

Aegis Stones

An Aegis stone is a huge block built to protect a castle or tomb from various magical effects. The stone might be set up to prevent earthquake spells from operating or to prevent the use of specific types of magic (i.e., teleport or fire based magic might be prohibited while in the block's area of effect).

Legend's world is a world in which a single man could walk down a country road, see a castle and with a single correct spell knock that castle to the ground. In such a world one of two things could be expected to happen. One, people who used magic would be feared and there would be massive "witch hunts", the thought being that you might be able to kill them before they killed you. Or two; something would be done to limit what magic users could do. Thus if a magic user went crazy it would not mean the destruction of cities and towns.

In legends world, the discovery of the magic balms allowed the magic users of the land to sell kings, rulers and each other, ways to protect their holding from other powerful spell casters. This does not stop wars using magic users, it merely makes castles the strong, easily defended structures that they where in our own history.

Very few castles will be protected against everything. It does not even make sense that they would be. The stones are expensive to make and would tend to be in more civilized areas where there is enough wealth and magic users to be able to make them. Remember though that the stones may be made to last virtually forever so it is possible to have stones that have been around for eight or nine thousand years. The protections on these stones might still be working even after this much time had passed.

An Aegis stone does not have to protect an entire dungeon. A stone might be built with the purpose of protecting a single room. Thus it will not be possible for the character to look into, teleport into or break down the main door of the treasury. If used in a setting where there are a fairly large number of magic users then a stone could be used to increase the effectiveness of the research lab.

The Aegis stone is generally a symbol of power. A king might build his throne on the stone to show that he sits at the heart of the castle. In some cases the stone might be covered over or hidden (i.e., if protecting a tomb from plunder).

The stone will shimmer and shine with light. The power used to create the Aegis stone will turn the

rock used translucent. The power will course through the rock like streamlets of light and dark. Generally speaking the more active the stone the more powerful and far reaching are its protections.

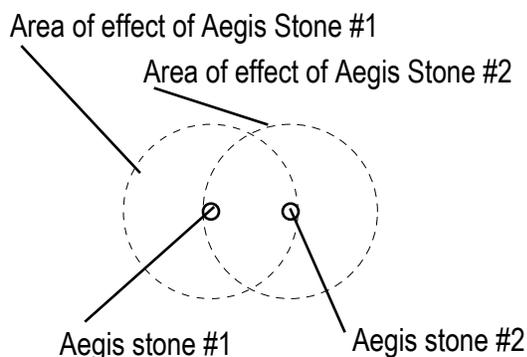
The following list shows common affects that a stone may be set up to guard against. Realistically, any or all of these affects could be put into an Aegis Stone. However, the more you put into it, the greater its cost, so it always comes down to just how much money you are willing to spend on the stones creation.

- Fire
- Cold
- Electrical Energy
- Negative Energy
- Teleport
- Limited Teleports (i.e., walk through walls)
- Plane Shift
- Gate Magic
- Distance Viewing spells (or see through a wall spells)

The Aegis stone works much like a wave generator (i.e., think of a series of pebbles hitting water; the waves moving out in a circular pattern until they are reduced to nothing). The true power of the Aegis stone comes from the builder's ability to build in dead spots in the stones protection. A builder sets up a main stone with all the protections the castles owner can afford. The main stone would be the castles primary defense against magic. Subsidiary stones would then be built around the castle. These stones would have very limited spheres of influence and each would be built with very specific forms of protection, generally duplicating or augmenting the protections possessed by the main stone. Areas where similar effects overlap would either amplify or cancel out effects produced by the main stone (more on this below).

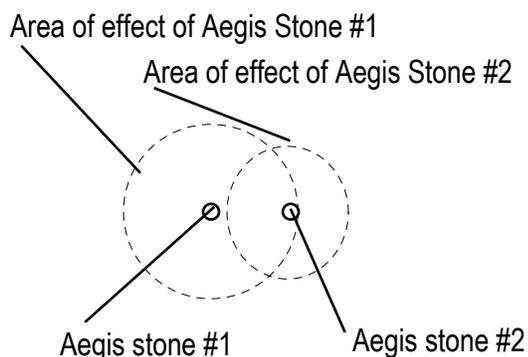
The Main Stone

The main stone is the stone whose effects extend and protect most of the area. A main stone may have subsidiary stones whose effects are within the effects of the main stone. There is only one restriction to this. The area of effect of secondary stones cannot extend to overlap the main stone itself. The pictures show you how to place and how not to place two Aegis Stones.



If the area of effect of both stones overlap will weaken and loose power.

The following shows an example of two stones that will work normally together.



In this example, both stones both stones fuction safely.

It is rumored that past civilizations had the knowledge necessary to allow the area of effect of two stones to overlap both stone. With current creation methods, one of two things will happen. One, the stronger stone absorbs the power of the weaker stone or two, both stones loose power equal to the amount of the weaker stone.

Subsidiary Stones

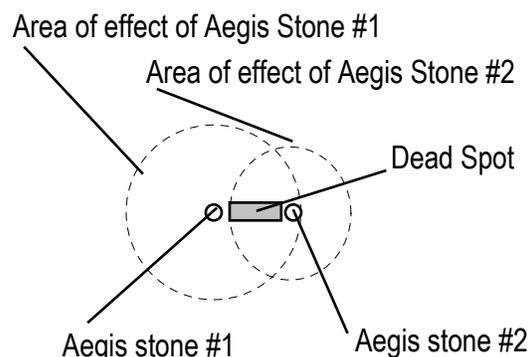
Subsidiary stones are magical stones whose power is limited to very specific areas. If magicked with powers that are identical to the main stones, then these stones will create dead spots in the main stones protection. If given unique powers then these stone may protect specific areas from specific effects (i.e., the spell creation laboratory may be magicked to prevent fire, electrical, cold or magical energy damage).

An Example Of A Main And Subsidiary Stones

The main stone is set up in the middle of the castle and protects from EARTHQUAKES, TELEPORTS AND FIRE. The castle cannot be invaded by teleport, cannot be shaken or burnt to the ground. There is a problem with this Aegis Stone though in that no one can teleport into or build a fire in the castle (both of which would be very handy in the right circumstances).

To get around this magic users build one or more additional Aegis stones magicked to protect against teleports and fire. In certain areas the stones power will overlap and combine. In other areas the power from one stone will cancel the effect of the second stone.

Both stones area magiced to protect the castle from teleport magic and fire.



A dead spot in the protection exists in the shaded area. The dead spot is as wide and as high as the smaller stone and is as long as the smaller stones radius (area of effect).

If two Aegis stones are created with the same protective / suppression spell(s) then the area directly between the two stones, where their influence overlaps, is free of the effect. In the above example it is possible to teleport and build fires in the shaded area found between the two stones. The overlapping dead spot will equal the width and height of the smaller Aegis stone. If the smaller stone is a ten foot square block, the permitted effects, would take place in an area that is ten feet high by ten feet wide by a length equal to the smaller stones radius of effect. Generally speaking, smaller Aegis stones are given very limited areas of effect (i.e., 50' or less).

Overlapping Centers

It must be stressed; you do not want to bring two Aegis stones close enough together to allow both

stone centers to overlap the area of effect of the other stone. If this should happen then either one or both stones will be weakened (if only one stone is weakened, then the second is made stronger). Past civilizations had the knowledge of building two with overlapping centers of effect but that knowledge has been lost and is not available in the character's world.

Cost Of Making An Aegis Stone

As a Legend Weaver, you can put a stone into a dungeon and give it any powers that you want. If you are a character and you want to put a stone in your own dungeon, then you must calculate out the cost. I will be adding this information as time goes on (and the need arises).

Alignment

Question: What Is Alignment?

Answer: Alignment is the way a character lives life.

Alignment is not a narrow set of guidelines that a player tries to follow as he plays his character. Alignment is far more encompassing and fundamental since Legend presupposes that "good" and "evil" are both quantities that may be identified and seen. Certain acts are good. Certain acts are evil. With this in mind it follows that people will either be out for the "Cause" of good, the cause of evil or for themselves and this forms the basis for the alignments you can choose while playing the game.

Characters that are out for the cause of good are good. Such a character will not accumulate or keep wealth. He has no need since he puts his cause before himself. The same holds true for a character that is evil. This character is out for the cause of evil.

If a character wants to get ahead, that is, accumulate power and wealth then he is neutral. Neutral characters will often ally themselves to the principles of good or evil in their struggle to get ahead. Neutral characters that do not ally themselves to either the good or evil side of things will generally be able to work with either good or evil characters but will not be all that impressed by the actions of either group.

When a neutral character does ally with one side or the other (i.e., the character is neutral good or neutral evil) they will tend to want to work with a group that supports their own way of doing things. Thus, a neutral good character will have problems when working with evil characters and vice versa.

Most people are neutral good in nature and I would guess that most of your players would play this alignment. It takes the rare player that can play a good or evil alignment but this is as it should be. There are not a lot of those types out there.

In the cause of

In Legend, you have the choice of being dedicated to the cause of evil, to the cause of good or to yourself. Legend views good and evil acts as absolutes and not based on point of view and culture. This means that you are evil when you are performing an evil act and you are good when you perform a good act.

In Legend you also may consider that there exists a matter of degree when you look at very evil acts. Stealing a dime is not as "evil" an act as breaking into a man's house and stealing his life savings. It is obvious that characters are always doing good and evil. To record each such act is not practical but a Legend Weaver need only record the most noteworthy actions that a character performs. If a character hears a call for help and quickly rushes in to trounce the villain, you may make note of this character's action; he has done a good act.

Since only the most noteworthy acts are recorded, it is generally very easy to see if a character is playing his alignment.

What Is A Good Act?

What is a good act? How is it judged? Society considers an act good or bad due to its current set of values and beliefs. The problem is that societies values and beliefs have a habit of changing. In the late sixteenth century, it was considered a good act to burn a witch at the stake. Societies beliefs told them that this was the way to save the persons soul. Today, burning a person at the stake is considered a terribly barbaric act.

Even though many of the acts that we considered as good or bad change I have listed a set of actions that are considered good within the Legend Weaver game. These "good" acts and what they represent are as follows:

- 1) Defending (and helping) your neighbor and family, a willingness to work together and help strangers and those less fortunate than yourself. From a knights point of view this includes defending the downtrodden, the weak and innocent, a willingness to get involved.

A family group of five working together is more likely to prosper than a group of five working

independently. It follows that a village of 100 working together will do better than a village of 100 all looking out for themselves.

A willingness to help strangers and those less fortunate than you does not mean that a person is stupid. A good character will try to stop a lynching and would interfere and help an elderly man being pushed around by a street gang.

- 2) Giving more than is your due in both money and time. A good character will give what he can. Once his own personal needs have been met he will exhibit great generosity. This means that the good character will go into a local temple and leave a donation, knowing that it will go towards helping the community (if this is the case).

The good character will also be willing to lend a hand and to help those in need. You may extend this to include a willingness to go on heroic quests that will end with the character saving the world.

- 3) Association and a willingness to work for and with good. Yes, even a willingness to work with good is a good act. This does not mean that a spy is good. The spy is using his association as a cover. The good act comes from a character that is willingly working with and for a group of good characters.
- 4) Truthfulness to yourself and others. The good person will not tell a lie. He may withhold information or not answer a question but he will not tell a lie.
- 5) Killing an evil creature. Killing evil is considered a good act only if the creature is evil to the point that it may be considered past redemption. A demon is an evil creature that is generally considered past redemption. Undead are another example of creatures past redemption. Creatures such as Orcs, Ogres, and Goblins, whose normal alignment is evil are usually past redemption. Generally even a Paladin will not hesitate in destroying such creatures.

This last point needs some further explanations. In any sane society killing is considered an evil act. The problem is that fantasy games generate a lot of excitement when a player is slugging it out with a huge fire-breathing demon. So we have a dilemma. On the one hand, killing is bad, but on the other, fantasy gaming is much more exciting when trying to take out some huge demon.

I have tried to account for this through the use of a soul. A soul represents the divine spark, the part of us that sets us above the beasts. Legend uses a myth-based universe. The entire structure of the universe is described through the use of stories or legends. The gods found in the game could be the gods found in any primitive culture or set of beliefs. The hierarchy of gods present includes an All Father and an All Mother and an evil sibling cast down from heaven. The All Father and All Mother create life and grant that life a soul. All humans have a soul. In game terms all of the character races have souls. The defiant sibling god creates monsters without the benefit of a soul. This life follows the path of its creator and is evil. It is the destroying of this soulless or evil life that is considered a good act.

What Is An Evil Act?

Generally an evil act is an action that disregards the rights of another creature or person. Up to a point, this makes the assumption that what is done by one creature is going to effect or influence another (i.e., and not just yourself). Evil acts generally will restrict the growth or development of others. A government that practices torture is performing widespread evil since its actions are adversely affecting the lives of others. Although evil can produce a strong organization that organization is not nearly as stable or likely to last as one built on the principles of good. People who are forced or coerced into fighting for you are not nearly as effective as people who are there because they want to be. Evil actions that are pertinent to the game and what they represent are as follows:

- 1) Killing any good or neutral creature. Killing a good or neutral creature is an evil act. Standing around while such an act is committed is also an evil act (see point 4).
- 2) Stealing and Treason. These are put together because treason may be considered stealing the trust of another.
- 3) Lying. If a character does not wish to perform an evil act, then he should refuse to answer a question rather than tell a lie. The other secret to not lying is double talk, the seeming ability to answer a question while really not saying anything at all.
- 4) Association and a willingness to work with evil (i.e. it is an "evil" act if a paladin works with an evil character). If you stand by and watch a beating, you may as well be in there with a stick of your own: good characters try to stop such

things (even if its running to get more help) they don't stand and watch. Evil characters stand around and do nothing when an evil act is being committed.

- 5) Employment of slave or torture. It is an evil act to own or torture another person or creature. Regardless of the gain, a good creature will not permit torture. A creature of pure good would find the thought of ownership to be as repulsive as the thought of torture. It would not be something that the "pure of heart" could do, even in pretense.

You must remember that legend works on the assumption that there are degrees of evil. Stealing from a poor man is worse than from a rich man that will never miss the money. This may not be a valid assumption but it makes it easier in terms of game play since the Legend Weaver need only mark the actions he himself views as major.

Penalties for not playing your alignment

Any penalties that are applied to a character not playing his alignment must be thought of and applied by the Legend Weaver. There are too many variables and too many times special circumstances are present. The character's skills might be penalized or the character could be ostracized from the group.

From personal experience, players are very consistent when they play. A person who is basically good will play their character as good. In eight years of playing I have not seen a single person of one alignment playing another alignment successfully. I have also never managed to see a truly evil or good alignment (the majority of people sit just off of neutral, both on the good and bad side).

Notes and suggestions for beginning Legend Weavers

Generally speaking, all player characters will or should be of good or neutral alignment. There are enough acts of evil in the world without seeing them played out in a fantasy game.

The whole question of alignments comes down to what a character does and how often he does it. Do not get bogged down with the little details. Even evil characters will do the occasional good act, but unless it is a significant act or is repeated often, the character is still evil.

From experience I can say that most Legend Weavers will probably find that the majority of players will play the alignment they choose. The only time you really need to make note of alignments is at the beginning of a campaign with a new player. Record

the player's alignment and keep track of what the player says and does in the first three hours of play. Even in this short a period of time it will normally be obvious as to what alignment the character is and will continue to play. If all that the player can talk about is slaughtering monsters so that he can take their money, then he is playing the character on the evil side of neutral.

You will also find that most players are incredibly consistent in how they play their character. If the first three major acts that a character commits are "good" acts, then the player is going to be playing a good character.

One thing that I disagree with are players that maintain that what they are saying and what the character is going to be doing are two different things. The entire point of the game is that you may become some great hero in a fantasy setting and if the game is halfway interesting, and if the pace of the game is half ways reasonable, the player will not be given the chance to think "what would the character do in this situation". There should be no time for this to take place. "A monster jumps through the door and charges, screaming a blood curdling battle cry". The character will not have time to think, he only has time to react. I have run this situation many times with many groups and have seen three reactions. The evil character charges the monster. The neutral character stands ready to defend himself and the good character screams "stop" and tries to prevent the fight.

Artifacts

Artifacts are extremely powerful magical items. They are items that are normally associated with having come from a god or from the Ben Sidea (the gods messengers). They are either created items or are items created as a result of being in the presence of a god for an extended period of time. There is a very real difference between the two types of artifacts.

Created Artifacts

Artifacts that are intentionally created by a god are items of incredible power. These items are large, powerful and are either set in a specific place or are carried and never allowed out the presence or influence of a deity. Examples of these items are the Deck of Tarro, the Throne of the Gods, the Fountain of Youth.

The Deck of Tarro is an example of an artifact carried by a deity. The deck was built by the combined effort of three deities. If a god wishes, it may allow a

character or creature to pull cards from the deck. The cards themselves will reward or curse any creature brave enough to chance it. The magic done by the deck cannot be undone by anything less than the combined effort of three gods or by the effort of Alturus (the combined form of the All Father and All Mother) or Kaminari (the second generation god and gatherer of souls).

The Throne of the gods as well as the Fountain of Youth are examples of stationary artifacts. A creature that comes across these artifacts must decide if it wishes to use the artifact. In the case of the Fountain of Youth, the creature must drink from its waters. If the Throne of the gods is found then the creature must decide if it is going to sit upon the throne or leave it untouched. Legend says that drinking from the fountain gives immortality and sitting upon the throne grants you the right and power to rule your own kind. Artifacts of this nature are constructed by a single deity and are placed in the remotest, most inhospitable places (i.e., they may not even be on Panjere). To get to these items is the test that indicates you deserve to benefit from their use, if you choose to do so.

All created artifacts have one thing in common. The gods create them with a specific purpose in mind. The fountain of Youth was built as a fair way to grant immortality. The throne of the gods is a way to identify a rightful leader. The deck of tarro is a means to create, or to prevent a creature from becoming a Ben Sidea, a messenger of the gods.

Each god may have his own single great artifact. Generally speaking, the faithful will have the greatest knowledge of these items but will guard the information zealously. The faithful must be given reason to believe that the seeker is worthy of the information they have. This is not to say they will know the exact locations of the artifacts, it means they will have the best available information possible.

I will be producing write-ups on these types of artifacts as time goes on. As LM, you may design any number of adventures around the finding of these artifacts. These types of artifacts may be as powerful or as weak as you wish. Just keep in mind that each such artifact should be built with a specific purpose or use in mind and that only one character should actually qualify for its use (i.e., they all step into the room, but only one ends up in the room, the rest end up outside the dungeon / area as unworthy).

Artifacts Based On Life Impressions

The Legend Weaver game uses the idea of psychic impressions. Psychic impressions are life impressions that objects can pick up. These life impressions come from emotion. The greater the emotion emitted by a creature the greater the life impression will be. Thus, a sword or weapon can pick up images and impressions of the creature that wields it. Picking up these impressions takes time and each item can have just so many present before new impressions overwrite or push out old ones. When owned by normal beings (i.e., characters or monsters) then nothing more happens than the item picking up images of the wielder's personality. A god's personality and power is so great however, that a normal item cannot cope with the power of its life impressions. When this happens then the life impressions themselves are turned into a magical form of energy. The item becomes magical.

Even when carried by a god, this conversion to a magic item takes time. A god of war might carry and wield a single long sword for ten thousand years. At the end of that time the sword has become a magic item; it has become an artifact. Artifacts created this way will embody or hold the major power(s) of those beings that wielded them; albeit in weakened form. Because of the power of these beings, artifacts can become fantastically powerful themselves. Thus the sword of a god of war may have a huge adjustment and have the power of not allowing its wielder to be dropped in battle (since the god had never been dropped in battle). The same sword's power may manifest itself by making the wielder an insane fighting machine impervious to damage. The key to this type of artifact lies in the personality of the god that carried it.

Artifacts work differently from normal magical items in several ways. First, the power in an artifact cannot be dispelled, even for a short time. It is not possible for normal magic to prevent the functioning of an artifact. Thus an artifact that allows teleportation will teleport anywhere, regardless of any man-made protections against teleporting into the area. Second, an artifact made in this way does not use charges, its powers work continuously whenever the wielder desires. The power permeates the item so thoroughly that nothing, no man-made magic field can effect the artifact. It becomes very near like a living being in that its power comes from within. Artifacts are god magic or god caliber magic held in the item.

From the description above, you should realize that an adventuring group should have access to no more

than one god caliber artifact in its entire adventuring career. When you design an artifact, design it around a specific god. Lesser artifacts may be designed around Ben-Sidea and you may want to include one or two of these into your game. Remember that the god or beings personality is captured in the artifact. The artifact will do what the god is normally known or identified as doing. Thus, if a god is known to move without making a sound then the artifact will allow its wielder to move without making a sound. Artifacts made in this manner should embody the deity's major characteristics or attributes. A god of war may be known as never having been dropped in battle, or for being a ferocious fighter. He might even be known for his ability to whip his men into a battle frenzy. People tend to remember the single most outstanding facet of a persons personality, which is exactly the way in which life impressions work. The major facet of a deity's personality will be the major power possessed by the artifact. Secondary personality traits will manifest themselves as secondary powers when the item is used.

For a further write up on life impressions and psychic images refer to the section entitled PSYCHIC IMAGES in this reference manual.

Now For The Bad News

You must consider the use of artifacts with incredible care. Although all artifacts are incredibly powerful it is fair to say that some are more powerful than others. This statement basically means that some are easier to work into the game than others. The fountain of youth grants immortality. You can still be killed after you have taken a drink, but you will not age and your physical form can change as the fountain's magic restore life to your fallen form. It is a powerful magic item but not nearly as deadly (in game terms and no pun intended) as the sword given by the Deity Hussar (god of war) to his first general Beruria. The sword is Soul Bearer and the rightful wielder cannot be defeated in battle. Making a group member the rightful wielder of this weapon pretty well eliminates the need for further adventuring. The sword may still be used as the basis of an adventure since it is very easy to say that the rightful wielder is a 12-year-old (very frail) child. The adventure could be finding the sword and taking it to the child. It is very easy to say that an artifact will only work for a very specific type of individual (the individual does not have to be group member). The easiest way to see this is to imagine the vilest creature in the world picking up the staff of healing from the god of healing: it's not going to happen.

Keep this in mind with creating adventures that deal with artifacts. Artifacts do not have to add their power directly to that of a group or character. I myself think it is better if you use them to add color to your world. The group can buy, make or find normal magic items that will be hard enough for you to deal with without adding the extra problem of deity level magic. So if you do use artifacts, use them with a great deal of caution and care.

Control

When we talk about controlling another creature we are talking about making someone else do things they would not normally do. For example, you take control of a character and get that character to fight for you.

There are three levels of control:

- Control Through Spells
- Control Through Domination
- Control Through Possession

Control Through Spells

This is the weakest form of control. Basically, you are casting a spell and that spells magic imposes your will and desires onto the target mind.

Control through spells is normally of short duration. The target of a control spell always gets a spell resistance dice roll to avoid the affect of the control spell completely. Generally speaking, if the first attempt to control a target fails, **that target cannot be controlled with the spell you are using**. This means that the target will automatically resist future attempts to use the spell against them.

A controlled character or creature is not the best ally. There is always a fight within the targets mind. To represent this, all of the base skill levels as well as the synergy bonuses in those skills are halved so long as the character is maintained (i.e., a skill level of 18+6 becomes 9+3).

Spells are a very poor way to control a creature. You are using brute force to suppress the targets natural tendencies.

Control Through Domination

This is a much more powerful form of control. Vampires are able to dominate an opponent, as well as those that use Psionics. Since I am still working on Psionics, I will restrict this explanation to the method of control exerted by Vampires

One of the attacks that Vampires possess is the ability to drain soul points from the victim. The soul is the divine spark. Although you can have life without a soul, any life that has a soul is subject to what the soul tells it. The soul is able to learn and grow as an entity only so long as it is connected to a living-breathing creature. A vampire takes the victims soul and replaces its connection with its own connection. The body of the victim is unable to tell that any message it is getting is from a vampire and not from the original soul connected to the body.

So long as the connection is maintained, the vampire's intellect is connected to the target. The vampire acts as part of the character's soul (a scary thought).

Although odd, a vampire cannot control a creature through domination unless that creature does have a soul.

A character with no soul points dies outright. Yes, a creature can exist without a soul but only if it were born that way. A body or creature that loses its soul (for whatever reason) dies.

What this means is that the vampire can tell the character what to do and the character will have a legitimate desire to carry out the orders.

For specifics on how domination works, refer to the Vampire Stat sheet.

Control Through Possession

The third type of control that is possible is through possession. Possession takes place when a spectral undead (i.e., when a soul without a body) enters a body. In this case, the attacking soul moves into a body and wrenches control of it from the original soul. Such control is normally short lived (the original soul will be fighting to get the attacking soul back out of the body).

The possessing soul has full access to and knowledge of the character's skills and abilities. The invading soul does not normally have access to its own skill set and must rely on the skills and abilities of the character or creature being controlled. At this point, most of its attention is maintaining the connection to the body so what it does is tell the character what to do and the character does it.

Creation Magic

There is one additional form of magic present in the characters world. This magic is referred to as creation magic.

Beings with creation magic will laugh at anyone who has the nerve to say that creating a gallon of water is creation magic. Creation magic is affecting reality permanently on a large scale. It is creating a magical house that is larger on the inside than on the outside. It is creating a road dotted with guard posts and constructs through the entire length of an empire. Answering every wish stated by a group of characters would be easy using creation magic. Creation magic is the magic that is used to create a demi-god. Because it is so powerful, it is extremely hard on the caster (Unless the caster is one of the ruling class gods). Even the race gods and gods of places and things find creation magic a strain (not nearly as much of a strain as a demon or Djinni would, but still a strain).

Creation magic starts when the recipient has access to 10,000 or more soul points. At this point in time the creature has access to one point of creation magic. For each additional 10,000 soul-points one additional point of creation magic is obtained.

Certain creatures were created with access to creation magic. A Djinni and certain devils fall into this category. It is the use of creation magic that allows these beings to fulfill people's wishes. Make no mistake, the use of creation magic is a huge stain on any that make use of it, be it a peoples or a single creature. Creation magic is magic that will take hours to perform, at the end of which the being controlling the magic is virtually helpless for days, weeks or even months. Any being that has creation magic will be loath to use it.

In the Fairies inner circle as well as the Elves inner circle, there are rituals that allow the joining of the entire Elf or Fairy race. This joining will give access to creation magic. It is the sole reason for the magical nature of the Elves inner kingdom. Although capable of it, the Fairies have never gotten organized to the point where they could actually use creation magic (which is a good thing). It is even rumored that the knowledge of these rituals is lost in the characters time. It is more likely that they represent the best-kept secrets of the race: think of how our government guarded the secret of the atom. If you can't figure it out yourself, you have no right to it: and even if you can figure it out for yourself, you still probably have no right to it.

Creation magic always works (to some degree). When used, percentile must be rolled. If the dice roll is equal to or less than the number of creation magic points then all went well. If the dice roll is over, then there will be side effects from the creation magic. The side effects can be anything. When humanity used magic to give itself access to creation magic, the results were less than stellar. Of the three times it was done, twice ended up throwing the world into a dark age and the third ended up creating direct teleports into the Blasted Lands (see the history of Panjere for more on this).

Creation magic is an important idea since it accounts for how the world came to be. You have ancient magic that combined with creation magic gone wild to produce effects and areas that are quite unlike anything you would expect to find on a 'normal' world. This gives you free reign to put just about anything you want into the world.

Curses

The curse comes with a level between one and ten. A Trock's death curse is level eight (and this is only possible because the Trock must destroy his soul in order to do the curse). Only the most powerful being can cast a curse that is stronger than level eight.

As a rule of thumb, once someone is cursed he must check to see when the curse kicks in. The frequency of this happening depends on the curse itself and is written up in the descriptions of the curses themselves. It can be anywhere from a check each time a specific skill is used or at the start of each battle. Some curses work on a continual basis.

If there is a chance that the curse will "kick in" in any given instance, you have what is called a curse chance. The chance of a curse taking effect is determined on a roll of a d20. The curse chance is equal the level of the curse or double the curse level, depending on the individual curse. For example, if a character has a level 3 curse that can happen during any battle, then at the start of a battle he rolls 1d20. If the roll is 6 or less (the curse level doubled for this particular curse) then the character is affected by the curse for that battle.

Character Rolling the Curse

Under most conditions it should be the LW that rolls to see if the curse will affect the character in any given situation. This is not a hard fast rule, but is definitely recommended and almost a must for some of the curses involved (i.e., the character may not

always be sure that his curse is responsible for what happens). As the LW you may want to allow the character to make some of the checks, with you making those that you feel are critical.

Removing a Curse

There is no easy way to remove a curse. When you are cursed, the first thing you have to do is find someone who knows how to remove the curse. This is normally a priest or sage of some type with the research skill and access to a library. The chance of success is determined by how good a library the character has access to (library level) and what the character's level is in Research. An astrologer can also be used to determine how to remove the curse. Refer to the skill's section 3 of 5 for exact information on this. Often the only way to remove a curse is to perform some action that in some way appeases the spirits of the ancestors or families of the creature or person that laid the curse on you. This means that the character should have to perform a quest of some type for a curse to be removed. The exact nature of this quest is totally up to the LW.

Some curses have to be removed through ritual magic. This would involve some long, drawn out ritual that would break the curse. If this were the case, then the person performing the ritual would have to have a certain number of very specific items so that the curse could be broken. Again, the specifics are left up to the LW taking into account who cast the curse and why it was cast.

A curse cast by a Trock must be removed. It will not go away on its own. This means that someone has to figure out how to remove it. The skill you need to do this is Research or Astrology. To determine how to remove a curse you have to have a character make a successful research or astrology skill check. Triple the level of the curse and add it to the research skill check. Double the level and add it to the Astrology skill check. If using the research skill, subtract the library level from the dice roll.

Research Example:

A character with the Research skill (18+14) is using a 7th level library to figure out a level 6 curse. This means that using the research skill you triple the curse level and subtract the level of the library from the roll ($6*3 = 18-7 = 11$). There is an 11-point penalty added to the dice roll. Since the character has 18+14 in the skill, the penalty is totally negated. The character must roll 18 or less to figure out how to remove the curse.

Astrology Example:

A character with the astrology skill (level 18+7) is trying to figure out a 6th level curse. For Astrology the curse level is doubled and added to the skill check dice roll (i.e., 1d20+12). Since the character has a 7-point synergy bonus in the skill, 7 points of the 12-point dice roll penalty is negated. If the character can roll 13 or less on d20 then he figures out how to remove the curse.

Determining the curse

Most of the times you are sent to this table you should be told to make at least two rolls. The reason for this is that not all curses suit all players. A curse is meant to be a problem to the cursed player. After the rolls are made, the LW picks the curse that the player will have. Under most circumstances, a player will only ever receive one curse from the table. Multiple rolls are made to allow the LW to pick a curse that will mean something to the character.

Dice Rolls

Roll percentile to determine the actual curse (re-rolling any result greater than 46). The actual affects of the curses are listed in the following pages.

1. Anger Opponents
2. Assassin problems
3. Awkwardness
4. Back problems
5. Bad Luck
6. Bad Sleep
7. Blindness
8. Berserk Opponents
9. Boost Opponent
10. Can't jump
11. Can't React
12. Can't Resist
13. Cross-eyed
14. Deaf
15. Don't like me
16. Extra damage
17. Fatigue
18. Fumble
19. Hard fall
20. I'm hurting
21. I'm really hurting
22. Infuriate
23. Hard skill learning
24. Hard spell learning
25. Hard weapon learning
26. Magic Bane
27. Magic Failure
28. Monster trouble
29. Opponents
30. Pincushion
31. Potion Bane
32. Poison Hater
33. Push over
34. Slow spell speed
35. Slow walk
36. Slow weapon speed
37. Speed opponent
38. Spell block
39. Spell failure
40. Spell problems
41. Stun me
42. Trap magnet
43. Weapon problems
44. Weak armor
45. Weak Leg
46. Weakling

Anger Opponents

Any time an opponent has a choice between attacking the character with the curse and another without a curse, he will attack the character with the curse. Check each time an opponent faces a choice. The curse chance equals double the curses level. Even if the curse does not kick in, a random dice roll may have him attack the cursed character anyway.

Assassin problems

Check whenever there is someone to the character's rear. The curse chance equals double the level of the curse. If the curse

kicks in then the character is unable to avoid a back attack and has no chance to stop or prevent an assassination attempt (i.e., the character's sixth sense skill cannot be used to avoid a successful assassination attempt).

Awkwardness

This only affects adventuring skills. The character must check for the curse once per day when he gets up. The curse chance is double the level of the curse. If the curse takes affect, then all skill checks suffer the curse penalty.

Back problems

Any attack from the back of the character has a chance of killing the character out right (i.e., can act like an assassination attempt). The curse chance is equal to the level of the curse. If the curse kicks in then any successful blow that does at least one point of damage takes the character to zero wounds.

Bad Luck

The character must make a curse check when he tries to use a point of luck. The curse chance is double the level of the curse. If the curse kicks in then his luck point is wasted and he automatically fails to perform the attempted task. He cannot attempt to use additional luck point for the same task.

Bad Sleep

Check each time the character sleeps. The curse chance is double the level of the curse. If the curse kicks in then the character suffers a one-point penalty to all skill rolls for the next day. Each good nights sleep removes one point of penalty. Each addition failed curse check adds one point to the penalty.

Blindness

The character goes partially blind. Any skill or action check (i.e., react check, any weapon or spell skill) used by the character during combat suffers the curse penalty. The curse penalty is equal to double the curse level.

Berserk Opponents

Check at the start of each combat. If the curse kicks in then you know the guy you

face really hates you (hmmm, must be the way you look). The curse chance is double the level of the curse. He will not change opponents for any reason. In addition, each time he scores a hit on you, he makes his to wound rolls twice and gets to apply the higher results to you.

Boost Opponent

Check at the beginning of each combat. The curse chance is double the level of the curse. If the curse is in effect, then all opponents that face the cursed character get to add an amount equal to the curse penalty to their weapon skill synergy bonus.

Can't jump

Roll to see if the curse takes affect whenever the character tries to make a broad jump. The curse chance is double the level of the curse. If the curse takes affect the distance jumped is zero (the character gets to the edge, tries to jump and falls on his face... i.e., falls over the lip of the ditch / chasm he is trying to jump across).

Can't React

Roll at the start of each battle. The curse chance is double the level of the curse. If the curse kicks in then the character's react figure decreases to zero for that battle.

Can't Resist

Roll at the start of each battle. The curse chance is double the level of the curse. If the curse kicks in then the character's Spell Resistance decreases to zero for that battle.

Cross-eyed

The character will find it hard to target anyone more than a couple of feet away. Each time a missile weapon is used or any time a spell is cast at a target that is not toe to toe to the character, make a curse check. The curse chance is double the level of the curse. If the curse kicks in then the shot / spell is a waste as it misses the target. Spells miss, even if they are described as never missing.

Deaf

The character will loose his hearing at critical times (i.e., during battle). The curse chance is double the level of the curse. When the curse kicks in the character must

add the curse penalty all awareness rolls. The curse penalty is equal to double the level of the curse. Check once each battle.

Don't like me

All items sold by the group bring half what they would normally bring. Merchants just don't like the character or the group the character is in. Work out the amount the character would make based on the skills he / she has and half it. The affect extends to anyone selling on behalf of the character (i.e., read that as other group members).

Extra damage

Roll at the start of each battle. The curse chance is double the level of the curse. When the curse kicks in the opponent gets a bonus to his damage dice based on the level of the curse. The damage bonus is only ever applied to blows against the cursed character. This only applies against weapons and natural attacks, not magical attack damage rolls

Curse level 1 = 1d4

Curse level 2 = 1d6

Curse level 3 = 1d6

Curse level 4 = 1d8

Curse level 5 = 1d10

Curse level 6 = 1d12

Curse level 7 = 1d8+1d6

Curse level 8 = 2d8

Curse level 9 = 1d10+1d8

Curse level 10 = 2d10

Fatigue

The character always suffers from fatigue. He carries a penalty to any skill check equal to the curse level itself (i.e., a curse level of 7 gives a 7 point penalty to all dice rolls).

Fumble

Once during a battle, have the character make a curse check. The curse chance is double the level of the curse. If the curse kicks in, then the character drops whatever he is holding. The check is also made if the character should try to pick something up or if the character attempts to drink a potion during combat.

Hard fall

The damage done by any fall is twice normal for the distance fallen until the curse is removed.

I'm hurting

The character's wound total decreases by an amount equal to the curse level. They will not come back by any means until the character has the curse removed.

I'm really hurting

The characters wound total decreases by an amount equal to double the curse level (or goes to one point, whichever is more). They will not come back by any means until the character has the curse removed.

Infuriate

If this curse kicks in, NPC's will have a negative reaction to the character and any group he / she is with. The curse chance is double the level of the curse. Check each time the character or his / her group is dealing with a critical NPC.

Hard skill learning

It takes double the amount of affinity points to make an attempt to learn any known adventuring skill (i.e., increase your level in a known skill).

Hard spell learning

It takes double the amount of affinity points to make an attempt to improve your level in any known spell (i.e., increase your level in a known spell skill).

Hard weapon learning

It takes double that amount of affinity points to make an attempt to learn any known weapon skill (i.e., increase your level in a known weapon skill).

Magic Bane

Check for each magic item the character owns, or tries to use. The curse chance is equal to the level of the curse. If the curse kicks in the item will not work and will act as a mundane item so long as the character wields it.

Magic Failure

The character cannot cast a spell upon himself. Any spell the caster tries to cast upon him or her self will not work.

Monster trouble

You will be attacked from time to time by (potentially) large numbers of monsters that will seem to come out of nowhere (actually they have been tracking you for days) will beat you into the ground, and then rush off into the woods to disappear forever. This will only ever happen when you are in an area that is considered wilderness or dungeon. It may happen during the day or late at night. There is no way to predict it. In this case, it must be the LW that rolls and decides on the type of monster that will attack you. The curse chance is double the level of the curse. If the curse kicks in the number of monsters should correspond with a type and number associated with the area. Roll once per game month until the curse is removed. When they attack, they will attack the character with the curse (all the while shouting vile comments about what a stinker he is), and will not stop their attacks against him until he is dead or they are.

Opponents

Check at the start of each battle. The curse chance is double the level of the curse. When the curse kicks in then the character will always have to fight at least two opponents. This means that so long as there are more than two opponents, there will always be two on the character. The last two opponents being fought in any battle will be on the character or trying to reach him.

Pincushion

Any missile fired at any group member will hit the cursed character instead. The curse chance is double the level of the curse. Roll for each missile fired. If the curse **does not** kick in, then make the normal set of to hit rolls for whomever the missile was intentionally fired at (even if it was going to be fired at the cursed character).

Potion Bane

Roll each time the character drinks a potion. The curse chance is double the level of the

curse. If the curse takes affect the potion is nullified the instant it is taken.

Poison hater

The character will suffer the full effects of any poison he is exposed to. If he handles a poison object, roll to see if the curse takes affect. The curse chance is double the level of the curse. If the curse takes affect, then the character will fumble the item and suffer the affects of the poison that is on it.

Push over

The character's power rating becomes half of normal. In addition, the character's TKA figure and WR figures become zero.

Slow spell speed

Add the curse level to the speed of any spell being cast by the character. Check at the start of each combat. Add the curse level to the spells attack rank as well as to the spells rolled attack speed (i.e., if it is a level 3 curse then the spell would have a speed of $27/2d12+3$).

Slow walk

The character's jogging and running speed are halved until the curse is removed. If the character tries to perform a broad jump, then his jump distance is decreased by a number of feet equal to the level of the curse. Check when the jump is made.

Slow weapon speed

Add the curse level to the speed of any weapon attack made by the character. Check at the start of each combat. The curse chance is double the level of the curse. Add the curse level to the weapons attack rank and add it to the dice roll.

Speed opponent

Check at the start of each battle. The curse chance is double the level of the curse. If the curse kicks in then the opponent rolls his attack speed dice twice and goes with lowest set of rolls.

Spell block

Check each spell the character knows, or new spells as the character learns them. The curse chance is equal to the level of the curse. If you make the curse roll then the

spell cannot be used by the character until the curse is removed (i.e., if the character has a level 2 curse then a spell is blocked on a roll of 2 or less).

Spell failure

This should be rolled each time the player tries to cast a spell that he / she knows. The curse chance is equal to the level of the curse. If the curse kicks in, then the spell fails to go off as planned (the character casts and nothing happens that round).

Spell problems

Add the curse modifier to any the dice roll when trying to cast a spell (i.e., if it is a level 4 curse and you have 14+7 in the spell, then you roll 1d20+4. If the result is over 14, the spell fails. This is an absolute penalty and is not lessened by having a synergy bonus in the spell.

Stun me

In any fight the character can be stunned by an opponents attack. The curse chance is double the level of the curse. If the curse kicks in, then the character spends the next 1d4 combat rounds stunned.

Trap magnet

If the character is near enough to a trap to suffer its effects, it will go off. The character will suffer the full effects of any trap he is caught in.

Weapon problems

Any weapon being used by the character may break during a battle, even magic weapons! The curse chance is equal to the level of the curse. Once per weapon per battle roll to see if the curse kicks in (i.e., at the beginning of battle or when a new weapon is drawn). If it does, then the weapon being used by the character will break. Roll 2d6 for the number of combat rounds the weapon will last. If the battle is still going after that point, the weapon shatters.

Weak armor

Check once at the beginning of each battle. The curse chance is equal to the level of the curse. If the curse kicks in then roll 2d6. If the battle is still going after that point, then

the character armor will shatter and become useless.

Weak Leg

The character will never land on his feet, regardless of the height he falls or the distance he jumps. At the end of any fall or jump, he will trip and fall on his face and be stunned for 1d6 combat rounds.

Weakling

The character grows weak. Half the character's Free Weight figure until the curse is removed.

Doors and Locks

When a door is given a description it is listed with either two or three numbers. It will either be in the format:

6/15
(Strength / Damage)

Or

6/15+5
(Strength / Damage + Lock Modifier)

Or

6/15-5
(Strength / Damage - Lock Modifier)

In the first example (6/15) the first number is the amount of damage the door can absorb in a single blow (its *Strength*). Each time a single blow exceeds this figure, the second figure (its *Damage* total) is decreased by one point. When the second figure reaches zero the door opens (destroyed).

The second example includes an additional figure after the doors Strength and Damage figure. This figure is a Lock Modifier. This figure is added to the dice roll when the door's lock is being picked, if positive and subtracted from the dice roll if negative.

If a door has the following information: 7/12+7 it means that a seven point blow is needed to decrease the doors damage total from 12 to 11. Another 7-point blow is needed to change the doors damage total from 11 to 10 and so on. If a thief tries the pick the lock, then he / she must add +7 to the d20 dice roll when making the attempt.

If this door were listed with the following information 7/12-7 it would take the same amount of damage before being forced open, however, a thief would be able to subtract 7 from his dice roll when going to pick the lock on this door. Note that any negative modifier gives every group member a chance to

perform the action. Any modified dice roll of 0 or less means success even if you do not have basic training in the skill.

If a strength / damage total for a door is not listed in an area's description, assume it to be 5/5. Most doors are just not that strong.

Swords do 25% of their normal damage when used to chop down doors. Axes and Maces do full damage against a door. Axes do cumulative damage, meaning that you add the current blow to the last blow struck against the door... Axes are supposed to be used to chop through doors.

Swords are not meant to hack open doors. If you use one to do so, roll to see if the sword breaks (the chance equals the doors damage total rolled on percentile). Check once when the door is about half way to being destroyed.

Encumbrance

See Weight and Encumbrance, Page 29.

Falling and Fall Damage

Legend Weaver uses the following table to determine a character's fall damage.

Fall Distance	Damage / Death Chance
10 feet	1d4
20 feet	2d6
30 feet	3d8 / 1%
40 feet	5d10 / 2%
50feet	6d12 / 3%
60 feet	6d12 / 5%
70 feet	6d12 / 8%
80 feet	6d12 / 13%
90 feet	6d12 / 21%
100 feet	6d12 / 34%
110 feet	6d12 / 55%
120+ feet	6d12 / 89%

Fall damage has two components, the dice you roll to see how many wound the character takes, and the chance that a fall will just kill the character outright. It is normal for you to roll the percentage chance first, even though the damage roll may end up killing the character anyway.

The chance to die outright from a fall is actually pretty low on the table. The damage roll will probably be a bigger threat to the characters until they are fairly well developed. If you roll outright death for the character you do not make a rate of death roll.

The character is dead, not lying on the ground bleeding to death.

The Calt

A Calt always lands on its feet, because of this, your subtract 10 from the fall distance for the Calt. If the Calt is wearing metal armor it has a 40% chance of landing on its feet. If it does not land on its feet, then it takes normal fall damage.

Reduce fall

The Reduce Fall skill allows you to step down the table. Thus, if you were falling 30 feet and made the roll, it would be as if you fell 20 feet (a big difference).

The skill is also used to reduce bonus damage done by the things you fall on (i.e., spikes, glass, teeth etc.). The character that uses the skill successfully (i.e., makes a roll during the fall and a separate successful roll when hitting bottom) will reduce any bonus dice rolls (dice rolls that are rolled and added on to the falls dice rolls) by one die.

When combined with Climbing (AS: cost=1d4) may actually stop the fall before hitting the ground. Cost for Reduce Fall = 2d4. You will fall 2d20 feet before stopping your plunge. If the fall is shorter than the time taken to stop then you still take full damage from the fall. Nothing wows the group more to see the plunging character catch himself mere feet from the bottom of the cliff face.

Invisible Opponents

You are unable to fight invisible opponents unless you first detect them. Even if detected, all casting and melee attacks carry a penalty when directed against an invisible opponent. The following details the procedure for fighting an invisible opponent.

Detecting an Invisible Opponent

Normally, you can only try to detect an invisible opponent if it has moved or has given itself away in some way. If it has not moved, attacked, or cast spells and has not used a skill of some type, then you cannot detect it unless:

- A character moves within 10 feet of an invisible opponent (that has not done something to make its presence known) may detect it if he or she can make a successful *Sixth Sense* skill check (the

Legend Weaver should be the one actually making the skill check).

If an invisible opponent is *not* detected, then it gets a free round of action on the round it does take action. All those present must make a react roll or be surprised and lose a second round of action.

Just because an invisible opponent has taken action, it does not mean that you automatically detect it. Before you can take any action against an invisible opponent you must detect it. To do this, you must make a skill check versus your Awareness or Detection adventure skill (you choose which skill to roll against). The roll may have a positive modifier (add to the dice) depending on how good the level of invisibility is, or a negative modifier (subtract from the dice) as based on what actions are taken by the invisible creature.

Level of Invisibility

- As explained in the write up on the spell, affect or magic item that grants the invisibility. For example, the item or spell in question might say, "+4 to the dice roll when attempting to detect someone made invisible by this spell".
- +1 on the dice roll for each 2 feet of distance between the invisible creature and the character.

Actions taken by the creature and the associated modifiers are:

- -8 on the detection dice roll if the monster's first action is a Melee attack. Please note that the target of such an attack is considered vulnerable on the first round of combat. This means that the attacker makes the to hit and damage rolls twice and applies the results that are most favorable to him or her.
- -4 on the detection dice roll if the monster's first action is to cast a spell. The target of a point spell does not get a react or escapist skill check versus the spell. If an invisible opponent casts an AoE spell then those on the edge may still avoid the effects of the spell if they make an Escapist skill check.
- -2 on the detection dice roll if the invisible opponent moves (walks), changes equipment or uses a skill in the round. (-4 if they move faster than a walk).

Once a character detects an invisible opponent, he or she can take action against it.

- A character making a melee or missile attack against an invisible opponent must add +8 to the

to-hit dice roll when making the attack. This penalty is cut in half if the character can make a successful *Combat* skill check (check each attack).

- A magic user casting a spell at an invisible opponent must add +8 to the to-cast dice roll. This penalty is cut in half if the character can make a successful *Arcana* skill check (check for each spell).
- Add +1 to the dice roll for each 2 feet separating the character from the target, when casting a spell or firing a missile weapon at an invisible opponent. This penalty is cut in half if the character can make the appropriate skill check (*Combat* for missile fire and *Arcana* for spell casting).

The character(s) can use their advanced training in their skills to negate the entire penalty associated with fighting an invisible opponent.

Melee combat

- 1d6 Combat synergy bonus plus 1d4 Awareness synergy bonus plus 1d4 Detection synergy bonus

Missile Combat

- 1d8 Combat synergy bonus plus 1d6 Awareness synergy bonus plus 1d6 Detection synergy bonus

Spell Casting

- 1d8 Arcana synergy bonus plus 1d6 Awareness synergy bonus plus 1d6 Detection synergy bonus

Please note that any penalties that are given to the dice roll when fighting an invisible opponent are not negated via a high synergy level in a weapon or spell skill.

Optional Rule

Any attacks made against an invisible opponent suffer an attack rank penalty of 12/1d12. This penalty is halved or removed as the other associated penalties are halved and or removed.

Money

What is a Talon?

A talon is the name of the money used in Legend Weaver: The Making of Heroes. Like the dollar the talon is made up of 100 units called Claws.

Legend Weaver: The Making of Heroes does not make use of paper money. The coin of the realm (any

realm) is made of gold and silver. Most cultures do not make use of copper or other substitutes and paper money is virtually unheard of (although hand written IOU's are acceptable in some areas if a family or group hold enough influence).

The coin of the land will change (i.e., the design will change) with the passage of rulers. Older coins are accepted at full face value for a period of time (60 to 100 years). If a coin is older than that they will be discounted since they will be re-refined in the forges of the current ruler.

Money From Other Realms

Talons are specific to humans and to the Avian Races. The other races will not accept coins used by humans where it makes sense that they would not be accepted. An elf living in a human village will accept as payment human coins. A human living in an Elven village will be hard pressed to find Elves that would take his coins unless the village were used to seeing them (i.e., they do a lot of trade with another human village).

Each race has its own name for the currency it uses. The Elves call their currency leaves. Their gold and silver coins are formed to look like leaves. One leaf is divided into a hundred Twigs.

Dwarves are unique in that they do not produce a coin. All of their gold and silver are kept in bar form. The standard unit of money to them is called a Stone. A Stone is equal to about 1 ounce and is broken into 50 pebbles. Silver is done the same, meaning that when you talk to dwarves about money, you must also specify if the price is in Silver Stone or Gold Stone. Ten Silver Stones are equal to One Gold Pebble.

Each gold and silver bar used as money by the Dwarves is stamped with a weight and the Kings seal guaranteeing its weight and purity. Dwarves are very long lived, so when one ruler dies, all the bars with that kings seal are removed from 'circulation' re-refined and re-issued under the seal of the new king.

The area of Panjere described on this web site uses the Talon and Claw as the coinage of choice. Coins from the other races will be found from time to time, but this is the exception, not the rule.

Mounts and Riding Skill

Under normal conditions, any character can get on a horse (or similarly trained animal) and ride it around. This includes characters with no riding skill. This does not mean that they are masters at what they are

doing or even that they are having an easy time of it. But pretty near anyone can get on a horse and stay on as it walks around a bit.

The problem starts when the animal decides that it is not going to walk, or decides to walk somewhere difficult.

This means that it is not normally necessary to make checks against the characters riding skill. The only time you would make checks is when something exceptional happens; the character is forced to run the horse, the trail ends and the rider must take the horse over a very rough / steep bit of terrain, the character wants the horse to jump a fence... you get the idea.

Depending on the obstacle, you can assign a penalty to the roll (after all, the character usually only ever rolls against his or her basic level in the skill). This means that you may not give a modifier to the dice roll of a character that wants the animal to jump over a waist high fence but give it +10 on the dice if the fence is 6 feet high.

Synergy bonus will partially or completely negate this type of penalty. The penalty that is assigned for any given roll is left up to the Legend Weaver.

What can be ridden?

When you look at a monster or creature stat sheet, it will tell you if it can be used as a mount and what size of creature it can carry. Unless a stat sheet states otherwise, assume the creature cannot be ridden.

How big does a mount have to be?

There must be a minimum *Relative Size (RS)* difference between the mount and the rider before the mount can be ridden. Without this size difference the mount is simply too small to support the rider properly. As a rule of thumb, the difference is **five to one**. The mounts *Relative Size (RS)* rating must be at least five times that of the riders. This rule of thumb may be superseded and if it is, then this information will be listed in the description of the animal on the monster stat sheet.

Healing an Animal

Healing the animal you ride is normally a concern for characters so I will mention it here for convenience. Animals (pets or mounts) heal at one point per day while in a *Safe Haven*. Animals do not heal any more than one point per day unless it is mentioned on their stat sheet.

Animal Husbandry and Herbalist Skill checks

If a character makes an *Animal Husbandry* skill check while in a safe haven, then the target animal of the check heals at twice its normal rate for that day.

The target animal of a successful Herbalist skill check will heal at twice its normal rate for the day.

If a character makes a successful *Herbalist* skill check, as well as a successful *Animal Husbandry* skill check, then the target animal of these checks will heal at four times its normal rate for the day (i.e., four points a day).

Healing an animal after a battle

A character that makes an *Animal Husbandry* skill check following a battle will immediately heal 1d4 wounds on the target animal.

If the character makes a successful *Herbalist* skill check following a battle, the target animal of the check will regain 1d4 wounds.

If the character makes a successful *Animal Husbandry* skill check as well as a successful *Herbalist* skill check the target animal will heal 3d4. Again, this check must be made immediately following a battle.

Herb Kits and the Herbalist Skill

The character must have a Herb Kit to perform any type of healing using the Herbalist Skill.

NPC Characteristics

The material here is given as a basic aid in the creation of Non-Player Characters (NPC's). It is here to make the creation process a little easier and to help in the use of the NPC stat sheets provided in the adventure area. I do not always have a very defined idea of what an NPC should be like when creating one and I use these tables as a way to help me make important NPC's somewhat unique.

The material below is very basic and is meant to be that way. There are some very good works already available to generate character background (which normally go very far in developing a personality). I use these because they are quick and easy and still produce a reasonable diversity of NPC personalities.

The NPC

The NPC sheets come with a brief one-sentence description of what the person is like. Besides this basic description, the page may also list major personality traits. These personality traits are listed as 1 to 10, 1 being low or nearly non-existent and 10 being incredible strong.

If a trait is not listed, the NPC is considered to have it as much or as little as a 'normal' person. To give an example, If a character has a personality trait of Greed and it is rated as 3, then that person is not very Greedy. If the trait were listed as 9, then the person in question is very greedy indeed. If Greed is not listed on the NPC sheet it is assumed that the figure is 5, meaning that this particular person is no more or less greedy than the average person.

Only exceptional personality traits are listed. This helps keep the clutter down and besides, it is really the exceptional personality traits that help to define what a character is.

If a character came up to a Guard and said, "I will give you 10,000 Talons to let me pass", you would think to yourself, "would a normal person accept this offer". If you answer yes to this question, the NPC accepts the bribe and lets the character pass. However, if the guard has the characteristic of Loyalty or Greed, then you would think to yourself would someone who is very loyal to the king or very greedy, take this bribe.

Rolling Versus the Trait

Since the personality traits are rated from 1 to 10, you can roll a d10 and compare to the figure to determine whether or not the NPC does something as based on the trait. For example, if the NPC were offered a bribe you *could* roll a d10 and compare it with the characters Greed figure (note that it would be five if not listed) and his or her Loyalty figure. If you made both checks then the character would reject the offer and might well tell someone else that it was made. If you failed both rolls, then the NPC would accept the bribe. If you made one roll and failed the other, then the character would reject the current offer but might be willing to consider a better offer.

If you have a personality in mind, you can use the following list to help flesh out what the NPC is. You can also roll 1d10 and consult the table below if you want to make a NPC personality from scratch. When doing this myself, I roll 2 to 3 times (1d2+1) assigning a level to each of the traits rolled. For example, I might roll a 3, 7 and 9 on the dice. This would mean the character is average in all things but

Competence, Loyalty and Piety. I now ask myself how I view this character and assign the appropriate figures. If you wish, you could roll a d10 and assign the figure (remembering to re-roll a five).

The most common of the characteristics are listed below with a brief description of what they mean in game play terms.

1. Beauty
2. Bravery
3. Competence
4. Greed
5. Honesty
6. Intellect
7. Loyalty
8. Lustfulness
9. Piety
10. Temper

Beauty

Beauty is always in the eye of the beholder and in game terms this is still mostly true. When an NPC is rated with a high beauty then it is considered that the NPC is viewed as beautiful to other members of his or her own race. There are exceptions to this. Elf, Galt, and Human cultures have nearly the same standard for beauty so what is beautiful to one is nearly always beautiful to the others.

There are four basic levels for beauty (besides normal or average). They are, Gorgeous (9-10), Beautiful (6-8), Normal, Ugly (3-4), and Hideous (1-2).

Gorgeous

Gorgeous is used to describe the highest level of beautiful. This would be beauty on the level that a Deity would notice. NPC's that are gorgeous generally have favorable reactions from those around them.

Beautiful

An NPC that is beautiful is very pleasant to look at. He or she will stand out in a crowd and will generally have favorable reactions from his or her own race.

Ugly

An NPC that is Ugly is not the nicest person to look at. If human, the person might have a huge wart on the nose, or have a mouth full of rotting teeth and gums. This individual has an automatic negative reaction to any type of interaction.

Hideous

An NPC that is Hideous is one that is truly disgusting to look at and be near. This individual is often seen as diseased, unclean or as a freak. Others of its own race generally try to shun it or drive it away.

Bravery

Someone who is extremely brave is someone that will not really feel the panic that can often come with great danger. This does not make the individual reckless or stupid. The person may well be able to see, recognize and understand that danger is being confronted; it is just that someone who is brave will tend to react on an intellectual level rather than on an emotional level.

The other extreme of bravery is cowardice. The coward will tend to run away at the first sign of trouble. If in actual danger the coward will often jump behind someone else as he or she heads for a safe spot under the table or behind the chair.

Competence

This is the ability of the NPC to perform his or her job. Most people just get by in the job they do, making few real mistakes and seldom distinguishing themselves at their work. Those with a really low competence will normally have their job because of circumstance (i.e., the NPC's parent owns the company) although this is not always true (a person may hold a job for awhile by projecting an air of competence despite having little or no knowledge of the job they are actually doing).

Greed

This is an indication of how much material wealth matters to the NPC. A high greed factor means that the person in questions has an active craving for wealth and possessions. A very low rating in greed would go along with the hermit type (the guys who sheds his worldly possessions and goes to sit on a mountain top).

Honesty

This is an indication of how likely it is that a character will do something illegal. As can be pretty easily guessed, a person with a low figure in Honesty will be much more likely to accept bribes and rob others while someone who is very honest will be loath to do such things.

Intellect

Intellect is a measure of the NPC's ability to reason and understand what is going on. Someone with a high Intellect rating is considered smarter, someone with a low rating is considered dumb.

Loyalty

This is a measure of loyalty to the NPC's current employer. A high loyalty means that the NPC will not be willing to betray his or her current employer.

Lustfulness

In this case Lustfulness is the amount of sex drive the NPC has towards the opposite sex. The higher this figure is, the more likely it is that the NPC will do things to Woe a person of the opposite sex. Someone that is Lustful is at a disadvantage when dealing with someone that is extremely beautiful.

Piety

This is an indication of how dedicated to his or her deity, the NPC is. Generally, an NPC that follows a deity (i.e., actually has levels in worship) will have a high rating in Piety. However, an NPC or even a character may have a high Piety rating even though they do not actively worship a deity. A very low rating in piety would indicate a person that believes worship to be for the weak, or possible that person actual has contempt for the deities that he or she has been exposed to.

Temper

An NPC with a temper is a person that is quick to take anger and generally slow to cool down

Describing an NPC

Besides the 10 characteristics listed above you can use the following to help bring to life your NPC. Roll 1d10 one or two times and reference the material below. This allows you to help form the mental picture of your NPC and how he will interact with the players.

1) Aura

Aura is used to describe how a character projects him or herself to the world. The following terms are used to aid the Legend Weaver in bringing the NPC's to life. Pick one that fits with the personality that you are developing or roll a d10.

- 1) Aloof (someone who thinks they are better than everyone else, that others are beneath them).
- 2) Competent (despite the true abilities of the NPC, he or she always comes across as knowing what they are doing. This type of person is often able to shift the blame for disaster on those around him or her and it is normally only though long association that the NPC's true level of ability will become apparent).
- 3) Distracted (always seems to be thinking about something else).
- 4) Extrovert (very outgoing to the point of being pushy- will more than likely approach the group to find out who they are- other variations include loud and obnoxious).
- 5) Introverted (comes across as reserved and is often a loner- other variations include quiet and shy)
- 6) Imposing (come across as someone you would notice in a crowd, someone who commands attention).
- 7) Nervous (may be nervous about life in general or about a specific subject).
- 8) Opinionated (has an opinion about everything, even subjects he or she knows nothing about).
- 9) Passive (will go along with what the group does, always).
- 10) Slime (the NPC just comes across as slime, someone that cannot be trusted).

2) Appearance

Appearance is not a single item but can actually be a collection of items. It will not so much entail how the person actually looks, but more how the person presents him or herself to the world.

A person's appearance may be described in any one the following terms.

- 1) Clean
- 2) Dirty
- 3) Immaculate
- 4) Rugged
- 5) Slob
- 6) Unkempt

An NPC may be inherently beautiful but may well dress like a slob (i.e., they may be attempting to cover up their beauty).

3) Collector

The NPC collects something. You will have to decide what but it can be pretty much anything from rocks and money to dragon bones or dirt. The rule of thumb here: if it exists someone somewhere probably collects it.

4) Fanatic

Fanaticism does not normally go by itself but normally follows a cause or another personality trait. For example, a high value in religion does not mean that the character will try to convert everyone he meets. However, add Fanatic to the cause and then it is a safe bet the NPC will be preaching endlessly to any and all that will listen. By the same token, if you have a collector that is a Fanatic, then that collector will be much more likely to do whatever it takes to obtain items for his or her collection.

5) Dependent / Groupie

In this case the NPC that is dependent is going to want to stick close to group members (really feels the need to have others around). Or possible, the NPC will attach him or herself to one of the group and feel the need to always be near.

6) Honorable or Honor Bound

A character that is Honorable or Honor Bound knows that the greatest possession that he or she possesses is a word of honor. If the character says he or she will do something, then you can count on it.

7) Manipulative

This NPC will try their best to manipulate these around them. This means that the character will generally have some agenda that may or may not be the same as the groups.

8) Mentally Unstable

Mental instability can include a huge range of ailments. Some of the more common are listed below. Not a lot of people are mentally unstable (least I would like to think that). To represent this, you should have to roll this result twice to apply it (i.e., if you rolled this result you would have to roll again to see if you got the same result. If not, then you would accept the result of the second dice roll).

- 1) Amoral (someone who is amoral has no real knowledge of good or bad. Actions are just action, there is no good or bad act).
- 2) Berserker (the NPC can go into a killing rage. If this happens then you have a chance each fight (5% cumulative chance per target the NPC kills in a given fight) that the NPC will start attacking the closest targets, regardless of who they are. Once the rage starts it should be very hard to stop).
- 3) Insane (the nice catch all to describe nearly any type of weird behavior, including talking to an invisible friend to combing the snakes in your hair).
- 4) Paranoid (the NPC is afraid of something or some group. The fear may or may not be grounded in reality with the better chance being that it is not).
- 5) Phobic (a huge irrational fear of something- it can be a creature, a type of creature or even situations. As examples, the dark, spiders, small furry animals, the opposite sex- or just about anything else that seems to appropriate to you).
- 6) Psychotic (with this result the NPC is subject gets off on killing others and causing pain and discomfort).

9) Protective

The NPC is very protection of something (usually his possessions but it could be anything, spouse, children, the king). Whatever it is, the NPC goes out of his way to ensure that no harm comes to it.

10) Sense of Humor

A NPC may have a sense of humor or no sense of humor, depending on how you see him or her. The NPC may even be a joke teller or prankster. The prankster is someone that is always making jokes or playing jokes on the ones around them (those that enjoy seeing others in trouble will steal something from one character to plant it on another).

Psychic Impressions

The legend game uses the idea of psychic impressions. Psychic impressions are life impressions that objects can pick up. These life impressions come from emotion. The greater the emotion emitted by a creature the greater the life impression will be. Thus,

a corridor can pick up a life impression of an army or powerful group having passed but not of a single foot soldier.

These life impressions allow the use of certain information gathering spells. A STONE TELL spell allows the character to ask a corridor what has passed. All the spell is really doing is finding and reading back the life impressions held by the stones in the area. The questions asked by the magic user are the triggers that release the appropriate images.

Life impressions (psychic impressions) are a very important concept in the game. An item is able to pick up an impression and image of the character that uses it. Once the item has this image, others are able to read the item and learn about the owner. It takes time for an item to pick up these impressions. As a rule of thumb, it takes about a year for a full set of impressions to develop within an item. The time taken may be lessened due to exceptional circumstances. Thus it is possible that even a new sword will pick up the death impressions of its wielder (a death image), if the death circumstance produces enough emotion.

Under normal circumstances psychic impressions have a limited use. The bond spell expands this use. The bond spell sets up an immediate life impression and links the item to the user. Thus the items powers are unavailable to all but the character the item is bonded to. Once bonded with a specific character or creature the bond remains strong for as long the creature is alive. Once death has occurred a bonded item will bond to the next creature that uses the item for a period of a year or more. The bonding of the item to its new owner takes a long time since new impressions overwrite old ones very slowly.

Strength Of A Life Impression

Life impressions do not fade; new ones must replace them. Any given item can record only so much. The exception to this is in items that have been carried or used by very powerful beings over long periods of time (i.e., a god that carries and wields a sword though several thousand years of existence). If the life impressions are strong enough (i.e., those from a god qualify) then eons of use will pack an item with more of these impressions than the item is normally able to hold. When this happens the item becomes magical. Magical items created this way are called artifacts (one of two types of artifacts). Artifacts created this way will embody or hold the major power(s) of the being that wielded it. For a further write up on

artifacts refer to the section entitled ARTIFACTS in this reference manual.

Resolve Stat

After working through the undead monster list, I realized that some aspects of the undead were not well covered by the current set of skills or stats. For example, some undead have a look that is so horrifying that you want to run away. Making a check against an existing stat or skill just did not seem to fit. So after a whole lot of thought I came to the conclusion that a single stat called Resolve would solve the problem.

The resolve stat represents aspects of the character's mind and personality. It applies in the following situations:

- The character is subject to situations of natural fear or terror.
- The character must survive a battle of wills against an opponent. This includes the vampire's ability to dominate the character.
- It will be used to determine success or failure in various Psionic based attacks.

Starting Resolve Stat

The following shows the starting values in the Resolve stat for the various character races.

Race	Start	Dice Rating
Calt	4	Regular 1
Dwarf	8	Easy 2
Eldorin	4	Regular 1
Elf	4	Regular 1
Fairy	2	Hard 2
Gnome	3	Regular 1
Human	5	Regular 1
Lazinar	6	Regular 1
Leonid	6	Regular 1
Nagis	5	Regular 1
Rac	5	Regular 1
Trock	7	Easy 2

Start: Starting Value in the Resolve stat.

Dice rating: How hard it is for the character to learn.

Cost to Increase the Resolve Stat:

The cost to increase the Resolve stat is based on the character's focus. The following table shows the cost in affinity points to increase the Resolve stat.

Focus	Cost Attempt
Fighting	20
No Focus	40
Skill	60
Magic	80

Safe Havens and Healing

Characters must find a “Safe Haven” if they expect to heal without the aid of magic or skills. Basically, a Safe Haven is a place where the characters can sit back and have a reasonable expectation that they are safe and free of immediate danger. Inns and Taverns are always considered safe havens. Character that go into these types of establishments, then bar the door and set up elaborate traps to catch those that “might” sneak into their rooms completely negate the benefits of being in a Safe Haven.

Other Safe Havens

Dungeons and Adventure areas will often mark areas that are treated as Safe Havens. This might be a temple dedicated to a Good Deity in a dungeon that has been overrun by evil. So long as the characters are in such marked areas, they receive the benefit of being in a safe haven.

Healing Rates in a Safe Haven

The characters will normally heal one wound for each day spent in a *Safe Haven*. The amount healed can be increased greatly depending on the strengths and skills the characters take.

A character that has the *Increased Healing Rate* strength will heal one extra point for each day spent in a safe haven. If the character starts out with a healing rate of 1, it would increase to 2.

The character that takes the *Rapid Healing Rate* will heal an additional 2 points for each day spent in a *Safe Haven*. If just this strength is taken, then the character’s natural healing rate is 3 per day. The *Rapid Healing Rate* strength is cumulative with the *Increased Healing Rate* Strength.

The character that takes the Weak Regeneration character strength will heal an additional 3 points for each day spent in a *Safe Haven*. The *Weak Regeneration* character strength may be taken with the *Rapid Healing Rate* and the *Increased Healing Rate* character strengths.

Herb Kits and the Herbalist Skill

The character must have a Herb Kit to perform any type of healing using the Herbalist Skill.

First Aid and Herbalist Skill checks

If a character makes a first aid skill check while in a safe haven, then the target of the check heals at twice his or her normal rate for that day.

If a character makes a successful *Herbalist* skill check, then the target of the check heals at twice his or her normal rate for that day.

If a character makes a successful *Herbalist* skill check, as well as a successful *First Aid* skill check, then the target of these checks will heal at four times his or her normal rate for the day spent in the safe haven.

Healing after a battle

A character that makes a *First Aid* skill check following a battle will immediately heal 1d4 wounds on the target.

If the character makes a successful *Herbalist* skill check following a battle, the target of the check will regain 1d4 wounds.

A character that makes a successful *First Aid* skill check as well as a successful *Herbalist* skill check will heal 3d4 wounds on the target. Again, this check must be made immediately following a battle and like all such multi skilled checks, it assumes one character is making all the skill checks.

Healing an Animal

Healing the animal you ride is normally a concern for characters so I will mention it here for convenience. Animals (pets or mounts) heal at one point per day while in a *Safe Haven*. Animals do not heal any more than one point per day unless it is mentioned on their stat sheet.

Animal Husbandry and Herbalist Skill checks

If a character makes an *Animal Husbandry* skill check while in a safe haven, then the target animal of the check heals at twice its normal rate for that day.

The target animal of a successful Herbalist skill check will heal at twice its normal rate for the day.

If a character makes a successful *Herbalist* skill check, as well as a successful *Animal Husbandry* skill

check, then the target animal of these checks will heal at four times its normal rate for the day (i.e., four points a day).

Healing an animal after a battle

A character that makes an *Animal Husbandry* skill check following a battle will immediately heal 1d4 wounds on the target animal.

If the character makes a successful *Herbalist* skill check following a battle, the target animal of the check will regain 1d4 wounds.

If the character makes a successful *Animal Husbandry* skill check as well as a successful *Herbalist* skill check the target animal will heal 3d4. Again, this check must be made immediately following a battle.

Sights

(How the characters see the world)

Different types of eyes perceive the world in different ways. Human eyes pick up a fair range of color but are pretty much useless when it gets dark. Cat's eyes are much more sensitive to light and are able to see in conditions that would leave a human groping.

Legend gives the character races a variety of eyes to which they can see a variety of things in their world. Many of the things that the races can see are beyond the normal sight that we know. Since many of the creatures in legend are magical, they are able to see the world through magical eyes. If possessed, these magical sights are a definite bonus to the character.

All of the character races possess normal sight. There special sights are bonuses or added abilities to their normal sight.

Below is a table listing the race and the type of sight or special vision (if any) they have.

Special Types Of Sight Granted The Various Races	
RACE	VISION
Calt	Night Sight
Dwarf	Dark Sight
Eldorin	*2 Vision Acuity
Elf	Bush Sight
Fairy	Life Sight
Gnome	Normal
Human	Normal
Lazinar	Normal
Leonid	Normal
Nagis	Normal
Rac	*3 Vision Acuity
Trock	Normal

All Sight

The ability to see detail and color no matter what the lighting condition. All sight is generally bestowed as a divine gift and should be very rare in any sense of the word.

A creature with all sight has a huge advantage. Regardless of the lighting condition, this creature is able to see as if he were standing within a brightly lit area. This includes the ability to see in areas of magical darkness. This means that a creature with all sight could read a book in the darkest mist shrouded room.

Blind Sight

Blind sight incorporates a variety of ways to see the world. All the ways have one thing in common; there are no eyes present. This means that methods such as hearing, smell, or feel are used to determine what is in the world around you.

Hearing

A bat uses this type of sight. It bounces sound off of objects. The time it takes for the sound to return tells the creature the distance to the objects around it. This method of seeing is ruined if there is enough background noise (of the right frequency) or if a noise suppression spell is cast.

Smell

Smell has unique penalties associated with it. A wind means a creature is virtually blind on the down wind side (will have no knowledge of things downwind). This means it is very easy to approach such a creature from down wind and gain surprise. Another problem with using smell

is that the creature's speed is greatly reduced. Smell is usually best suited for creatures that are following a specific smell to its source.

Skin sensitivity (feel)

Blind sight may also include making a character's skin super sensitive. The ability has very limited range and is only effective in calm areas (i.e., no background wind).

Effective range of this form of sight is ten feet.

Magic

This last sight is the ability to feel or sense what is around you. This is different from life sight. Life sight allows the recipient to see the soul associated with life. This sight does not allow you to see life; you just know where it is.

Many undead use this method of seeing the real world. They feel the objects within it and the differences in the objects within it. It is for this reason that a ghost will know of the group of characters that are standing in the next room. The ghost has felt the life and movement going on within that area.

The effect range of this form of sight varies from creature to creature. Generally it ranges from 20-120 feet.

Bush Sight

This is a magical form of seeing that works when the character is in the forest. Those with this ability can see in the darkest conditions, so long as they are surrounded by thick heavy bush. The plants themselves give off an aura that allows the recipient of bush sight to see. The bush itself limits the range of this sight. Generally the maximum range is 60 feet but may be less. If fewer bushes are present the range does not increase since there would not be enough vegetation present to "illuminate" the area.

A lot of bush is required to make use of this type of vision. The energies given off by plants are weak so a lot of plants are required to produce the illumination needed to provide effective sight. A grassy field does not provide the conditions necessary to see. You need the vegetation present in a bush or forest to make this sight useful.

Bush sight does not allow the character to read in the dark. Reading requires all sight or a light source.

Notes and suggestions

When bush sight is active the world is seen as a sea or haze of green. The character would be able to distinguish between a tree trunk, its branches and the moss covered ground because actual plant life would be a deeper green than the air around it. Bush sight is perfect for elves that live within forests so thick with growth that the afternoon sun is dimmed to twilight levels. At night, in the pitch black, the elves bush sight is fully operational allowing full and free movement within the forest.

It can be very hard for some people to imagine what bush sight would be like. For this reason it may be a lot easier to treat it as follows.

A character that has bush sight can see shapes but not textures while in a forest or jungle. A character can see textures only if there is enough light present (i.e., the sunlight is filtering through the trees or the torch is lighting the area). This means that a character with bush sight could run through a bush or fight (without penalty) while in the area but could not make out surface detail or read from a book unless there some source of light present.

Dark Sight

Rock does for Dwarfs what plant life does for elves. The rock itself emits an energy that allows the dwarf to see when there are no other light sources present (i.e., must be total darkness) and if the dwarf is surrounded by rock.

Movement through stone tunnels is possible as well as the ability to wield weapons and fight battles, but normal light is needed for detail and color. There is no range to this type of sight.

You must be surrounded in a lot of matter before dark sight will work. This means that a group must be underground in a dungeon or within a cavern complex. The sight will not work in the upper levels of a castle because there is not enough material present. The character must be at least one level underground (20' or so of solid rock) before the sight will work (i.e., it will not work in a building's normal basement unless the "basement" is more than 20 feet underground).

Like the other types of sights, dark sight will not work in the presence of normal light (i.e., sunlight, torch light, glowing lichen, etc.). In addition, Dark sight does not allow the character to read in the dark. Reading requires all sight or a light source.

It can be very hard for some people to imagine what dark sight would be like. For this reason it may be a lot easier to treat it as follows.

A character that has dark sight can see shapes but not textures so long as she is in a dungeon or cavern complex of some type. A character can see textures only if there is enough light present (i.e., a torch is lighting the area). This means that a character with dark sight could run through a dungeon or cave, fight while (without penalty) while in the area but could not make out surface detail or read from a book unless there is some source of light present.

Life Sight

Life sight is the ability to see the divine spark. This also allows intensity to be judged (i.e., who has more soul points).

Of all the character races the fairy is the only one to possess life sight. The fairy will instantly know if a creature has a soul. This is usually very obvious in the case of monsters or undead although there are instances where the fairy will see that something is amiss with a creature.

The fairy is able to see ghost or other undead entities that are created through the afterlife continuance of a soul. The fairy is also able to see the double soul image when a ghost has invaded or taken over another creature who itself has a soul.

The ability is so secondary in nature that a character must state the desire for the information a character may learn from using life sight (life sight is so secondary in nature that the fairy won't think to tell anyone about what he sees). There are exceptions to this.

Double Soul

The double soul usually takes place when a ghost tries to take over a character race. The creature with life sight will instantly see the double soul image.

No Soul

Creatures with life sight get to know who should and should not have a soul. Exceptions to what they are used to will be noticed (you tend to notice people with crutches).

This form of vision gives a bonus to the detection of invisible opponents. Even though invisibility spells partially hide the energies given off by the soul, the fairy has a bonus when learning to detect invisible (i.e.

he learns detection a lot faster). He has more to detect. To represent this, any creature with Life Sight gets to subtract 4 points from any dice roll in which they are trying to detect a creature with a soul if that creature is invisible or has a chameleon spell effect in place.

Seeing the Spectral Dead

A spectral dead is created when a creature with a soul dies, and the soul refuses or is prevented from leaving the earthly plane (or is forced back to the earthly plane once it has left). Basically, a spectral dead is a ghost or other non-corporeal entity.

One aspect of the spectral dead is their ability to remain hidden. Under normal conditions, a ghost cannot be seen. A ghost is the continuation of a soul without a body and as a soul it is invisible to all forms of vision except All Sight and the fairy's Life Sight. In its natural form, a soul appears as a puff of smoke, drifting through the air, growing and shrinking while constantly changing shape. Magical or natural darkness in no way prevents a fairy from seeing a soul. This means that a fairy is able to see any soul (and any spectral undead) regardless of how much light is present. Real world objects will block this ability but not darkness.

When a ghost *wishes* to be seen, it will take on a form that you are more familiar with. This is the semi-transparent image that normal sight can see. In this form, the ghost will emit a very weak light, appearing to glow (this is a related but much weaker form of the elf's ability to radiate light). The light emitted by the ghost can only be seen within natural darkness and will not allow the ghost to be seen in any type of magical darkness.

While the ghost is in this form, anyone or anything with normal sight can see the ghost. Even in the darkest forest or deepest cave, an elf or dwarf would see the ghost moving towards them (time to freak). The elf and dwarf would both be seeing the ghost with their normal forms of vision and not their specialized forms of vision.

Night Sight

Night sight enhances natural lighting conditions. Under the light from the moon or stars, certain wavelengths are absorbed. Therefore, all is seen as blues and violets. Reading is very difficult although movement in near black conditions is possible.

A cat possesses night sight. Its eyes are very sensitive and it is able to function comfortably in near black

conditions. Some light must be present. A total absence of light leaves a cat a blind as a human.

When the night sight ability is used things are seen in black and white. Surface detail tends to be lost so it is safe to assume that reading is not possible without normal lighting conditions.

How the Undead See

An undead creature does not see in the normal sense of the word. Many no longer have eyes and for those that do the eyes do not work. Their view of the world extends out to about 50 feet and is blocked by real world items and objects.

Most things exist as things of shadow to the undead regardless of outside lighting conditions. Thus, they are able to see in the darkest of dark and you are unable to use magic to blind them in any way.

One unique aspect of the way the undead see things is in their ability to see a soul. All undead can see a soul. The soul is a beacon to undead, a memory or taunt of life. For whatever reason, a soul will draw them and generally, they will try to kill its body (this is not a hard fast rule and will depend on the specific type of undead).

How Constructs See

Constructs do not have eyes or the ability to see in any normal sense of the word. Their sight is wholly based on magic. Although powerful, it is not nearly as affective as all sight since it extends to a range of only 40 feet. Like normal sight, real world objects block it. Unlike normal sight, it darkness does not affect a constructs ability to see.

Even though a constructs sight is based on magic it is not possible to dispel its ability to see or blind the construct. Its sight is too much a part of the magic used to animate it. If you try to dispel a construct (and the attempt works) then the construct is stunned and unable to take further action on the round it was dispelled. On the following round it returns to normal and can take action.

Sleep and Waking Up

When sleeping, the characters have a chance of being in either a light sleep, a normal sleep or a deep sleep. This is only every important should the character's be attacked while asleep (or should have to wake up if the camp is being attacked). To determine what state

of sleep the characters are in roll on the following table.

	Normal	Calt	Leonid
Deep Sleep	01-30%	01-10%	01-20%
Normal Sleep	31-70%	11-30%	21-50%
Light Sleep	71%+	31%+	51%+

- **If a deep sleeper** (character weakness) then there is double the normal chance that character is in a deep sleep. If not in a deep sleep then the character is in a normal sleep (no light sleep for the character)
- **If a Light Sleeper** (Character Strength) then the character has half the normal chance of being in either a deep or normal sleep.

If in a light sleep

The character will wake quickly and will loose very little time orienting him or her self. This character jumps up and attacks on the following round. This assumes that the character is not actually being attacked. If the character is under attack then he or she can draw a weapon and start fighting on the round in which they wake up. Remember that drawing a weapon and grabbing hold of a shield add 1d4 and 1d6 (respectively) to the combat dice roll on the round they are done.

If in a Normal Sleep

A character in a normal sleep loses 2 full combat rounds (the round she wakes and the following round). During these two rounds the character may not attack and may only grab and defend with either a weapon or a shield (not both). Finally, in the third round the character will be able to grab her sword and shield (whichever one she did not have) and can start to attack back. Remember that drawing a weapon and grabbing hold of a shield add 1d4 and 1d6 (respectively) to the combat dice roll on the round they are done.

If in a Deep Sleep

The character suffers the same penalties as if in a normal sleep. However, once the character starts fighting, he must roll 2d4. This is a penalty given to all of his actions when he starts fighting. This penalty is negated by a high synergy bonus in the skill and goes away at 1 point per combat round.

To give an example

Joe gets hold of his sword and shield on round three. He rolls 2d4 and comes up with 6. This means that any skill rolls he makes is at +6 on the dice roll on round 3, +5 on round 4, +4 on round five and so on. The penalty does not apply to attack rank, just to the dice rolls you make when you are trying to do something. The penalty is given because sometimes it is really tough to wake up from a deep sleep.

Spectral Dead

Spectral Undead are some of the toughest opponents the group will face. How do you deal with an opponent that has no material form? What weapon do you use against a ghost that is able to pass through walls as if they were air?

Well, you don't use a sword...

And it doesn't burn...

A ghost can pass through a blazing fire as if it does not exist. To the ghost it doesn't.

So what to do?

Well, to determine that you have to realize what a ghost is.

First, I have to say that in these pages the term ghost is used to describe a special type of undead creature known as a Spectral Dead. A spectral dead is created when a soul continues to exist on the earthly plane. This is the one common aspect of all spectral dead; for one reason or another, the soul of a living being fails to go or fails to be taken to one of the rooms within Kaminari's Dungeon of the Dead.

A ghost is a perfect example to use when describing a spectral undead. Whenever I use the word ghost, assume it applies to all spectral undead unless I say specifically that it does not.

Ghostly Form

A ghost is not always visible. In the soul's natural state, it is not visible, even to spells that detect invisibility. A fairy's ability to see a soul allows the fairy to see the soul in its natural form. In this form the soul appears as a puff of smoke that drifts through the air. Normal or natural physical barriers do not stop the soul. When it comes to a door, it simply passes through it. The fairy's ability to see a soul does stop at real world physical objects.

When a ghost wishes to be seen, it will manifest itself on the earthly plane. Basically, all this means is that it takes on a semi-transparent image that can be seen by

normal sight. Most ghosts that are seen take on the appearance they had in life. Some have the ability to take on other forms and shapes, appearing as they did in life, or changing to become things of horror. Any such ability is described on the stat sheet of the spectral undead being described.

Radiate Cold

One of the indications that a ghost is in the area is that the area will feel cold. It never gets cold enough to do physical damage to a character, but it will get cold enough to be uncomfortable.

Wounding a Ghost

The spectral undead does not have wounds in the sense of a living, breathing creature. In fact, a ghost's wounds represent the ghost's connection to the Earthly Plane. This means, that you have to decrease the ghost's wound total to zero, if you want it to leave the Earthly Plane.

This is not an easy task because conventional weapons and methods are useless against a ghost. Things that work to decrease the wound total of a living being do not work against a spectral undead. The sword passes right through the ghost. You always hear the stories of a ghost walking out of a burning building or fireplace. In fact, fire, cold, electricity, all the things that can kill a person will not harm a ghost. The ghost has no flesh to harm since it is not a material object on the earthly plane.

This means that you must use non-material objects and spells to kill the ghost, and remember, when I say kill, I mean sever its connection to the Earthly Plane.

Using Weapons and Spells

Some weapons are made to wound a ghost. A sword's blade can be turned from solid to spectral. Although rare, the sword will directly damage the ghost when used against it. The problem with using such a weapon normally becomes one of keeping the ghost from leaving as you try to hack it to pieces.

You can try to use magic to kill a ghost, but again, the magic is very specific and must be magic that will affect a Spectral creature. So this again becomes something that is hard to obtain.

Banishment and Exorcism

The next alternative is banishment or exorcism. Some deities grant either one or both of these abilities to their followers. Both work by doing round to round damage to the ghost's wound total. The priest stands

reading the holy book while the room explodes around him. Banishment or exorcism is not instantaneous. You are fighting the spirit and weakening its tie to the earthly plane. Do enough “damage” and it is gone.

Generally, banishment and exorcism produce the same result although their execution differs. You banish a ghost from an area. You exorcise a ghost from a living-breathing creature.

With banishment and exorcisms, the higher the priest’s devotion, the greater the quicker the banishment or exorcism will be.

Possessed Characters

The last and final solution is a tough one but does work, but to know why it works you have to understand how the ghost interacts with the Earthly Plane.

First off, remember that the ghost is a soul. It is the remains of the divine once the original vessel has died. Although the soul should have moved on it did not. For whatever reason it is still attached to the Earthly Plane.

With this in mind I will tell you now, that a Ghost’s attachment to the prime material plane never heals or increases. This means that once that attachment is set, it can only weaken. It will never grow stronger.

Most spectral undead have the ability to possess a target. This is a great and terrible ability but is not without its risks for the ghost using it. When a spectral undead possesses a body, it must create a link to the earthly plane. This link is its weakness. So long as the ghost is in control of a creature, it takes the damage the creature takes. If the creature takes a five-wound hit, the ghost will suffer the same wound. As the creatures wound total decreases, so does that of the ghost.

As you can imagine, this is a dangerous weakness to exploit. Killing a ghost is possible if you keep killing off the individuals and creatures that it possesses. The rather large downside to this is that you may end up killing off some of your own group trying to ride the area of the ghost.

More information

Refer to the following for more information on the undead

- Seeing the Spectral Dead, Page 26
- How the Undead See, Page 27

Talon

See Money, page 16

Threat

On the monster stat sheets I have included a Threat heading. The threat heading is an attempt to give an overall level of difficulty to a monster. This is my first attempt to do this so expect some to be totally out to lunch.

I have tried to assign a value of 0 to 10 for threat range. Zero (0) would be the easiest type of monster, something you can throw at a beginning group. By the time you get to a threat level of 10 you are looking at a monster that should only be encountered by an experienced group. In the back of my head I was thinking that each point on the threat scale would equate to 10 points in synergy bonus for the character’s fighting the monster (thus a monster with a threat level of five should be fighting characters that had 18+50 in their weapon and spell skills). Like I said, be prepared for some of these to be way off.

Weight and Encumbrance

I have tried to simplify the use of weight as much as possible. In Legend Weaver: the Making of Heroes items are classed as follows.

Size	Next Size Up	=1 VL	Item Example
Very Large (VL)	-	-	About 4 Pounds
Large (L)	2L = 1VL	-	A Basketball
Medium (M)	2M = 1L	4M = 1VL	A dagger
Small (S)	2S = 1M	8S = 1VL	A Cup or Glass
Very Small (VS)	2VS = 1S	16VS = 1VL	Spoon
Tiny (T)	2T = 1VS	32T = 1VL	Tinder Box
Minute (Mnt)	If an item is small enough to be considered minute then let the character carry 25-50 of them without worrying about them.		

As an approximate weight, a Very Large item is about 4 pounds, so an item that is rated as 10 VL (very large) items is about 40 pounds. Each step down the list halves the actual weight of an item, so 2 large items equals 1 Very Large Item.

I have tried to use terms that are easy to apply to items. A cup is a small item. A spoon is a very small item. With large items, think of weight. A full set of

plate weighs about 45 pounds, so it equals 11 very large items. A two handed sword weighs about 12 pounds so it converts to 3 very large items. Weight is not an exact science. A basketball is listed as a large item due to its size more than its weight. There is a separate listing that shows what items weigh as well as the cost associated with them.

How much can the character carry?

Having given you the approximate weights / encumbrance value of items the characters will likely find, you are now going to have to know how much the character's can actually carry.

Each character can carry just so many Very Large items. The numbers possible are as follows.

- Calt can carry 8+1d3 Very Large Items
- Dwarf can carry 12+1d3 Very Large Items
- Eldorin can carry 6+1d2 Very Large Items
- Elf can carry 10+1d2 Very Large Items
- Fairy can carry 1 Small Items
- Gnome can carry 3+1d2 Very Large Items
- Human can carry 11+1d2 Very Large Items
- Lazinar can carry 12+1d2 Very Large Items
- Leonid can carry 12+1d2 Very Large Items
- Nagis can carry 11+1d2 Very Large Items
- Trock can carry 13+1d4 Very Large Items

When a character is created, you roll to see just how much the character can carry. Keep track of rough totals, not specifics. Realize that as you go down the lists, the number required to make the next level up is doubled. For more information on weights and encumbrance, refer to the Weights and Encumbrance article in the Articles section of the web site.

How Much Does a Coin Weigh?

An old US 20 dollar gold coin weighs 33.436 grams or just over a troy ounce (12 troy ounces per pound). A modern Quarter weighs about 5.75 grams, which means that 6 quarters will weight just over an ounce and that \$16.00 worth of quarters (64 quarters) weighs about one pound. If you put 11 US \$20.00 gold coin on a scale you will find that they weigh about a pound. This means that \$220.00 face value in gold coin to a pound. In silver coins, \$1000.00 dollars in Canadian silver dollars weigh about 55 pounds.

There is a point to this. Coinage weighs a lot. A group that finds a thousand Talons worth of Gold and Silver coin is going to have coins that weigh somewhere between 4 and 55 pounds. Ten Thousand Talons in gold and silver coins will weigh between 40

and 550 pounds (which makes a great case for paper money). If the character's want to carry around a great deal of wealth he will have to convert his 'cash' into something more manageable; gems and jewelry. In the same vein, a character that finds a huge horde of gold and silver will be hard pressed to carry it from the dungeon, and sorting it will take time. This gives rise to the following question;

What's a character to do? (follow this question with a long drawn out sigh).

What indeed.

The character is not a pack mule. The whole point of going out and risking her life is to be able to hire someone else to be a pack mule. In most epic fantasy the hero requires very little equipment. She relies on her wits and skill to carry her through the tough situations she finds herself in. There is a second (and in my opinion more important) reason that a hero does not want to carry around a lot of extra equipment. It's just plain hard work. Forget anything else. It's a bore.

A character should take with her as much equipment as she can comfortably carry. This usually equals (roughly) a third of the character's body weight. This is probably a bit too generous but works well as a rule of thumb. The character can carry more equipment but will tire quickly in a fight and will suffer penalties.

I have had a lot of players tell me that their characters should be able to carry sacks flung around their shoulders and that they should be able to fling these sacks off (as well as backpacks) at the beginning of fights.

It is very unlikely that a character would be able to do anything before a fight except pull a weapon. A normal person can probably move 10-20 feet in a second or two while drawing a weapon. The defender of such a move would have a choice. Throw the backpack and sacs to the ground or pull a weapon. Both things are not going to happen especially when the bottom line instinct will be to pull the weapon. If a character is overloaded with armor, backpack and large full sacs, then I will give her a chance to 'shed' the extra weight as she pulls a weapon. In Legend Weaver; the Making of Heroes, the character's react figure serves as the basis for such a roll. This is not an easy action to perform, and I would normally assign a five to ten point penalty to the attempt.

With that all said, do not spend a lot of time on weight. Working out the exact amount of weight a character carries and where it is located adds a whole

lot of work to the game. This is work and effort that could be better spent thinking up ways to make the adventure more exciting. I look down a list and do a rough estimate on the amount of weight the character is carrying. Then I compare this to what the character can actually carry. A character like a Trock (who can carry up to 17 Very Large items) can carry a whole lot more stuff than a normal sized Man. On the other hand the Gnome (who can carry up to five Very Large items) had better be stripped down accordingly.

Weight Worry

How often you should worry about weight may be summed up in a very easy to understand sentence.

Not very often.

Now this is a rule of thumb and will take a bit of explanation so that you can learn to identify the exceptions. First off, most players are very good and reasonable about weight and what they can carry. You will find from time to time that a player comes along that has absolutely no concept of weight and of what a person is capable of carrying around.

To give you an example, you ask for 'Joe' the barbarian's equipment list to find out that he is currently wearing a full set of plate armor and carries a two handed sword. In addition to this he has backpack filled with a spare set of armor (plate armor of course), 2 lanterns, 28 flasks of lantern oil, 4 swords of various sizes, 150 feet of rope, a grapple, 2 hammers (in case one should break), 32 iron spikes and 3 weeks worth of food. Between his shoulder and his belt he carries 6 sacs full of money, four throwing knives, a beaver pelt and his lucky bear paw and dragon tooth.

I love guys like these because they will often believe that they should be able to carry this much stuff for a day without breaking a sweat.

Ya, Right.

The harsh reality is that that most people are capable of carrying about 60 pounds worth of equipment around on a daily basis (about a third of their weight). And these are people that are in shape. This is a rule of thumb with today's military as well as for the military in the Second World War, and even surprising enough, this is a rule of thumb that may be applied to nearly any soldier in history. You can train for more, but it takes a lot of training to go much beyond this amount.

So, with this in mind you will want to ask yourself, just how much is 60 pounds? 60 pounds represents a

full set of plate armor and a weapon and not much else.

Don't be one of those people that think, 'is that all'. It makes sense that it would be all that a normal soldier could carry. When plate was made, it was made with as much material as a person could be expected to be able to pack around for a day. Since the only people that could afford plate armor were people with a lot of money, those people would have hirelings and servants that would carry around the crap that is needed for day-to-day life. You wore as much armor as you could, realizing that a battle could last a full day. That extra 20 pounds worth of protection isn't going to mean a thing if you collapse from exhaustion half way through the fight only to have some guy jump on your back to stuff a dagger between the cracks in your armor.

The next thing you will say is that my character is huge! He's massive and can carry more than a set of plate armor. This is true if the character is carrying plate armor made for Gnomes. It is not true if the character is carrying a set of plate armor designed for him to use. The bigger you are the more armor you need to protect what you have. This means that the 600-pound Trock will need a third of his body weight in armor (minus the weight of his weapon). All this extra metal merely means he has the same protection that a smaller creature with plate armor has.

What I do as a Game Master is allow the characters a set of cloths, a set of armor and a weapon for free. For free, I mean that they do not have to take these items weight into account. This gives the characters a huge advantage in that they are actually able to carry about double what a real person in the real world would be able to pack around on a daily basis. This is the reason that I insist that the characters keep under their free weight figure. If they complain about a lack of reality (i.e., I should be able to go a bit over my free weight figure) then you can tell them that if they want reality they can add in their armor and weapon to their weight total and take a 1 point penalty for each 5% over their free weight figure they get (get them to convert it all to actual pounds when doing this). If that is not enough for them, have them read this. If that is not enough... ask them to come up with a better system that I can add to the web page!

Worship

Worship is treated as a skill, like any other skill in the Legend Weaver game. This means you have a base level plus a bonus level (base knowledge plus

advanced knowledge). As with any other skill the base level in the skill can never be over 18. Any increase to the worship skill after this point goes into the second figure, and is written as a number plus a number (i.e., 18+1 or 18+35). There is no limit as to how large the second number can be and in fact, you only gain a benefit from worship when the second number increases.

Gaining levels in the Worship Skill

Once the character has met the requirements for the worship skill (given below), then he or she spends affinity to make an attempt to gain a level in that skill. In most respects (this included) the worship skill works like any other skill in the game (it is even considered to have a dice rating of Regular 1). To gain a level in worship you must roll over your current base level in the worship skill. This means that you would need to roll a 16 on a d20 if your current base level in worship were 15.

It costs the character **10 Affinity Points** to make a worship level increase attempt.

The character strength *Religious Fanatic* gives +4 to the dice roll when trying to increase a character's worship skill level. If you do want to take advantage of the worship skill, then this strength does make it much easier to gain levels in the skill.

The other strength that is very nice to have when you want to use the worship skill is *Devine Favor*. This strength decreases the mandatory amount of affinity you must place towards the worship of the character's chosen deity. This means that you are left with more affinity to develop the character's other skills.

Make sure you read up on the *Limited Strength* heading in the manual (Section 1, at the beginning of the Strengths and Weaknesses heading) when you are deciding what strengths and weaknesses your character will have.

Mandatory Skills

Many deities require that the character know or develop a specific set of skills. A ranger deity is not going to be pleased unless his followers know how to use a bow. These requirements vary from deity to deity and are listed in the write-ups on the individual deities. Before taking a deity, you want to make sure you have met these worship requirements.

Starting the Worship Skill

The character must normally pay a certain amount of affinity to start his worship skill. This means that

under normal circumstances new characters cannot start the game with the worship skill since they do not start the game with any affinity points. If a character wants to start the game with the normal set of skill and with worship to a deity, then he or she must take the *Deity Worship* character Strength. It is not possible to start the game with no skills except worship (i.e., rather than take Deity Worship as a strength, you Legend Weaver lets you exchange your normal starting skill in for the worship skill). Such a character is nearly useless and tends to be overly frustrating to play since he or she cant do anything – if you do try it sometime you will know what I mean.

The *Deity Worship* character strength allows the character to take one of his or her (own) race deities without having to pay the upfront affinity cost. This is only an option for the new character. Once the character has started to adventure and collect affinity points, he or she must pay the up-front affinity cost to begin the worship of any deity.

Please remember that some deities require you to have certain skills at certain levels before you can worship them. If you take the *Deity Worship* skill, you can ignore these requirements until your character has a deity worship skill of 18+0. To get a deity worship skill of 18+1 or more you have to develop all the required skills of the deity to their required levels.

If you do not start with a deity, then it is up to the Legend Weaver to determine what deities are available to the character as you play. If you intend to worship a specific deity, then check and make sure your Legend Weaver is going to say that there is someone in the game world that can teach you his / hers or its ways!

Who you can worship

In the normal course of the game, you can only worship a deity if that deity is of your own race. This means that a Calt can normally only ever worship a Calt deity.

If you wish to worship deities that belong to another player race you have to pick the *Worship Another Race Deity* character strength. With this strength a Calt could worship any of the player character deities (as an example).

Some character's will be twisted beyond belief (bad joke time) and will insist on being able to worship a monster deity (the argument normally includes the statement "fifty million monster's cant all be wrong"). The character is only allowed to worship a monster

deity if they take the *Worship A Monster Deity* character strength.

Both the *Worship Another Race Deity* and *Worship A Monster Deity* allow the character to worship these deities, it does not negate the affinity cost needed when you start the worship skill.

Using the worship skills Synergy Bonus

Some deities allow you to use your synergy bonus to that deity (i.e., the Nagis Spider Deity allows you to use your synergy bonus to calm a spider down that is already engaged in combat). Worship synergy bonus comes back as per the rules on Safe Havens. In addition, a lowered synergy bonus does not mean you lose your blessings. The blessings given to the character are there so long as he or she continues to worship the deity.

Worshipping Two Deities

Some characters desire to follow the calling of two (semi) supreme beings. If your character is among those that want to do this, you must realize that doing so carries with it some penalties.

First, you have two worship skills and two levels of worship, one level to each deity.

Second, both deities must be from the same race. This means that if one of the deities is a Calt Deity, then the second must also be a Calt Deity.

Third, when you go to gain a favor from one of the deities, you must roll percentile, if the roll is 50% or less the favor is granted as normal. If the roll is 51% or more the favor is denied.

You can negate this penalty if you take the *Devotion Split* character strength. With this character strength, the chance to gain a favor is increased to its normal amount (i.e. it is automatic when your *Synergy Bonus* goes up in the skill (i.e., when you increase the second number).

Becoming a Priest

If the character puts enough effort into the worship skill, he or she will eventually become a priest of the deity. Unless otherwise stated, this does not take place until the character skill level in worship is 18+50 or more.

Deity Granted Spells

Many deities grant spells. Unless actually stated within the text, all these spells are cast using the characters worship skill. The character is not going to

get a spell until he or she is at least 18+1 in worship, so this means that the chance to cast most of these spells is fairly good (i.e., 18 out of 20).

If a character takes damage before the spell is cast, the damage taken is added to the *To Cast* dice roll (basically it works as a normal spell in this way). The character always uses his or her current synergy level to determine if a penalty is partially or fully negated by his or her synergy bonus.

Each time you are granted a spell that spell may be cast once a day. Each additional time you are granted the same spell, you are able to cast it one additional time each day.

The character can use a point of *Luck* to re-roll a failed cast attempt.

If you cast the same spell at the same target multiple times, the new spell overwrites or pushes out the magic of the old spell. The same spell's affects are not cumulative.

Casting time on Deity spells

Unless stated otherwise in a spell's text, the casting time for any Deity Granted spell is 24/2d12.

One Blessing per Combat Round

Under normal circumstances, on any given Combat round the character may make use of one blessing only. There are magic items (and possibly blessings) that can increase this.

Also, unless given the ability through special means, a character cannot perform any other action on the round in which he or she makes use of a blessing.

When You Stop Worshipping a Deity

If at any time a character stops worshipping his chosen deity or fails to allocate the appropriate affinity or money requirements as required by the deity, the character loses all the bonuses, benefits and favors that have been granted to the character by that deity.