fertility or harvest rites.
- 5 The capture by soldiers of a popular gentleman-bandit.
- 6 The arrival at a way-house of four unusual travelers.

4 - Military Events

- 1 The capture and interrogation of a cunning spy.
- 2 The arrival of unexpected and improbable allies.
- 3 The mutiny and revolt of a prestigious cavalry company.
- 4 A terrible and devastating ambush.
- 5 The accidental death of a highly regarded war-captain.
- 6 A hard-won victory, with many dead on both sides.

6 - Wilderness Events

- 1 A fearsome storm, with thunder and driving winds.
- 2 A bitter and unseasonable cold, caused by warring elementals.
- 3 The flight of a prince and his forbidden lover into hiding.
- 4 The awakening of a merciless and tyrannical pit-wyrm.
- 5 A mysterious star-lit revel on a high bare hilltop.
- 6 The return of a reclusive enchantress to her home.

Plot Elements - Threats

1 - City Threats

- 1 A vicious gang of cut-throats and alley-thieves.
- 2 A cruel and powerful young lordling.
- 3 A civic-minded merchant with influence in the watch.
- 4 An assassin hired by some wealthy enemy.
- 5 A wealthy merchant-priest with much political clout.
- 6 A jealous and vengeful rival, who is an infamous dueler.

3 - Magical Threats

- 1 A conjurer who needs blood to entice his uncouth spirits.
- 2 A night-wisp, who devours its victims' magical potency.
- 3 A wandering intelligence, intent on driving mortals mad.
- 4 A wizard jealously guarding her magical territory.
- 5 An order of magician-monks who punish blasphemers.
- 6 An ambitious petty-wizard, quick to take offense.

5 - Ruins Threats

- 1 The bloodthirsty ghosts of those drowned in an accursed water.
- 2 A genius of flame, imprisoned within a brass mirror.
- 3 A long-dead queen, still trying to defend her realm.
- 4 A jeweled dagger which excites the greed of all who behold it.
- 5 A secret order of warrior-mystics, defending their relics.
- 6 The cunning and deadly traps of the ancient architects.

2 - Countryside Threats

- 1 A band of slavers both bold and incorrigible.
- 2 An innkeeper who murders and robs his wealthy guests.
- 3 A brutish and tyrannical war-lord and his uncouth thugs.
- 4 Field-vipers, wild dogs, loose bulls, and a variety of spiders.
- 5 An angry mob of peasants with makeshift weapons.
- 6 A wayhouse in which plague-victims have recently stayed.

4 - Military Threats

- 1 An enemy champion, fearless and bellowing.
- 2 Six enemy scouts, with spy-glasses and longbows.
- 3 Ferocious war-hounds, driven wild with blood and confusion.
- 4 A ruthless bully of an under-officer with high ambitions.
- 5 An enemy scribe who commands six sharp-fanged nightgaunts.
- 6 A much-decorated company of the enemy's light cavalry.

6 - Wilderness Threats

- 1 A wicked mountain-drake, cunning and greedy.
- 2 A pack of winter-starved and desperate wolves.
- 3 A siren-ghoul, who entices the amorous into deadly peril.
- 4 The fey and unfriendly guardians of an enchanted glade.
- 5 A flock of hunterbirds, sharp-beaked, clever, and dreadful.
- 6 A devil of the lower air, malicious and full of pranks.

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Monster:

Ferocity	<input type="text"/>	Attacks	<input type="text"/>	Damage: _____							
Stature	<input type="text"/>	Defenses	<input type="text"/>	Protection: _____							
Wounds	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

cut me

Monster: Bear**Irritable**

Ferocity	7	Attacks	Maul	Damage: 4									
Stature	11	Defenses	Tough Hide	Protection: 2									
Wounds	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	-3	K

Monster: Boar**Irritable, Tenacious**

Ferocity	9	Attacks	Gore	Damage: 4								
Stature	10	Defenses	Tough Hide	Protection: 2								
Wounds	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	K

Monster: Fox**Sneaky, Vengeful**

Ferocity	4	Attacks	Bite	Damage: 2			
Stature	5	Defenses	Quick Dodges	Protection: 2			
		Special	Some foxes have an Art of 1.				
Wounds	-1	-1	-1	-2	-2	-3	K

Monster: Hound**Tenacious**

Ferocity	5	Attacks	Bite	Damage: 2					
Stature	7	Defenses	Dogged	Protection: 1					
Wounds	0	-1	-1	-1	-2	-2	-2	-3	K

Monster: Horse

Ferocity	5	Attacks	Kick	Damage: 3										
Stature	12	Defenses	Hide	Protection: 1										
Wounds	0	0	0	-1	-1	-1	-1	-1	-2	-2	-2	-3	-3	K

Monster: Serpent**Sneaky**

Ferocity	5	Attacks	Constrict	Damage: 3					
Stature	7	Defenses	Scaly Hide	Protection: 1					
		Special	Some serpents have an Art of 1.						
Wounds	0	-1	-1	-1	-2	-2	-2	-3	K

Monster: Viper**Aggressive, Sneaky**

Ferocity	6	Attacks	Strike	Damage: 2
			Poison: Virulence 6 per hour.	
Stature	2	Defenses	Quick Motions	Protection: 1
Wounds	-1	-2	-3	K

Monster: Wolf**Territorial**

Ferocity	9	Attacks	Bite	Damage: 3						
Stature	8	Defenses	Tough Hide	Protection: 2						
Wounds	0	-1	-1	-1	-1	-2	-2	-2	-3	K