

Hero Points

- Replace 1D after roll in a Test or Task with the same D+2.
- Second try on a Major Failure in a test.
- Third try in a failure in a test.
- Re-roll a Fumble Save (once/HP).
- Re-roll on Wound table and take result if higher.
- Re-roll a Magic Save (once/HP).
- Recharge a magic function.

Fumble

Roll 1 on skill D in a Test or Task unless the result is a **Success** or **Major Success**. **Save 6+**.

| D6 | Attack or Parry with Weapon | Attack or Parry without a Weapon | Running, Dodge, Climbing, Athletics, Gymnastics |
|----|---|--|---|
| 1 | Make a weapon save to avoid breaking it and if successful drop weapon. | Hurt | Fall hard – Hurt |
| 2 | Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned. | Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned. | Fall Down and Stunned |
| 3 | Drop weapon used for this action | | |
| 4 | Fall down | Fall down and Stunned | |
| 5 | If using a melee weapon make a break save. If using a missile or thrown weapon drop all ammunition carried or of no ammunition left then drop a weapon in hand. | Fall down | Fall down |
| 6 | Drop a different random weapon in other hand or slung. If none drop weapon used for action | | |

| D6 | Persuasion, Leadership, Customs, Arts | Literacy, Knowledge, Tactics |
|----|---|---|
| 1 | Disastrously offend and alienate audience. They may become violent. | Awful intellectual lapse. Total and disastrous misreading of the situation leading to a dangerous result. |
| 2 | | |
| 3 | Offend audience. They may go away in a temper and refuse to listen further. | Misunderstanding of the situation leading to an unhelpful and difficult outcome. |
| 4 | | |
| 5 | Amusing and embarrassing failure. | Embarrassing gaffe. |
| 6 | | |

| D6 | Survival, Streetwise, Water Life | Craft, Devices | Riding |
|----|---|---|---|
| 1 | Terrible failure leading to an extremely dangerous outcome. | Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if | Animal bolts charging off in a random direction. Each turn make a riding roll test at D12. On a major success get the animal back under control on any failure fall off and Hurt and the animal |

| D6 | Survival, Streetwise, Water Life | Craft, Devices | Riding |
|----|---|---|---|
| | | crafting. Also Hurt. | carries on until out of sight. |
| 2 | Failure leading to a dangerous outcome. | Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting. Also Stunned. | Animal is lamed. It counts as Hurt and has -2 move. Riding it any further will make it worse. |
| 3 | | | Thrown from animal travelling D4 squares and taking a Hurt. |
| 4 | Failure leading to an inconvenient and uncomfortable outcome. | | Fall off and Stunned. |
| 5 | | Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting. | Fall off |
| 6 | | | Slide off ending up standing. |

| D6 | Healing | Bravery | Perception |
|----|--|---|--|
| 1 | Disastrous attempt. Patient receives a Mortal Wound. | Individual is Routed and won't recovery normally for an hour. Bravery -1 until healed. | Terrible blunder leads to an extremely dangerous outcome |
| 2 | Patient's wound becomes a level worse. If only Hurt the patient receives a Wound | Individual is Routed and cannot recover naturally for thirty minutes. Bravery tests against whatever caused the test are -2 until healed. | |
| 3 | | Individual is Routed and can't recover naturally for 15 minutes. | Blunder leads to a dangerous outcome |
| 4 | Patient takes a Hurt. | | |
| 5 | | Individual is Routed. | Blunder leads to an inconvenient outcome |

Test

- Result 2 or fewer or resistance is double: **Major Failure**. HP second try. No third try.
- Resistance greater: **Failure**. HP for third try.
- Resistance Equal: **Draw**. As **Success** unless rules otherwise.
- Result Greater: **Success**.
- Result Double: **Major Success**.

Task

- Draw: both lose a D if more than 1 otherwise -1.
- Success: opponent loses a D if more than 1 otherwise -1.

- Major Success: Task Completed Successfully. Opponent loses. No retries.

Actions

| |
|---|
| No more than once per turn attack a target including loading a bow with an arrow in hand or use magic on something other than self or a carried or worn object. |
| Get out an item (including a JLS, arrow or bolt) |
| Leadership Action (B) |
| Load a crossbow (with bolt in hand) |
| Move (B) |
| Pick something up |
| Put away an item |
| No more than once per turn Recover |
| Stand Up |
| Tactics Action (B) |
| Use magic on self or a carried or worn object |

Targeting Sense

| Sense | Light Levels | | | | Fog or Smoke | | Concealing Terrain | | Cover | |
|--------------|--------------|----------|-------|----------|--------------|-----|--------------------|-------|---------|------|
| | Light | Twilight | Night | Darkness | Haze | Fog | Light | Heavy | Partial | Full |
| Vision | LOS | R10 | R4 | No LOS | R10 | R5 | R6 | R3 | R15 | R8 |
| Night Vision | R5 | R20 | R8 | No LOS | R10 | R5 | R6 | R3 | R15 | R8 |
| Dark Sense | R3 | R5 | R10 | R10 | - | - | - | R6 | R8 | R3 |
| Earth Sense | R5 | R5 | R5 | R5 | - | - | - | - | - | - |

Hearing

- Noisy environment such as a fight: P2
- Range 10-19: P1, 20-29 P2 etc.

Attack Modifiers

- Melee per extra individual threatening target and not engaged: B1
- Melee attack against a target attacker isn't engaging: P2
- Attacking from above in melee: B1
- Attacking (at R1) against a target which isn't Spotted: P2
- Bow (not Mounted Bow) attack from a mount: P1/P2 (Moving)
- Spear (not Mounted Spear) attack from a mount: P1

Parry or Dodge Modifiers

- Lying down: P2
- Attack came from the flank: P2
- Attack came from the rear: P3
- Opposing an attacker which isn't spotted: P2/P4 (not detected)
- Shield or Weapon Parry against opposite front P1

Attack vs Dodge

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** Hit.
- **Failure.** Melee misses if the target can step back 1. Ranged attack misses if target can step 1 to either side.
- **Major Failure.** Miss and target can move 1.

Attack vs Weapon Parry

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** Hit.
- **Failure.** Weapon hit.
- **Major Failure.** Miss and target can move 1.

Disarm (Weapon vs Weapon Parry)

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** The disarm hits.
- **Failure.** The disarm misses.
- **Major Failure.** The target countered and gets a disarm result against the attacker (if the attacker was using a weapon).

Evade

Gymnastics (Dodge) D6 +1 per square to partly out.

- **Major Success:** target moves outside the area.
- **Draw or Success:** target can move outside the area and fall down.
- **Failure:** target is hit.
- **Major Failure:** target falls down and is hit.

Status

- **Befuddled.** Each action must move in a random direction at half move. 5 mins or attacked.
- **Blinded.** No Vision or Night Vision. 12 turns then Dazzled.
- **Bound.** No move. 5 mins.
- **Calmed.** P1 with any attack. 5 mins.
- **Confused.** Save 6+/turn or each action must move in a random direction at half move. 5 mins or attacked.
- **Dazed.** P1 Arts, Craft, Customs, Healing, Knowledge, Persuasion, Stealth, Streetwise, Survival, Tactics, Water Life, Weapons and using Runes. 1 hour.
- **Dazzled.** P1 Craft, Devices, Gymnastics, Healing, Perception, Running, Stealth, Survival and Weapons (Vision or Night Vision). 12 turns.
- **Disabled.** No actions. Unconscious unless wound table has said otherwise. Healed.
- **Drained.** P2 Athletics, Health, Gymnastics, Running and Weapons. 1 hour.
- **Frightened.** P1 at Bravery, Weapon Attack and Movement if toward an enemy. Leadership and Oratory or 5 mins of peace and quiet.

- **Grappled.** Individual can either resist the grapple or make an unarmed attack against the grappler at P2 attack and P2 damage.
- **Grappling.** Individual can only make a Trip attack, make other unarmed attacks at P1 attack and damage, ready a R0 weapon (requiring another grapple outcome roll), attack with a R0 weapon without breaking the grapple.
- **Hurt.** -1 Health/per. Health D1 is Disabled and roll on the Wound Table. 2 hours or Healed.
- **Pacified.** No attacks. 5 mins.
- **Paralysed.** No actions. No Parry. Dodge of 1. 5 mins.
- **Poisoned.** P1 Athletics, Health, Gymnastics, Running and Weapons. 12 hours.
- **Power Drained.** -1 Magical Resistance/per. D1 Magical Resistance is Disabled. 1 hour per.
- **Routed.** Flee to the nearest reasonably safe place. Leadership and Oratory or 5 mins of peace and quiet unless a Bravery fumble result says otherwise.
- **Slowed.** Running is -4. 5 mins.
- **Soul Blasted:** -1 Runes/per. D1 in all runes is Disabled. 1 week per.
- **Stunned.** No actions except Recover. Until recover.
- **Stupefied.** Each action half move in a random direction. 1 dodge and no parry. 1 hour.
- **Weakened.** P1 Athletics, Health, Gymnastics, Running and Weapons. 1 hour.

Damage Against an Individual

Weapon Damage vs Health modified by Armour.

- **Major Success.** Hurt and Stunned. If damage was 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc.
- **Draw or Success.** Hurt.
- **Failure or Major Failure.** Miss.

Catastrophic Damage

- Triple resistance and exceeds the max of full Health (Resist Damage).
- Massive Impact.
- Hurts to D1 Health, Disabled, Wound.

Damage Against a Shield Parry

Weapon Damage vs Shield Damage.

- **Major Success.** Spear or pike stuck in the shield. Arrow or bolt sticks in the shield –P1 Skill/3. Other weapons shield break save. Excess damage hits the target. Recoil.
- **Success.** Non-penetrating attack - shield break save B2. Excess damage hits the target. Recoil.
- **Draw or Failure:** Recoil. Unless target recoils Miss.
- **Major Failure:** No recoil. Miss.

Damage Against a Weapon

Weapon Damage vs Weapon Damage.

- **Major Success:** Not penetrating and not lower hardness then break save. Parrying weapon dropped. Excess damage hits the target. Recoil.
- **Success:** Target fumble save (usually 6+) or drop the weapon. Excess damage hits. Recoil.
- **Draw:** Excess damage hits the target. Recoil.
- **Failure or Major Failure:** No recoil. Miss.

Recoil

Damage modified by the Recoil vs Athletics (Stand Firm) + Riding Mod if mounted. Phalanx add ally behind's Athletics (Stand Firm) as well.

- **Major Success:** Recoil and fall. Mounted also Hurt. Attacker can move one forward. Hit.
- **Draw or Success:** Foot recoils. Mounted falls off in square and mount moves 1 square away if possible. Attacker can move one square forward. Hit.
- **Failure or Major Failure:** Hit status unchanged.

Recoils into an object: Gymnastics test vs D6 - **any failure** = falls

Recoil into another figure then it can:

- **Evade:** If this fails resist the recoil at P1 Athletics.
- **Resist:** Resist recoil result with B1 Athletics.
- **Phalanx:** Recoil 1 square with the whole file of the phalanx doing the same.

Disarm

Weapon Damage vs Weapon Damage.

- **Major Success:** Weapon dropped. Shield fumble save (usually 6+) or dropped.
- **Draw or Success:** Weapon fumble save (usually 6+) or dropped. Shield fumble save B2 (usually 4+) or dropped.
- **Failure or Major Failure:** Miss.

Trip

Athletics (Strength) vs Athletics (Stand Fast) or Gymnastics

- **Major Success:** Fall and Hurt. If Grappling breaks the grapple unless the attacker falls too.
- **Draw or Success:** Fall. If Grappling breaks the grapple unless the attacker falls too.
- **Failure or Major Failure:** Miss.

Move Through

Athletics (Damage) + Running Mod vs Athletics (Stand Fast). Can use or resist with large shield.

- **Major Success:** Recoil and fall. Equal damage no further recoil. Unless attacker mounted or 4+ footed Gymnastics test vs D6: draw, failure or major failure fall in the same square as the target. Otherwise continue move to conclusion.
- **Success:** Recoils and equal damage with no further recoil. Attacker can follow up one and then must stop.

- **Draw or Failure:** Attacker stops. Both take damage equal to the move through possibly with a recoil. Miss unless the target recoils and the attacker doesn't.
- **Major Failure:** Attacker recoils, falls, stops and takes damage equal to the move through with no further recoil. Miss.

Grapple

Athletics (Strength) mod Unarmed vs Athletics (Strength) mod Unarmed Skill.

- **Tackle:** attacker falls but makes a Trip outcome on any Grapple success. If the target doesn't fall the grapple is broken.
- **Major Success, Success or Draw:** Target is Grappled.
- **Failure or Major Failure:** Miss.
- **Resisting a Grapple:** uses an action and requires the attacker make a grapple result roll again.

Acid

Resisted by Health modified by Armour.

- **Major Success:** Hurt and Stunned. If damage 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc. Armour makes a break save. Roll result again at the same point next turn.
- **Draw or Success.** Hurt. Armour makes a break save at B2. Roll result again at the same point next turn.
- **Failure or Major Failure:** Miss.

Wound Tables

Reduced to D1 Health. -2 if Major Impact.

| D10 | Wound Table |
|-----------|---------------|
| 1 or less | Dead |
| 2-3 | Mortal Wound |
| 4-6 | Serious Wound |
| 7+ | Minor Wound |

| D10 | Time Disabled for Mortal Wound | Time Disabled for Serious Wound or Minor Wound |
|-----|--------------------------------|--|
| 1 | D30 Hours | D30 Hours |
| 2 | D24 Hours | D20 Hours |
| 3 | D20 Hours | D6 Hours |
| 4 | D8 Hours | D30 Minutes |
| 5 | D6 Hours | D20 Minutes |
| 6 | D30 Minutes | D6 Minutes |
| 7 | D20 Minutes | D20 Turns |
| 8 | D10 Minutes | D12 Turns |
| 9 | D6 Minutes | D6 Turns |
| 10+ | D20 Turns | 1 Turn |

| D10 | Mortal Wound Table | Serious Wound Table |
|-----|---|--|
| 1 | Blinded in one eye. With one eye Perception (Vision) and Ranged Attacks P3. Serious change to appearance. All skill P2. (Permanent but after 6 weeks penalty for one eye drops to P2 and P2 to all skills goes) | Broken leg. Untreated can't walk. Treated Running Athletics and Gymnastics are P3. (12 weeks but without healing victim will always limp at P1 Gymnastics and Athletics (Using Leg)) |
| 2 | Lost an ear. Perception Hearing P2. All Skill P1. (Permanent but after 6 weeks penalty to all skills goes) | Broken arm. The arm can't be used untreated. Treated it is at P3. (12 weeks but without healing |

| D10 | Mortal Wound Table | Serious Wound Table |
|-----|---|---|
| | | using the arm will always be P1 when used) |
| 3 | Brain injury P4 Knowledge, Customs, Literacy, Leadership and Oratory. P2 to all other skills. (Permanent but every 16 weeks the Penalty gets 1 better until it reaches P1) | One eye closed – useless until healed. Perception (Vision) and Ranged Attacks P3 (4 days). |
| 4 | Serious damage to jaw: can't eat solid food or talk easily. Health P2, Persuasion P2, Leadership and Oratory P2, Survival P2. All other skills P1 (Permanent but after 6 weeks penalty to all skills goes and others improve to P1) | Broken nose P1 to all skills (2 weeks but without healing won't be straight so appearance altered) |
| 5 | Neck injury: can't turn neck, P2 Perception, Gymnastics, Weapons (Permanent but after 6 weeks improves to P1) | Concussed: P2 to all skills for D30 hours after the injury |
| 6 | Severed or shattered arm. It can't be used at all. All Skills P1 (Permanent but after 12 weeks penalty to all skills goes) | Hit in the mouth: lost some teeth. P1 to all skills. (7 days for the injury but the teeth aren't coming back so appearance altered and finds it harder to eat). |
| 7 | Severed or shattered leg. Can't walk. All skills P1. (Permanent but after 12 weeks loses the P1. Only if treated then after 4 weeks can walk at P3 with a crutch and/or peg-leg) | Body injury: P1 Athletics and Health (8 days) |
| 8 | Body injury: P3 Athletics, Gymnastics, Health (Permanent but after 6 weeks goes to P2) | Ankle or foot injury – Untreated can't walk. Treated Running Athletics and Gymnastics are P2. (8 weeks) |
| 9 | Shattered or severed hand It can't be used at all. All Skills P1 (Permanent but after 8 weeks penalty to all skills goes) | Hand or wrist injury- Untreated the hand can't be used. Treated it is at P2. (8 weeks) |
| 10 | Shattered or severed foot. Can't walk at all. All skills P1 (Permanent but after 8 weeks loses the P1. Only if treated then after 4 weeks can walk at P2 with a crutch and/or peg) | Serious cuts or bruises: P1 Health (4 weeks) |
| 11+ | Roll on Serious Wound table for effect (though still counts as a Mortal Wound for risk of dying) | |

Dead: individual killed outright immediately by a catastrophic injury.

Mortal Wound: 2D10 turns to live. After disabled the individual can crawl or limp slowly but can't fight or do strenuous activities.

Serious Wound: After disabled can crawl or limp slowly away but can't fight or do strenuous activities.

Minor Wound: After disabled is P1 Health for 2 weeks.

NPCs fighting NPCs

| Type | Effect |
|-----------------------|--|
| Foot Skirmishers (FS) | P2 when fighting in melee. |
| Light Mounted (LM) | P1 when fighting in melee. P1 in melee in rough terrain. |
| Medium Foot (MF) | No modifiers. |

| | |
|--------------------|---|
| Heavy Mounted (HM) | B2 when fighting FS or MF in melee in good-going if moved into contact. P2 in melee in rough terrain. |
| Heavy foot (HF) | B1 in melee in good-going. P1 in melee in rough going. |

| Class | Effect |
|-------|------------|
| A | Elite: B2 |
| B | Good: B1 |
| C | Average: - |
| D | Poor: P1 |
| E | Rabble: P2 |

XD vs XD P1 with thrown or missile.

- **Draw:** Recoil in melee. HM or HF follows up if it moved into contact.
- **Success:** FS or LH retreat a full move in melee. Others recoil. HM or HF follows up 1 square if it moved into contact.
- **Major Success:** Eliminated from the fight. HM or HF follows up 1 square if it moved into contact. MF follows up 1 square.

| D10 (B2 for LH or LF) | Status of Eliminated |
|-----------------------|----------------------|
| 1-4 | Killed |
| 5 | Serious Wound |
| 6 | Minor Wound |
| 7 | Hurt |
| 8+ | OK |

Recovery Action

Bravery vs D10.

- **Major Success:** Stun removed can act in this action.
- **Draw or Success:** Stun removed and can act in its next action.
- **Failure:** Stun removed can act next turn.
- **Major Failure:** Stun stays.

Morale Checks

Bravery Test triggered by:

- Leader Routed or Disabled.
- Ambushed.
- Attacked by undead.
- Attacked by chaos.
- Odds look worse than 1:2.
- Ally Disabled or Routed and there are now less allies in action than Disabled or Routed.
- Seeing a horrific sight.
- Rally (when allowed) – ignore result of Failure or Major Failure.
- Currently Routed and odds improve to better than 2:1.
- Currently Routed and Leader ceases to be Routed or Disabled.
- Currently Routed and a new Leader takes over.

Usually Bravery vs D10 but can be harder.

- **Major Success or Success:** Fine. Routed or Frightened removed.

- **Draw:** If Routed stays Routed. If Frightened then Routed.
- **Failure:** Frightened or if already Frightened then Routed.
- **Major Failure:** Routed.

Leadership Action

Leadership vs D10.

- **Major Success:** All followers within 10 can Rally adding Leadership value.
- **Success or Draw:** All followers within 10 can Rally.
- **Failure:** No effect.
- **Major Failure:** All followers within 10 squares who aren't Routed must make a Morale Check.

Tactics Action

Tactics roll vs the Tactics of an opponent:

- **Major Success:** B1 Attack, Parry and Dodge against opponent for the rest of this turn and next turn OR change turn sequence.
- **Draw or Success:** Has B1 in one Attack, Parry or Dodge roll against opponent which occurs during the rest of this turn and next turn OR change turn sequence.
- **Failure:** no effect.
- **Major Failure:** Opponent has B1 in Attack, Parry and Dodge rolls against individual for the rest of this turn and next turn.

Leader tactics vs enemy leader tactics:

- **Major Success:** All followers within 5 Tactics test vs D8. On Draw+ B1 Attack, Parry and Dodge rolls against opponents for the rest of this turn and next turn.
- **Draw or Success:** All followers within 5 Tactics test vs D8. On Draw+ B1 in one Attack, Parry or Dodge rolls against opponent occurring during the rest of this turn and next turn.
- **Failure:** no effect.
- **Major Failure:** All followers within 5 Tactics test vs D8. On a failure or major failure they stand confused for two actions.

Falling

Gymnastics test to take no damage. Note size mod to Health (Resist Damage) reversed:

| Squares | Damage | Gymnastics | Sepecial |
|---------|---------|------------|----------------|
| 1 | D4 AP1 | D4 | |
| 2 | D6 AP1 | D6 | |
| 3 | D8 AP1 | D10 | |
| 4 | D10 AP1 | D14 | |
| 5 | D10 AP2 | D16 | |
| 6-7 | D12 AP2 | D18 | Massive Impact |
| 7-10 | D14 AP2 | D20 | Massive Impact |
| 11-20 | D16 AP2 | D22 | Massive Impact |
| 21-35 | D18 AP2 | D24 | Massive Impact |
| 36-55 | D20 AP2 | D30 | Massive Impact |
| 56-75 | D22 AP3 | D50 | Massive Impact |
| 76-105 | D24 AP3 | D50 | Massive Impact |
| 106-140 | D30 AP3 | D100 | Massive Impact |
| 141+ | D50 AP3 | D100 | Massive Impact |

Fire and Light

Fire turns normal Night or Darkness into Twilight as long as it has a value of at least D1 and its value goes down by 1 for each square after the first away from it.

| Fire Type | Volume (Cubes) | Min Footprint (Squares) | Max Footprint (Squares) | Fire Damage (As Physical Agent) | Light |
|----------------|----------------|-------------------------|-------------------------|---------------------------------|-------|
| Lamp or Candle | 0 | 0 | 0 | D2 | D4 |
| Torch | 0 | 0 | 0 | D4 B2 | D4 |
| Mahome | 0-8 | 0 | 4 | D6 B2 Ignores Armour | D6 |
| Gustbran | 9-125 | 5 | 25 | D10 B2 Ignores Armour | D8 |
| Oakfed | 126+ | 26 | Unlimited | D14 B2 Ignores Armour | D10 |

Fire spreads on a Major Success against and goes out on a Major Failure. Any element effected by stasis has +3 resistance to fire.

| Element or Rune | Resistance | Not Stasis | Stasis | Notes |
|-----------------|------------|----------------------------|---------------------|---|
| Air | D18 | Air | | Usually blows away. |
| Animal/Man | D4 | Hair | Flesh, bone | Living usually wet. |
| Darkness | D12 | Darkness | | Lacks substance. Burns away without ignition. |
| Earth | D14 | Dust, Sand | Rock | |
| Plant | D2 | Kindling, grass and leaves | Block of wood, tree | Living often wet. |
| Water | D24 | Liquid Water | Ice | Other wet resist +3 |

Magic Duration

- 5 Turns: D6
- 5 Minutes: D8
- 15 Minutes: D12
- 1 Hour: D14
- 6 hours D18
- 12 hours D20

Rituals

| Difficulty | Max Ritual Bonus |
|---------------|------------------|
| D4, D6, D8 | +1 |
| D10, D12, D14 | +2 |
| D16, D18, D20 | +3 |
| D22, D24, D30 | +4 |
| D50, D100 | +5 |

| Ritual Bonus | Paraphernalia Value | Value Expended |
|--------------|---------------------|----------------|
| +1 | 10L | 1L |
| +2 | 1000L | 10L |
| +3 | 5000L | 100L |
| +4 | 25 000L | 1000L |
| +5 | 125 000L | 10 000L |

| Ritual Time | Bonus |
|--------------|--------|
| 15 minutes | +1 |
| Hour | +2 |
| Day | +3 |
| Week | +4 |
| Season | +5 |
| Year | +5 |
| Ritual Magic | Down 1 |

| Difficulty | Number of People to get | | | |
|---------------|-------------------------|-----|-----|-----|
| | -2 | -1 | 0 | +1 |
| D4, D6, D8 | N/A | N/A | 1 | 3 |
| D10, D12, D14 | 1 | 3 | 7 | 21 |
| D16, D18, D20 | 1 | 7 | 21 | 63 |
| D22, D24, D30 | 1 | 21 | 63 | 147 |
| D50, D100 | 1 | 63 | 147 | 441 |

Magic Saves

A magic save is required if a rune dice comes up:

- A 1.
- A 1 or 2 if the magic contains a difficulty dice of D12+
- A 1, 2 or 3 if the magic contains a difficulty dice of D22+
- Some magic has Save On +1 (i.e. 1 more number).
- Any magic suffers a major defeat unless listed as otherwise.

Recharge

Recharge roll is D6 for 5+.

Sources of Magic

| Sources of Magic Summary | | | | |
|--------------------------|---------------------|-------------------|---|---|
| Source | Max Available | Save | Failed Save | Special |
| Common Magic | Max of XD up to 20 | 7+ | Power Drain | Max D20 |
| Charms | 6 | 6+ | Recreated | D6 or D8. Taboo. One instance. Ignores Concentration. |
| Spirits | Max of Spirit | 6+ | Re-bound. | Taboo. One instance. Ignores Concentration. |
| Rune Magic | Unlimited | 9+/8+ for Devotee | Lose 1 RP. | RP to re-attempt. |
| Spells | Max of Law or Phase | 7+ | Power Drain. | Power Drain to re-roll. B1 or B2 if possess rune. |
| Glamour | Unlimited | 8+/7+ Devotee | Lose 1 GP. | Devotee's Glammers are B1. Lunar Cycle. GP to re-attempt. |
| Chaos Magic | All Available | 8+/6+ Illuminate | Non-III. Moon to Chaos. Chaos no use till midnight and save or chaos feature. III. Count non-ill. | B2. Save +1. |

Heroic Return

Cult Rune 8+ and -1 in Rune.

- **Major Success:** skill learned and test to learn the next skill level (if continued) is 1 easier (cumulative) next season.

Poison

Poison vs Health (Resist Poison):

- **Major Success or Success:** Has effect. Continues next turn unless ultimate effect.
- **Draw:** No Effect. Continues next turn.
- **Failure or Major Failure:** No effect. Poisoning ends.

| Poison | Val | Min Delay | Effect Major Success | Effect Minor Success | Ultimate Effect |
|------------------------------------|-----------|-----------|--|----------------------------|-----------------|
| Blade Venom or Other Lethal Poison | D6 to D14 | 3 Turns | 2 Hurts. If Disabled no standard Wound. Instead Mortal Wound and P2 to all physical skills. Recover by 1 per week. | Hurt and as Major Success. | Mortal Wound |
| Paralysing Poison | D4 to D20 | 2 Turns | Poisoned and Paralysed for 2 hours. | Poisoned | Paralysed |

Healing

| Injury | Treatment Task (Difficulty) |
|---------------|--|
| Disease | Difficulty as the magical resistance of the disease ghost (15 minutes) – victim can use the healer’s skill as well on next roll to resist disease. |
| Mortal Wound | Stabilised: D8 (1 Turn), Disabled Removed: 2D12 (12 Turns), Treated – gain any treated benefits after the listed time. Other recovery time halved: 2D12 (1 hour) |
| Serious Wound | Disabled: 2D10 (6 Turns), Treated – gain any treated benefits and recovery time halved: 2D10 (15 minutes). |
| Minor Wound | Disabled: 2D8 (3 Turns), Treated – half recovery time: 2D8 (5 minutes). |
| Hurt | Treated – each treated hurt will recover after an hour: 2D6 (5 minutes). |
| Poisoned | Treated – half recovery time: 2D10 (5 minutes). |

Training and Practise

| Skill Reached | Difficulty | Cost/Week | Cost/Week Exceptional | Hours Practise/Day |
|---------------|------------|-----------|-----------------------|--------------------|
| -1 | D10 | 2L | 4L | ½ |
| 0 | D14 | 3L | 6L | 1 |
| +1 | D18 | 4L | 8L | 1.5 |
| +2 | D22 | 5L | 10L | 2 |

Season end Training vs Difficulty. Difficulty -2 for an exceptional teacher:

- **Major Failure:** no benefit. Any cumulative improvement to the test is lost.
- **Failure:** test becomes 1 easier next season (cumulative).
- **Draw or Success:** skill learned.