

BASIC ROLEPLAYING  
**BRP**

MWQS

# MAGIC WORLD

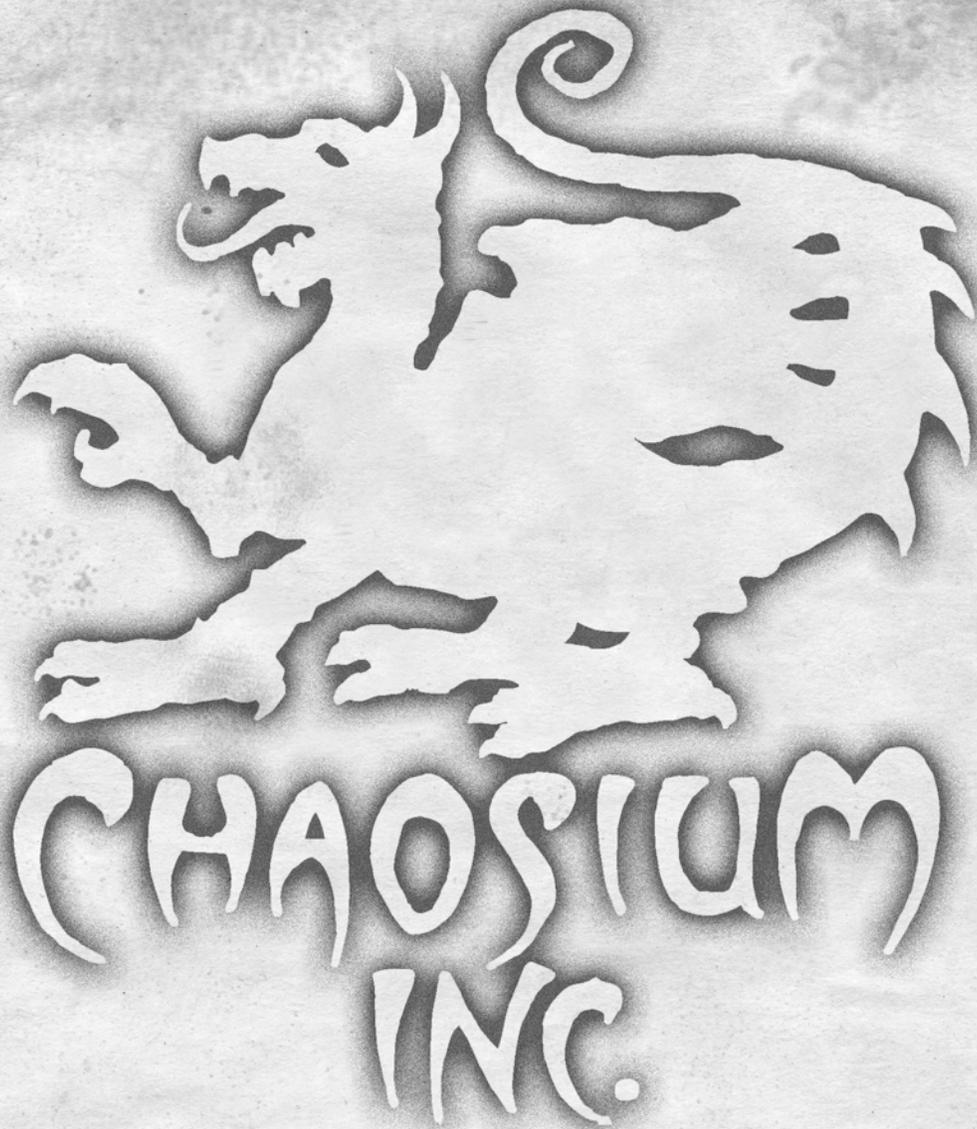
## Quick-Start Rules



Ben Monroe

PTIMM<sup>2</sup>





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# Magic World Quick-Start Rules

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This book is an introduction to the roleplaying game *Magic World*, available separately.

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## IF YOU'VE NEVER PLAYED A ROLEPLAYING GAME BEFORE, READ THIS FIRST!

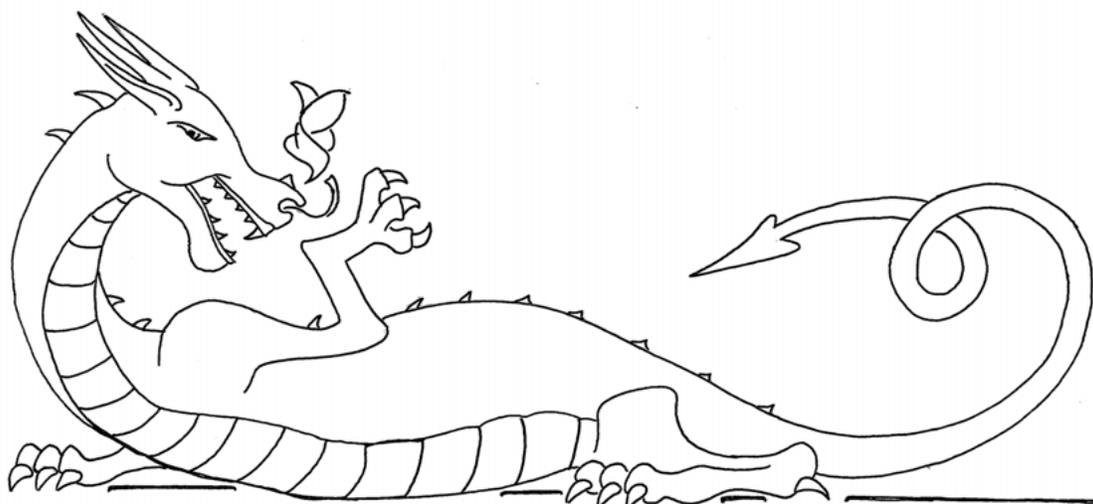
Don't panic! Despite all the rules, charts, and arcane language, you already know how to play this game. It's simply the same 'let's pretend' games you played as a child. But in *Magic World*, and other roleplaying games, there are rules to describe how the world works, and how your characters interact with it. And to solve the perpetual "I got you!" "No, I got you first!" problems.

*Magic World* has only a few core principles to keep in mind, and once you know these, you should be fine:

- Attributes are usually 3-18 (the higher the better), human average is 10-11. Make an attribute roll when there is no opposition and a resistance roll when there is an opposed force that can be rated.
- The Resistance Table is based on equal forces having a 50/50 chance against one another. The more unequal the forces are, the greater the difference. Both scores'

chances always add up to 100%.

- Skills have percentile ratings (the higher the better), and you want to roll low to succeed. A roll of 99 and/or 00 is a fumble. A roll over your skill is a failure. A roll equal to or under your skill rating is a success. A roll of 1/5 your skill is a special success. A roll of 1/20 your skill is a critical success.
- Occasionally, skill ratings will be modified by a value (usually within the range of  $\pm 20\%$ ) if some contributing factor makes things more difficult, or if something makes the skill attempt easier.
- When you run out of Hit Points, you die.
- Most spells use Magic Points for fuel. When these run out, you fall unconscious. Everything else can be determined during the course of play, or explained as required. If knowledge of the rules is getting in the way of actually playing, better to play. Remember, this is a game! Have fun with it.



# How to Play

Storytelling is the most ancient art in which humanity still engages. From time immemorial we have gathered in groups to engage in the myths and legends of our people. From the hearth fires of ancient tribes, to the glittering cineplexes down the street, stories help us to understand who we were, who we are, and who we wish to be.

*Magic World* is a set of rules to allow you and your friends to tell astounding stories of fantasy and myth. The rules codify what actions are available within the game, while remaining intuitive so that they do not get in the way of your enjoyment of the stories.

The rules to *Magic World* are easily remembered. Most tasks can be resolved with a single roll of the dice. Character creation is quick and intuitive, with numerous options as to character race, skills, etc.

But don't take our word for it. Grab some dice and friends and forge the stuff of legends!

## ROLEPLAYING

Fantasy Roleplaying is a form of social gaming, akin to acting out a novel. There are two sorts of players. Most players act out the primary roles in a game, the heroes around whom the tales revolve. They might be swaggering warriors in plate armor, sly beggars whose weapons are the deformities with which they earn their living, or decadent Sorcerers of noble birth. One other player becomes the Chronicler, who devises and presents the adventures in which the rest of the players participate. The Chronicler describes the world in which the Adventurers roam, and how that world is affected by the

players' actions. While a player acts out only one role, or perhaps two if playing two Adventurers, the Chronicler presents the entire fantasy world in which the game is set, with its people, places, monsters, and gods.

Play is mostly conversation: the Chronicler outlines some situation or encounter, then the players say what they, in the guise of the Adventurers, propose to do. Relying on the rules to keep everything consistent and fair, the Chronicler then tells them how to do what they proposed or, if impossible, what happens instead. Dice rolls, the results of which are unpredictable, keep everyone honest and provide surprises, triumphs, dismal defeats, and hairs-breadth escapes.

Success in roleplaying comes not from players eliminating each other, as in chess or Risk, but in memorably adopting the personas of characters quite different from themselves, and in reacting as those people would to other-worldly scenes and creatures.

Part of the pleasure in roleplaying is the interaction and cooperation between players: a novel gives solitary pleasure, but roleplaying gives the satisfaction of theater. Cooperation among players is important in successfully completing the task or quest the scenario set forth, and in granting their own pleasure in the game—you are not only the actors, but the audience as well.

Many of the game's details are glossed over here but since *Magic World* is a game of fantasy and wonder, this will not the atmosphere of imagination necessary for a good fantasy game.

## Pre-Generated Characters

This adventure pack includes several pre-generated characters to use for the adventure at the back of this QuickStart PDF. It is suggested to use these characters for this adventure to allow new *Magic World* or *Basic Roleplaying* players to begin their game right away. If your group would like to create their own characters, feel free to do so.

Once you've played a game or two, you will probably want to take a look at the full rules for *Magic World*, which are available from any good game store, most large bookstores, or directly from us at [www.chaosium.com](http://www.chaosium.com). To create your character, you will only need three ordinary six-sided dice. To play the game, you should invest in a full set of polyhedral dice. At least one of 4, 6, 8, 10 and 20-sided dice are needed to play the game.

## ADVENTURERS BY THE NUMBERS

To play *Magic World* you need a character. Characters in the game are called "Adventurers" because they primarily spend their play time exploring and adventuring in the regions and dungeons of Magic World. It will be helpful for you to have a piece of scratch paper handy, or ideally a *Magic World* character sheet. There is one located at the end of this PDF or you can download one for free at [www.chaosium.com](http://www.chaosium.com). Click on "Free Downloads" then "Character Sheets, Keeper Forms, and more."

### The Primary Attributes

To begin, a Magic World character has seven primary attributes:

**Strength (STR)** Strength measures an Adventurer's muscle power. It shows how much someone can lift, push or pull, or how tightly he can hold on. Strength decides if an Adventurer can wield the heaviest hand weapons at full ability. It is also a component in figuring the damage bonus which may increase the effect of hand-to-hand attacks.

Human STR cannot naturally exceed 21. An Adventurer reduced to zero Strength is an invalid, unable to leave bed.

STRx5 is the Effort roll. Additionally, STR influences Damage Bonus and Physical skills.

**Constitution (CON)** Constitution summarizes the health, vigor, and vitality of an Adventurer. Constitution helps calculate how well an Adventurer resists drowning and suffocation, poisons, diseases, and magic—which makes him harder to kill.

If Constitution points are ever reduced to zero, the Adventurer dies.

The Stamina roll is equal to CONx5. CON influences Hit Points and Perception skills.

**Dexterity (DEX)** Higher Dexterity makes for a quicker and more nimble Adventurer who has potential for more activity in a round. A successful DEX roll may prevent a fall, let an Adventurer stand in a high wind, do a delicate task, or take something without being noticed.

The multiplier DEXx5 is called the Agility roll. DEX also influences an Adventurer's reaction speed in combat, and Manipulation skills.

Human DEX cannot normally exceed 21. An Adventurer with zero DEX points is unable to accomplish any physical task without also a successful Luck roll.

*Example: Jeromyn the Thief needs to make an Agility roll to ensure that he will be able to slide under the closing door in time. His player, Krista, wishes that she will roll below Jeromyn's Agility of 75%. She rolls a 52 on her percentile dice. Jeromyn slides under the door safely.*

**Size (SIZ)** The characteristic of Size represents the average of an Adventurer's height and weight. Can an Adventurer see over something, or squeeze through a small opening, or be seen in tall grass? This characteristic also helps calculate the Adventurer's Hit Points and Damage Bonus. To show loss of one or more limbs, decrease SIZ and DEX.

Human SIZ cannot be higher than 21. If starving, loss of half or more of SIZ causes

death. If an Adventurer somehow loses all SIZ he withers to a husk, or disappears entirely!

SIZ influences an Adventurer's Hit Points, and Damage Bonus.

**Intelligence (INT)** This characteristic represents how well an Adventurer learns, remembers, and analyzes. INT equals the number of spells and other magic that an Adventurer can know and have ready to use. Much depends upon the INT characteristic.

Human Intelligence can rise indefinitely. Reaching zero INT reduces the Adventurer to a babbling idiotic state. The Idea roll is  $INT \times 5$ . INT influences Knowledge skills.

*Example: Eoghain the Sorcerer has an INT of 18. This allows him to have a maximum of nine levels of spells. Eoghain's player, Jeff, chooses his spells and writes them down on his character sheet: Contribute to Truth, Heal, Moonrise, Muddle, and Witch Sight.*

**Power (POW)** The more Power an Adventurer has, the greater is his or her force of will, confidence, and capacity for magic. (Power does not correspond to leadership: that is earned by ro-

leplaying.) To cast magic, an Adventurer must have POW 16 or higher. The amount of Power equals the Adventurer's maximum Magic Points.

$POW \times 5$  is a convenient multiplier called the Luck roll. Power can rise indefinitely. An Adventurer without POW lacks will and behaves like a zombie. POW influences an Adventurer's Magic Points.

**Appearance (APP)** Appearance shows relative agreeableness, eloquence, gracefulness, dynamism, and physical attractiveness. It calibrates first impressions, and also indexes the eagerness of people to associate with the Adventurer. Low APP could indicate ugliness, or perpetual disagreeableness. High APP need not mean beauty or handsomeness so much as a memorable face or the ability to make a good impression.

A handy multiplier,  $APP \times 5$ , is called the Charisma roll. APP influences Communication skills.

Human APP cannot naturally exceed 21. An Adventurer with zero APP points provokes disgust everywhere.



## The Secondary Attributes

There are a number of attributes which are determined after you have figured the attributes above. These are your adventurer's Damage Bonus, Magic Points, and Hit Points.

**Damage Bonus (DB)** is how much extra damage your investigator does with a successful close-combat attack. Add your STR and SIZ and consult the Damage Bonus Table to find your damage bonus.

*Example: Ruairi the Mercenary has STR 15 and SIZ 10. His player, Meghan, combines Ruairi's STR and SIZ to determine his damage bonus: +1D4. Ruairi is a strong fighter.*

**Magic Points (MP)** are equal to your POW. MPs fluctuate up and down as you cast spells. If your adventurer's MPs ever fall below 0, he or she is rendered unconscious.

**Hit Points (HP)** are determined by adding SIZ and CON together, then dividing the total by two and rounding up. As your adventurer takes damage from combat or other events, your HPs will drop. If you drop to only 2 HPs, your investigator is rendered unconscious. If he hits -2 or lower, he or she is dead.

### Occupation and Skills

Choice of occupation will influence the selection of skills for your character. The *Magic World* rulesbook contains a fuller explanation of occupations and occupation skills.

### Final Touches

Look over the character sheet and taking one last look at all the skills, attributes, etc.

From looking over all this material, you will begin to get an idea of who this character is.

You might want to fill out some notes on your adventurer's background and personality.

Who is he or she really? Where did she grow up? What is his family like? The more time you spend thinking about your character, the more he develops a personality.

## THE GAME SYSTEM

### Playing the Game

In a roleplaying game, there is no winner or loser. You all win if everyone has fun telling a good, moving tale. You lose if no one has fun. To keep things moving along during the course of the game, and to add that spice of risk and improbability, you occasionally will be called on to roll dice to determine the outcome of critical events. Generally, Skill Checks may be called for by the Chronicler in stressful situations. Walking through a field on a pleasant evening is not a stressful situation. Fighting a group of orcs that has ambushed your party in the middle of the night is.

The following section outlines the basics of playing a game of *Magic World*.

### Dice Rolling & Skill Checks

Different types of polyhedral dice are used to determine the outcome of events in a *Magic World* session. You should be able to purchase a set of these dice in any good game store. You will want at least one each of 4-, 6-, 8-, 10-, and 20-sided die. You will also want to pick up dice referred to as "percentage" dice. These dice will have ten sides numbered "10, 20, 30, etc." Dice notation in the game is simple. You will always know what type and number of dice to roll when you see something like "1D6" or "3D10." The first number is the quantity of dice to roll. The second number (after the "D") tells you what type. So, "1D6" means to roll a single 6-sided die. "3D10" tells you to roll 3 ten-sided dice and add the values. If you ever see something like "2D6+6" that means to roll 2 six-sided dice, add them together, and then add six to that sum.

For the most part, dice are rolled normally: roll the dice called for in the rules, and read the uppermost number. One of the most common rolls you will make is a "percentile" roll. All skills, as well as Idea, Know, and Luck rolls start with a percentile roll. To do this, roll a

percentile die as described above, and a regular ten-sided die. Then simply add the two numbers together. If the number you rolled is less than or equal to the skill listed on your character sheet, you have succeeded.

*Example: Kris is rolling to see if her character spots an elf sneaking up on her in a field of high grass. She has a “Sense” skill of 45%. She rolls the two dice, getting a 60 on the percentile die, and 3 on the ten-sided die. Adding them together, she gets a total of 63, well over her skill of 45%. She never sees the elf coming.*

Generally, the Chronicler for your game tells you when you can attempt a skill roll.

Additionally, when you successfully roll a given skill, put a check mark in the box next to it on your sheet. You can only get one check per skill per game session. At the end of the evening’s session your Chronicler generally will tell you to “roll for skill increases”. At this time, roll percentile dice against any checked skills. If you roll over the value of the skill, you can add 1D6 points to the skill’s value. In other words, the more you know about something, the harder it is to learn anything new, or get any better.

## COMBAT

Fights occur in combat rounds. The Chronicler begins marking game time in combat rounds whenever he thinks that a physical encounter may start. Each combat round lasts about a few seconds of game time, enough time for participants to start or complete at least one action. When the combat round ends, the next one begins. When an encounter concludes, marking time in combat rounds stops. Within a combat round, the Chronicler calls out the passing DEX-ranks, the players roll the dice, and the combatants wield their weapons. If attacking, the player rolls D100 to see if the attack hit. Defending, the player might decide to parry or dodge, or hope that his Adventurer’s armor blocks any attack while the Adventurer does



something else. If the attack succeeds, the defending player rolls for any interposing armor.

The rules for combat in *Magic World* are simple. When a combat occurs, all adventurers, as well as characters and monsters controlled by the Chronicler, act in order of their DEX scores. The highest DEX goes first, followed by the rest in descending order.

### Statement of Intent

The Chronicler and players tell each other what their characters generally intend to do in the round. The player needs no statement of intent to let an Adventurer parry, Dodge, or prepare a weapon during the round. Actions always can be canceled, and targets can be changed. Limit intent to that which is logical — for instance, if a player misses a skill roll which would have detected an ambush, the Adventurer will not then prepare for an ambush.

### Magic

Play begins. Spells cast in the previous round take effect first. Start new spells only in this phase. Characters use magic in the order of

their INT, starting with the highest necessary and working down until everyone has had a chance. A character may delay casting magic until a later INT-rank. INT-rank 1 is the last INT-rank. Roll D100 if ties are a problem on a particular INT-rank.

Mark off Magic Points as they are sacrificed. An Adventurer can begin one spell in a round. All the spells in this book require exactly one full combat round of concentration to cast and take effect.

*Example: Dúnhere casts Sorcerer's Razor on his INT-rank in the magic phase of round one. The spell takes effect on his INT-rank in round two. If he wishes, he can cast new magic on his INT-rank or later in round two.*

**Actions**

Adventurers not engaged in hand-to-hand combat from the previous round or otherwise committed may move to their maximums. Those not moving, or using half or less of their MOV may use other skills in this round, before or after movement.

Use DEX-rank to order attacks, parries, and dodges, starting with the highest rank useful and working down. For instance, in a given round a DEX 17 fighter attacks before a DEX 16 opponent. DEX-rank 1 is the last rank in the round. An action may be delayed until a later DEX-rank in the same round. Within a particular DEX-rank, opponents armed with missile weapons have the opportunity to attack first, followed by those with long-length weapons, and then by those with medium and short hand-to-hand weapons. The weapon tables define weapon lengths. Roll D100 to break ties.

Parries and attack-related Dodges occur in the same DEX-rank as the attack.

If the Adventurer performs more than one action in a round, then separate the actions by at least five DEX-ranks, excepting parries and Dodges. Begin at his or her DEX, then at DEX minus five, then at DEX minus ten, etc., until no more ranks remain in the round.

**Resolution**

Everybody checks their Adventurer sheets to make sure that Hit Points, Magic Points, magic in memory, etc., are current. The next round begins.

EQUIPMENT

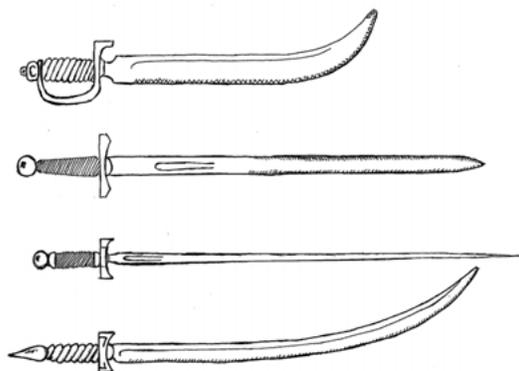
**Weapons**

**Broadsword, Cutlass, Scimitar, Rapier** - They are roughly a yard long or less, have one or two sharp edges, are usually one-handed weapons, and have sharp points for skewering opponents. This is the broadest weapon class; Chroniclers wishing for more authentic treatment of medieval weaponry may wish to place the rapier in its own class.

**Battle Axe, Great Axe** - Heavy cleaving blades mounted on long wooden or metal-clad handles. Designs vary: one sort has one cleaving blade topped by a metal spike for puncturing armor. Another might feature a hook as a second blade, for pulling down cavalrymen.

**Dagger** - There is not much difference between a long dagger and a shortsword. The usefulness of this weapon class, however, is in its lightness and compactness as a second weapon and, if equipped with a cross-guard, as a parrying weapon.

**Hunting Bow** - Various sorts of bows occur throughout history. The recurved bow is shorter than the others, for ease of use from horse-



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back. The hunting bow is made entirely of wood, and found universally across the worlds of fantasy. Dampness and rain stretch unprotected bowstrings, warp arrows, and render bows unusable.

## ARMOR

Armor is essentially a kind of clothing stiff enough to protect against attack. Most often armorers make it of leather, bronze, and steel in some combination. Like a shield, armor is a barrier interposed between an attack and the defender's body, but armor leaves both hands free: strapped on, armor remains in place so you do not have to think about it.

No armor is perfect. Plate armor (sheet steel curved to fit the body) is the most protective, but even it has plenty of chinks where the separate parts meet or where the joints must move. Armor without joints would be immobile, like a block. Armor is better or worse in different fashions. Every armorer tries to make a light, strong armor, but working with steel is difficult and expensive. The best is plate armor, customized to the individual wearer. Civilized places take the wearing of armor to signify hostility.

Armor comes in SIZ. Depending on the sort of armor, sometimes a suit of it may be worn by a person slightly different in SIZ from the person for whom the armor was made. A column on the weapons table shows what SIZ will fit.

Because armor roll results vary widely, most Adventurers also use shields for parrying. It takes a mighty blow to penetrate both shield and armor.

**Soft Leather** - The hide is as thick as heavy belt leather and may be padded at points with more layers. The leather is usually discontinuous, covering the forearms, shins, and torso with separate articles of armor. The leather skullcap may be reinforced with metal ribbing. There may be metal decoration, but it has no defensive value.



## SORCERY

Sorcery is a system for invoking supernatural effects on the physical world through complex occult formulas, formalized as spells. When your character performs the proper ritual to activate a sorcery spell, the specific type of magic energy is released and has the desired effect.

Sorcery spells always activate, though they may not be able to overcome the target's resistance. Rarely is a roll required to activate the spell, and there is no need for any special targeting. Generally, the only chance of failure for sorcery spells is if the target's relevant characteristic (usually POW) cannot be overcome on the Resistance Table.

A sorcery spell's duration equals the caster's POW in combat rounds. For example, a character with POW 19 casts Sorcerer's Razor. The spell takes one round to cast, then takes effect in the Magic phase of the next round. It lasts for 18 more combat rounds, and expires in the Magic phase of the 20th round. Once cast, a sorcery spell needs no maintenance, and continues in effect whether or not the target moves out of range.

**Contribute to Truth (1 MP)**

Range: Sight Resisted: POW vs. POW

With a successful casting, the target feels he must tell the truth in response to a question, or else must look away and remain silent. The target has no sense that he can mislead or tell an outright lie unless the spell accompanying that question has failed.

If the target answers, he tries to answer as fully as the question demands, but never more than a few sentences. Follow-up or new questions require new castings of the spell and the sacrifice of another magic point for each.

**Heal (2 MP)**

Range: Touch Resisted: No

This spell immediately adds 1D4 Hit Points to the target's current total, up to his or her maximum Hit Points. Hit Points healed to a single wound, in excess of the wound's value, are lost.

This spell can be cast once per wound. Additionally, you can use this spell to treat a wound that has already been treated by Physik, and both will improve Hit Points if successful. This spell is often used in tandem with Physik by some healers.

**Moonrise (1 MP)**

Range: Touch Resisted: No

This spell causes a ball of light 1/2 meter across to appear and float in the air, glowing sufficiently enough to brightly illuminate a room. If your character wishes, he can grasp the ball of light and move it about.

Only your character can move it in this manner. Undo Sorcery 1 will cancel this spell.

**Muddle (1 MP)**

Range: Sight Resisted: MP vs. MP

This spell disorients the target enough that he cannot cast spells or carry out coordinated plans. However, the target continues to be able to defend him- or herself and move by his or her own volition.

If your character succeeds in a POW x3 roll, he can momentarily convince the target of something as if using the Fast Talk skill. The command or misinformation must be spoken aloud and the target must be able to understand the language being spoken.

The target can attempt to break it once each combat round if he can make a successful Idea roll (to realize your character's influence). If this roll is successful, the target can attempt a magic point vs. magic point resistance roll. Both rolls must be successful for the target to break free. The nature of the spell requires that the Idea roll be made each round, but once the target is free from the spell, no further rolls are required.

**Witch Sight (3 MP)**

Range: Touch Resisted: No Your character learns the approximate strength of a target's POW characteristic, defined as one of the following (compared to your character's POW):

- Much Stronger Than Me (more than double your character's POW)
- Stronger Than Me (up to double)
- Equal To Me (within one or two points)
- Weaker Than Me (down to half)
- Much Weaker Than Me (less than half)

The spell can be canceled by or shielded against by Undo Sorcery. During the spell's duration, your character can also see emanations from any invisible beings, elements, and spirits, and can follow or trace where sorcerous entities have recently passed. The Chronicler should determine if this spell works to detect characters made invisible through technology or another type of power (basic magic, psychic, super, etc.). The spell will also detect beings of extremely high Allegiance to a particular force, at the Chronicler's discretion.

# The Fishsinger's Daughter

*A Short Adventure in the Southern Reaches for 4-6 beginning Magic World characters*

**CAUTION: Nothing that follows is intended for players, it is for the Chronicler only. If you are going to play this adventure, stop reading now.**

## CHRONICLER'S SYNOPSIS

### What is going on

For centuries the Count of the Mists has been scheming for the return of the Fey! Recently, he has sent a number of ogres and other dark creatures out to harass the mortals. This is the story of one of them, an ogre named Aeled.

Along the White river there are small fishing villages inhabited by the descendants of the Purdagi pirates and their half-orc brides. Collectively these fishermen are a nearly-lawless group and the breeding grounds for highwaymen, brigands, and thieves. Still most of the time, the fishermen are peaceful. Near one village is, or was, the Fishsinger. She is, or was, a magical naiad (a non-Fey water spirit) who in the time when the fairies ruled the Parlin Plains was the spirit of the river. With the arrival of the mortals her domain had shrunk and she had diminished until she was confined to a short length of river and a small tower. There she lived much as a mortal. Seventy years ago when the fishermen came, she was already reduced to living in her tower, and along the nearby river. Each day she would sing up an eel to sell to the fishermen. Eventually she was wooed by a mortal prince and gave birth to a very magical mortal daughter — the Fishsinger's daughter, Maegth. Years

passed and Maegth grew to a young woman, but this was before the ogre Aeled arrived.

About a month ago Aeled the Ogre arrived near the Fishsinger's Tower. The first thing the ogre did was take possession of the House on Oak hill; a small abandoned structure with its own magical connections. After "rekindling" a fire elemental associated with the house, he sets out to steal the river crystal that binds the Fishsinger to the mortal world. Aeled placed it in the fire elemental and causes the Fishsinger to "die." The fishermen, ignorant of her immortal nature bury her body and consider what to do with her daughter. Suddenly Aeled appears to them, using glamour to take the form of a human, claim to be her father and the heir to the abandoned house on Oak Hill. He befriends several unsavory characters in the fishing village, and invites them to his new house — where he has taken up residence along with a small group of orcs. The evil men, the orcs, and the ogre get along well. They take to banditry, capturing two hunters to ransom, and planning even greater mischief while keeping Maegth as their slave.

Unknown to her captors, Maegth has deep magical connections to water. One night while fetching clean drinking water, she magically traps her guard, escapes, and runs to the Rivermen at Singers Landing. The Rivermen are strong law-abiding people, but they do not

generally interfere in the affairs of the fishermen. Still, Maegth arrives and pleads for help with those travelers who are at the tiny Singer's Landing Inn. These travelers are the PCs.

The PCs must first handle a drunken mob of brigands that want Maegth back — then they will investigate the House on Oak Hill and see the ogre and orcs. They must destroy the ogre and route or kill his followers. Next they will learn that the Fishsinger is not dead, and can be restored by returning the River Crystal. A few short encounters later and this deed will be done.

**Timeline for Play**

This adventure is expected to take between two and three hours:

30 minutes — meet players and introductions, pick characters, and review the basics.

30 minutes — encounter with the angry fishermen and the Fishsinger's daughter.

35 minutes — first encounter at the house on oak hill.

25 minutes — the rest of the house.

30 minutes — get the stone out of the fire, and revive the Fishsinger.

15 minutes — close the game, and feedback.

**MEET PLAYERS, INTRODUCTIONS, CHARACTERS**

This adventure is intended as a first introduction to *Magic World* which can be run at Friendly Local Gaming Stores and Gaming Conventions. As such, the story progresses pretty linearly, but there is plenty of room for individuality. The first half hour is set aside for meeting the players, maybe a round of introductions, and then picking characters from the ones provided. Each of the characters is potentially useful, but if the group does not have either the Sorcerer or the Scribe, than the Chronicler should encourage the PCs to either take the Maegth with

them, or talk to her when they find the fire elemental.

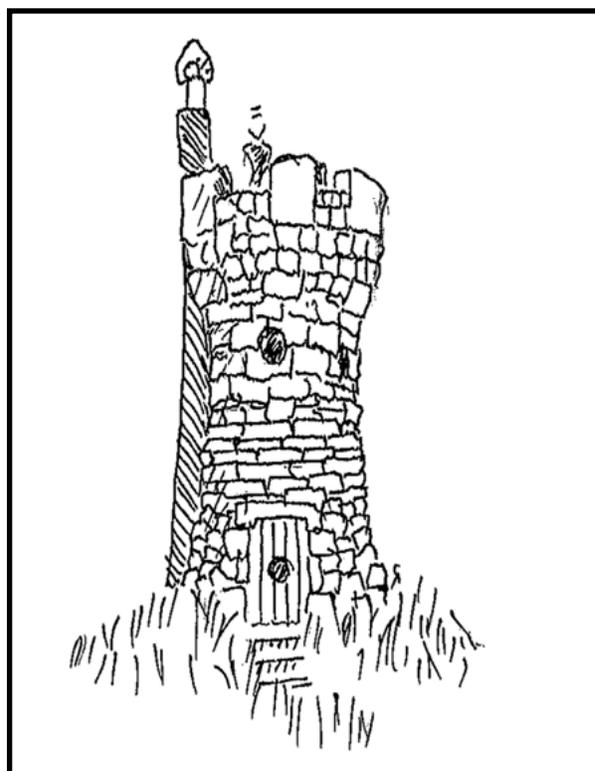
**GETTING STARTED**

Read the following to the players, and explain that it is common knowledge to anyone traveling up river by boat and is known to all the characters.

**The Old Story of Eel**

The story goes that long ago when the White River flowed through the fairy forest and spirits and the Fey were common, the Fairy King and the River got into an argument. The King had been hunting Wily Snake which in his desperation for a place to hide, slipped under River. Now the King followed the trail of Snake to River and assumed that she was purposefully hiding his prey — he confronted her, she denied his allegations, and the two fell to arguing. Meanwhile, Snake took the opportunity to slip away, but not before impregnating River's least attractive fish-daughter. Later this daugh-

*The Fishsinger's Tower*



The Fishsinger's Daughter

ter gave birth to Eel which was forever unloved by River but prized on the dinner table of kings.

## THE FISHSINGER IS DEAD

The Rivermen say that every morning for as long as anyone could remember the Fishsinger would come out of her small tower with her fish basket, walk to the edge of the river and sing. One eel, charmed by her song, would swim into her basket. Then, basket in hand she would row her coracle across the river to the fishermen's village where she would sell the eel for her daily bread and the occasional bauble. Old-timers say she has always been a young and attractive woman. Further, some years ago a prince travelling up the river happened to meet her as she crossed to the village. Smitten, he set about wooing her, and succeeded. Unfortunately the Fishsinger would not leave her tower, and eventually the prince had to return to his duties — but not before leaving her with child, who is now a young woman; Maegth. Just two weeks ago the Fishsinger suddenly died. The locals laid her to rest, and almost immediately, a man claiming to be her father arrived. This unusual and sinister man had a writ from Lord Beleghir giving him title to the abandoned house on Oak Hill, where he immediately took his daughter.

## ANGRY FISHERMEN

The PCs are all making their way up the White River from Lashingport to Shillingshead, the largest inland settlement in the Southern Reaches. Although it is only a one day trip down the river to the sea, it can take keelboats several days to go upstream. There are three small communities along the trip where the Rivermen camp with their keelboats for the night on the upstream journey. The adventure begins at the last of these landings before reaching Shillingshead. Things start in the early evening after the PCs have settled down at the tiny Singer's Landing Inn that serves the needs of the few travelers heading by boat upstream.

Two boats are at the landing, and both boatmaster's have come to the inn to catch-up on

the news and gossip. It is just after nightfall and everyone has finished their supper, and talk has turned to the speculation about a pair of missing hunters, the curious new neighbor near the landing, and the unfortunate Fishsinger's daughter. The PCs cannot help but learn the following local gossip:

1. Two minor nobles who went inland on a hunting expedition last week are now three days overdue for their return.
2. The Fishsinger died two weeks ago, leaving behind her daughter Maegth.
3. A sinister man named Aeled has moved into the house on Oak Hill, and claims to be Maegth's father.
4. He has befriended the rowdy and lawless young men of the fishing village just upstream.

At this point there is a commotion, the door opens and in rushes the Fishsinger's daughter pleading for help! She quickly says that she is

### Maegth, The Fishsinger's Daughter

STR 12 CON 10 SIZ 8 DEX 13  
INT 17 POW 18 APP 15

**Hit Points:** 9

**Damage Bonus:** none

**Skills:** Art (Sing) 53%, Dodge 34%, Fast Talk 43%, Insight 40%, Nature 73%, Oratory 33%, Physic 98%, Potions 48%, Track 35%

Due to her magical heritage, Maegth is inherently a deep magician (See the upcoming Advanced Magic supplement) but she is untrained. Her sphere is Water, and her Rune of Power is Direction, but since she is untrained all she knows how to do is to sing a 4 yard wall of water with 4 AP, and to do basic water sculpting. These effects can last 18 minutes.

being held captive by Aeled, who is not her father, and that he is an evil monster. She is clearly upset and injured from running through the forest in the dark. Within moments a crowd of surly looking men appear from the forest. They have been chasing the girl to the inn. Quickly thereafter a large group of Rivermen appears from the camp.

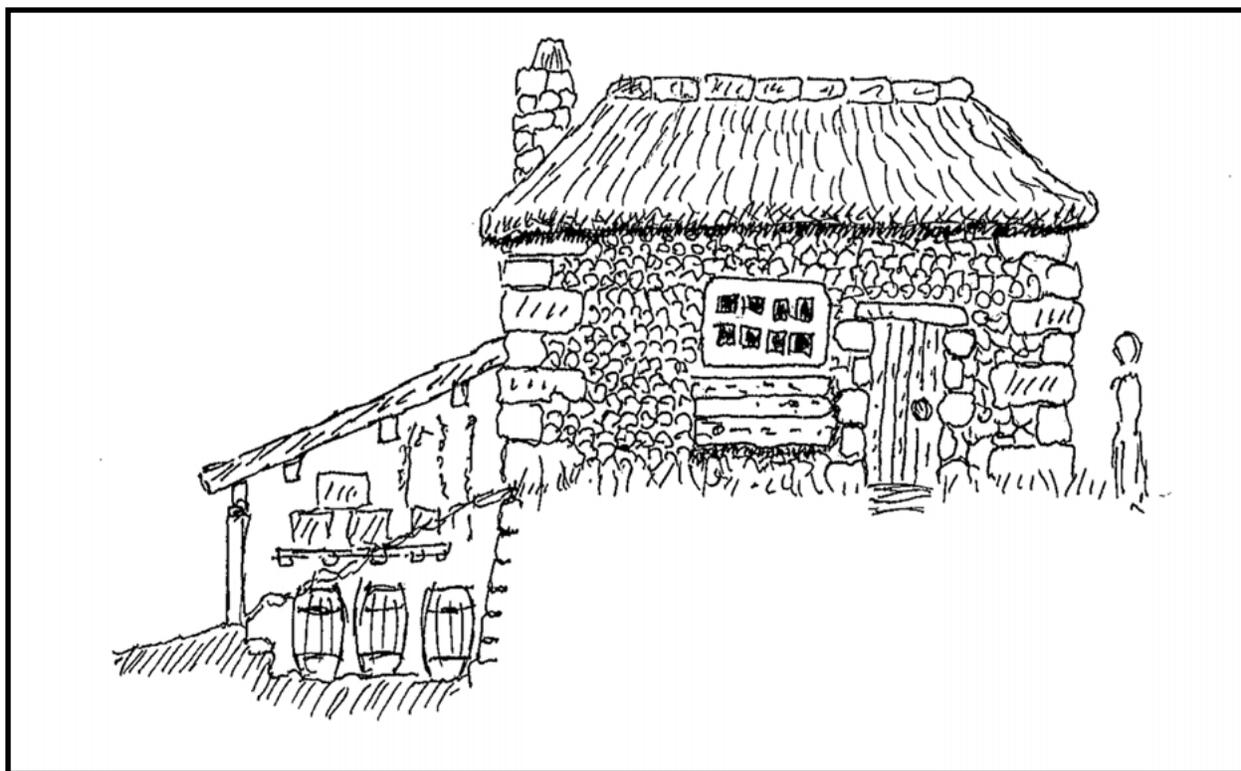
- It is clear that her pursuers are from the fishing village. A World Lore roll will let a PC recall that the fishermen of the White River are the descendants of the Purdagi pirates and their orc companions, and historically do not respect the king's law.
- They will state that they are guests of the girl's father, and they have come to take her home. The Insight skill can be used to recognize that these men are not interested in the health or safety of Maegth, and that they are greatly amused by her current distress.

The situation is tense. The fishermen want the girl. Maegth pleads not to let them take her. The sailors are generally neutral, but their presence

will prevent things from getting too far out of hand. Of course, a strict reading of the law says that Aeled is free to treat Maegth however he wants, provided, he is her father. Most PCs will be interested in seeing that the truth is found and that justice is done, but if none of the PCs take an interest in helping Maegth for her own sake, she will accuse Aeled (the lord of the House on Oak Hill) of holding the two missing hunters captive. This will force any person of honor to investigate.

The fishermen are suspicious, but they are not breaking the law. Their efforts to return Maegth can be considered "legal" — and certainly this will be the position of the Rivermen. They would just as soon close their eyes to Maegth's plight and hope the problem goes away. Because of the ambiguity of the situation a character using weapons in this fight will receive +1 Shadow points for the action, and killing a fisherman is murder and carries +3 Shadow points. The good news is that the Chronicler should warn the PCs of this if anyone considers drawing weapons. Of course, beating someone to submission with the Brawl or Wrestle skills is perfectly acceptable. Thus,

*The Singer's Landing Inn*



The Fishsinger's Daughter

some common options for resolving this situation are:

1. Beat one or both of the burly guys in a fair fight. The mob will disperse, and head back to their village, leaving the PCs to deal with Maegth.
2. Use Orate, and possibly Insight, to calm the fishermen and to convince them that the PCs will sort things out and make sure Maegth is returned to where she belongs. This will be easier for the Minor Noble, but others can give it a try.
3. Swordwork. The mob will quickly disperse, but if either of the burly guys dies there will be repercussions; both legal and in Shadow Points (see above).
4. The PCs can accompany the Fishermen back to the House on Oak Hill. See the “Options” section under The House on Oak Hill. If the fishermen realize that their new “friend” is, in fact, an ogre they will run

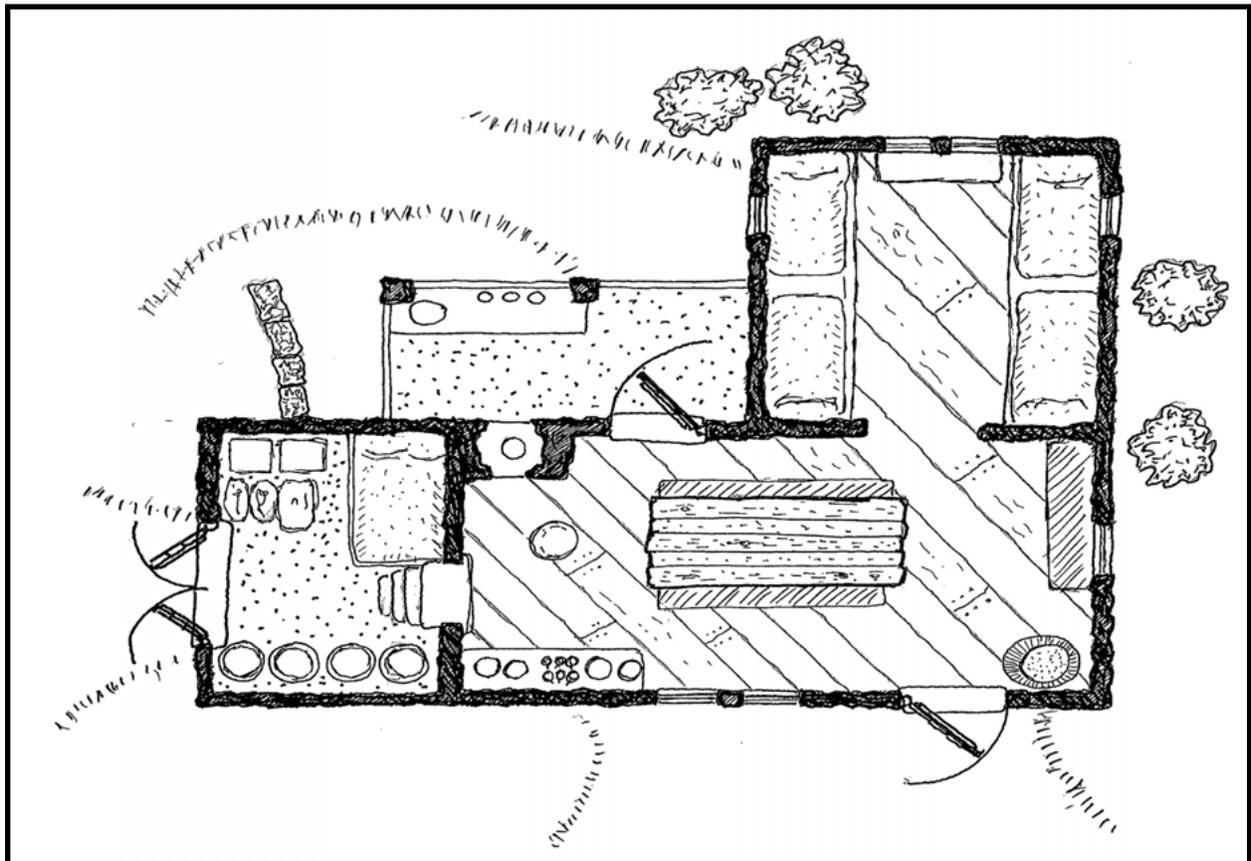
off. The fishermen are okay with associating with orcs, many of them have orc blood themselves, but shadow fey are trouble, and they will want nothing to do with him.

If asked, the Rivermen will guarantee Maegth’s safety while the PC’s go up the hill — but they are not interested in going themselves.

## SINGERS LANDING AND THE INN

The tiny inn at Fish Singer’s Landing provides sparse accommodations to the travelers heading upstream by keelboat. Travelling in this part of the world is generally rough, and the inn is generally welcome by travelers as an inexpensive alternative to camping on the boat. The beds are clean and comfortable, and the food simple but well prepared. Physically the inn consists of a stone main room, with an open passage to a common sleeping space with four sets of bunk beds (sleeping eight). A fireplace provides modest light and heat while the out-

*The Singer’s Landing Inn Floorplan*



**Fishermen Mob**

The fishermen who come to retrieve Maegh are the worst layabouts of the nearby fishing village. There are two big burly guys who will challenge the PCs and a mob of smaller guys backing them up. All are staring characters made with the bandit profession.

**Burly Guy #1 : Knum**

STR 14 CON 11 SIZ 14 DEX 12  
INT 10 POW 10 APP 8

**Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Dodge 71%, Evaluate 40%, Hide 46%, Nature 40%, Sailing 92%, Track 46%, Trap 31%

**Weapons:** Heavy Mace 82% 1D8+2+1D4 (2H)

Brawl 57% 1D3+1D4

**Burly Guy #2: Knautts**

STR 14 CON 11 SIZ 14 DEX 12  
INT 8 POW 10 APP 9

**Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Dodge 71%, Evaluate 39%, Hide 46%, Nature 39%, Sailing 92%, Track 46%, Trap 31%

**Weapons:** Club 92% Damage +1D4

Brawl 57% 1D3+1D4

Small Shield 55%,

**The Mob**

STR 10 CON 11 SIZ 10 DEX 10  
INT 14 POW 10 APP 8

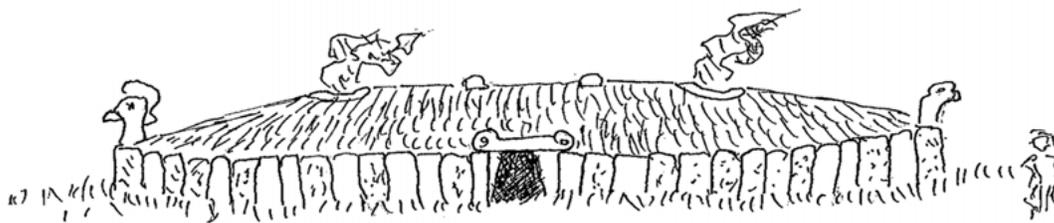
**Hit Points:** 10

**Damage Bonus:** none

**Weapons:** Club 40% 1D6

Brawl 55% 1D4

**Skills:** Dodge 45%, Evaluate 42%, Hide 65%, Nature 42%, Sailing 60%, Swim 40%, Track 86%,  
Trap 50%,



*A Fisherman's Home*

side kitchen is under an extension of the roof out the back door. An attached lower chamber acts as a cellar and the proprietor's bedroom.

The inn is run by a middle aged couple named Ailen and his wife Kelsie. Their grown daughters live in the nearby huts and are both married to Rivermen.

The landing can hold two keelboats out of the main channel of the river, and provides a comfortable camping area nearby. The crews camp here once each trip, and everyone knows the site very well. There are small fences that keep the wild life away from the camp, and out of the gardens up by the inn.

### THE FISHING VILLAGE

It is unlikely the PCs will need to travel to the fishing village, but if they do it should be obvious that they are in a hostile land. The fishermen keep to themselves, and support their own. The village itself is a short way upstream across a small bog. Most of the villagers live in one of the two long houses, and many still look like their orc ancestors.

### THE HOUSE ON OAK HILL

No matter what the PCs do in the first encounter, the outcome should lead to the House on Oak Hill. How the PCs approach the house will depend on the players and the specifics are left to the Chronicler, but it should be the same night that Maegth arrived — after all the PCs need to continue traveling up river at dawn. Aeled and the orcs will be amusing themselves at the expense of the two captive hunters, and/or drinking and eating. In most cases the fishermen will not have warned Aeled that the PCs are coming.

The fishermen are a pretty cowardly group and will prefer to head to their homes and go up in the morning to see what happened. This can help the PCs keep an element of surprise.

### OPTIONS

There are lots of things the PCs may do, including:

1. Knock at the door: Aeled will put on a human glamour, the orcs will hide, and he will try and talk his way out of trouble. If anyone mentions the missing hunters, or if Maegth is with the party, he will invite the group in and try to kill them. Otherwise, he will try and convince them that he is grieving that his daughter is run off, and offer a modest reward for her safe return, but mostly he wants the PC to stay out of his house. If the chance arises while Aeled is talking, some of the orcs will try and sneak out a window and circle behind the group.
2. Look in the windows through small gaps in the drapes: if they do this, they will see the orcs and an ogre. This gives the PCs a clear course of action; kill the monsters and get any reward for rescuing the captured hunters.
3. Sneak into the house: This will likely have the same advantage as looking in the windows, except the PCs might also run into other trouble before they are done with the ogre and orcs.
4. Something else: This is left to the Chronicler.

### ORDER OF BATTLE

If the players do not use their element of surprise wisely, they are likely to do very poorly in

*Aeled the Ogre*



a straight line-up-and-fight encounter with the ogre and his orcs. One hit from Aeled’s great hammer can kill a PC. In combat Aeled will attack the toughest fighter he sees and work his way down. The sneaky orcs would prefer to use their bows and take out soft targets like sorcerers, while the two brutes attack anyone left over.

If the two hunters are freed, they will readily join in attacking their captors, but they currently have no gear. Use the Minor Noble pre-generated character for their statistics.

### THE HOUSE ON OAK HILL

The House on Oak Hill is a solid stone structure built around a much older tower. The tower is clearly made from heavier rocks and appears to have been a watch tower over the river from ancient times. Unknown to any of the locals is that this tower and the Fishsinger’s tower both share a magical heritage; the first aligned with elemental fire while the second is aligned with water. It is the magic of these towers that has allowed the Fishsinger to survive into the mortal

### Aeled, a Dim-Witted Fey Ogre

STR 21 CON 15 SIZ 20 INT 8  
POW 10 DEX 13 APP 7

**Hit Points:** 18

**Damage Bonus:** 2D6

**Weapons:** Great Hammer 76%  
1D10+3+1 D6, 2H, 15 HP

Recurved Bow 61 % 1D8+2+1D3, 10 HP

**Skills:** Dodge 73%, Wrestling 56%

Aeled has a small bag with 8 silver coins (40 BP) and a gold coins (100 BP) and 124 BP.

#### Preferred Shapes

Aeled has a hard time passing through the veil. On average it takes him 12 hours of concentration, and he doesn’t like concentrating for 12 hours — so he spends his life in his ogre form, and uses his natural Glamour power to appear as a rustic human when need be.

**Fey Aspect:** Immune to all damage from fire.

**Fey Geas:** He cannot enter full sunlight.

**Notes:** Has a natural Glamour power that lasts POW in hours and costs 2 MP He has 30% chance to pass the veil if he concentrates for 1D4+2 hours.

age, and likewise a small fire elemental lives on oak hill. It was this elemental that told Aeled how to “kill” the Fishsinger.

The ogre and orcs will be at tables in the main room, unless alerted to trouble. The two hunters are held near the base of the tower out of site.

A: Dinner tables and the orcs

B: The two bound hunters; Konrad and Jost Fardul, who are minor nobles related to Barron Drum’s third sister.

## The Orcs

Aeled has been able to set up in the house on oak hill, forged a letter from the local baron, dispose of the Fishsinger, capture the hunters and Maegth, befriend a small group of evil men, and generally live the ogre “good life” all with the help of a small band of orcs.

### Orcs 1 and 2: Brutes

STR 16 CON 12 SIZ 11 DEX 15  
INT 9 POW 10 APP 7

**Hit Points:** 12

**Damage Bonus:** 1D4

**Weapons:** Scimitar 75% 1D6+2+1 D4

Composite Bow 50% 1D8+1 +1 D4/2

Medium Shield 50%, 12 HP

Ring Mail 1D6

**Skills:** Dodge 50%, Hide 30%, Nature 30%, Ride 50%, Trap 30%

**Treasure:** Each brutish orc has 1D6\*5 BP.

### Orcs 3, 4, and 5: Small and Sneaky

STR 13 CON 14 SIZ 6 DEX 16  
INT 14 POW 11 APP 6

**Hit Points:** 10

**Damage Bonus:** None

**Weapons:** Falchion 60% 1D6+2

Knife 60% 1D4+2

Composite Bow 75% 1D8+1

Medium Shield 50%, 12 HP

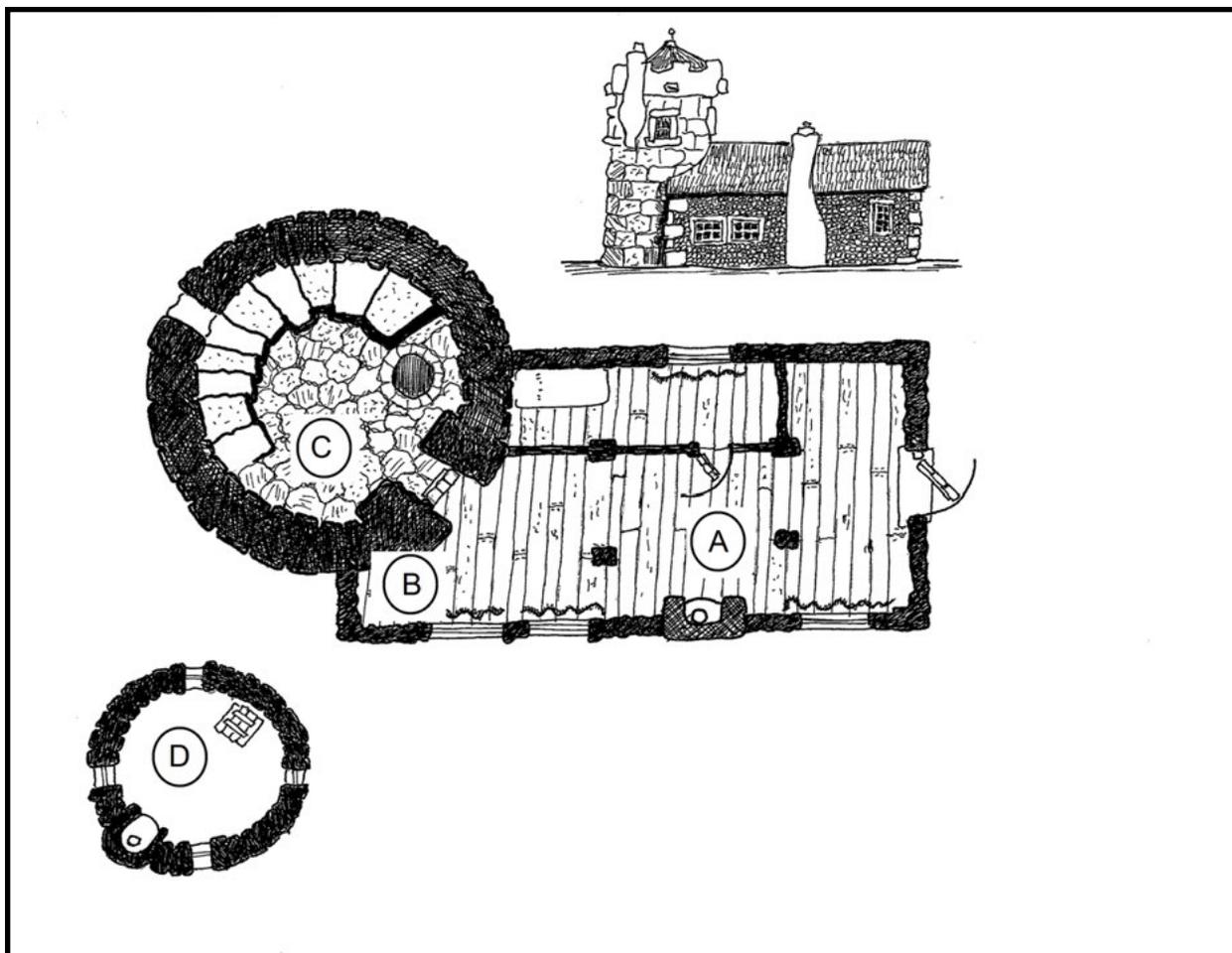
Hard Leather 1D6 (no helmet)

**Skills:** Dodge 50%, Hide 75%, Nature 50%, Ride 30%, Track 50%, Trap 50%

**Treasure:** Each small sneaky orc has 1D8x5 BP.

C: Orc’s day room. During the day the orcs hide in here to avoid the sun. Being orcs, they have contaminated the well.

D: Maegth’s Room and the fire elemental. The fireplace with the elemental is across the room from the trapdoor.



THE RIVER STONE

*The House on Oak Hill*

**Of Fire and Water**

The two fairy towers are magically connected. The one built into the house on Oak Hill is strongly associated with elemental fire, while the Fishsinger's is associated with water. Aeled has managed to "rekindle" the fire elemental associated with his tower, and is using it to hold the Fishsinger in limbo. The Fishsinger would be able to materialize near her river if her focus, the River Stone, is wet with the water of her river. Currently it is very dry and sitting under a small fire elemental.

The River Stone is a fist-sized piece of granite crudely shaped like a goddess. The stone is an integral part of the magic that holds the Fishsinger to this world. As long as the stone is wet with the water of the Fishsinger's river, the naiad will exist in the world.

Once the PCs overcome the ogre, they will likely choose to explore the tower. The top room of the tower contains a fireplace that is the home of the elemental.

- Maegth, if present, will tell the PCs that she was held prisoner in the top of the tower and that the room contained a magical fire that burned without fuel. Further, she will tell the PCs that the Fishsinger's sacred stone was taken by Aeled and placed in the fire, and she was unable to get it out. Maegth will want to return this stone to the water basin in her mother's tower where it had always been kept. She can offer no reason for wanted to do this, other than that was what her mother had always done, and she feels her mother would want it returned. She will do her best to convince the PCs to help her with this task.

**Fire Elemental**

STR 9 CON 12 SIZ 9 DEX 4 INT 5,  
POW 5 APP 8

**Hit Points:** 11

**Weapons:** Flame Breath 50%, 1D10 per round, Range 5.

**Skills:** Dodge 50%.

This is a very small fire elemental. The elemental will take 1 D6 HP per gallon of water thrown on him.

Since the fire has been rekindled, the elemental has achieved a certain amount of permanence. If destroyed, the fire elemental will regenerate at midnight of the next full moon. To permanently destroy it someone must either destroy the tower, or cast Undo Sorcery 4 (although a Fey will be able to rekindle it again, if one is given the chance).

- Alternatively, if the PCs do not have Maegth with them, they might blunder into the room anyway. Anyone entering the room other than Aeled or Maegth will be attacked by the elemental (or more appropriately, anyone without fey blood entering the room will be attacked).
- Should Maegth not be with the party, but she learns of the defeat of the ogre, she will approach the group and ask them to help her return the stone.

The elemental will attack by breathing flame as soon as someone gets within range. An Idea roll can be used to determine that the creature in the fireplace is a fire elemental and that he will only be hurt by water. Fortunately there is a well in the base of the tower that can be used as a source of dirty water. Several one gallon leather buckets can be found around the house if anyone looks for them. Alternatively, Maegth can easily destroy the elemental with her water-shaping power if anyone has taken the time to

understand her powers, and suggests that she do this.

END MATTERS

Once the River Stone is collected, the PCs will have no difficulty in taking it to the Water Tower. There it is easy to locate the basin and return the stone. Maegth will do her best to come along, and if present she will draw fresh water as her mother had always done and perform a simple “morning” ritual of the Fishsinger. The Rivermen will provide any help needed. With the morning sun, the Fishsinger will emerge from the river and return to her tower. She will embrace her daughter and welcome any non-Shadow aligned characters present, but she will have no memories of recent events.

Once recent events are explained to her, she will recognize that it is no longer safe for Maegth to live with her, and that the girl must go and live with her father amongst the mortals. She will ask the PCs a favor, and request that they escort Maegth to Shillingshead, and introduce her to her true father’s relatives. There she assures them, Maegth will be welcome and they will be rewarded.

REWARDS

Should the PCs rescue Maegth and make an effort to understand what is going on, and to set things right, they will be rewarded with +1 Light Alignment point. Further, taking the extra effort to restore the Fishsinger is worth an additional +1 Light Alignment point. Of course, Shadow points could have been earned through inappropriate behavior. The hunters are from a minor house in Shillingshead. Rescuing them will gain the PCs an invitation to their hospitality when the PCs arrive, but this is outside the scope of this adventure, though it could easily lead to other adventures. Additionally, they will personally see that each PC is rewarded with 750 BP as a sign of their gratitude. Likewise, Maegth’s father’s family will be grateful for her rescue and will also offer both reward and friendship to the PCs.

**The Fishsinger, A Naiad**

STR 18 CON 12 SIZ 5 DEX 15

INT 23 POW 28 APP 20

**Move** 10/26 swimming

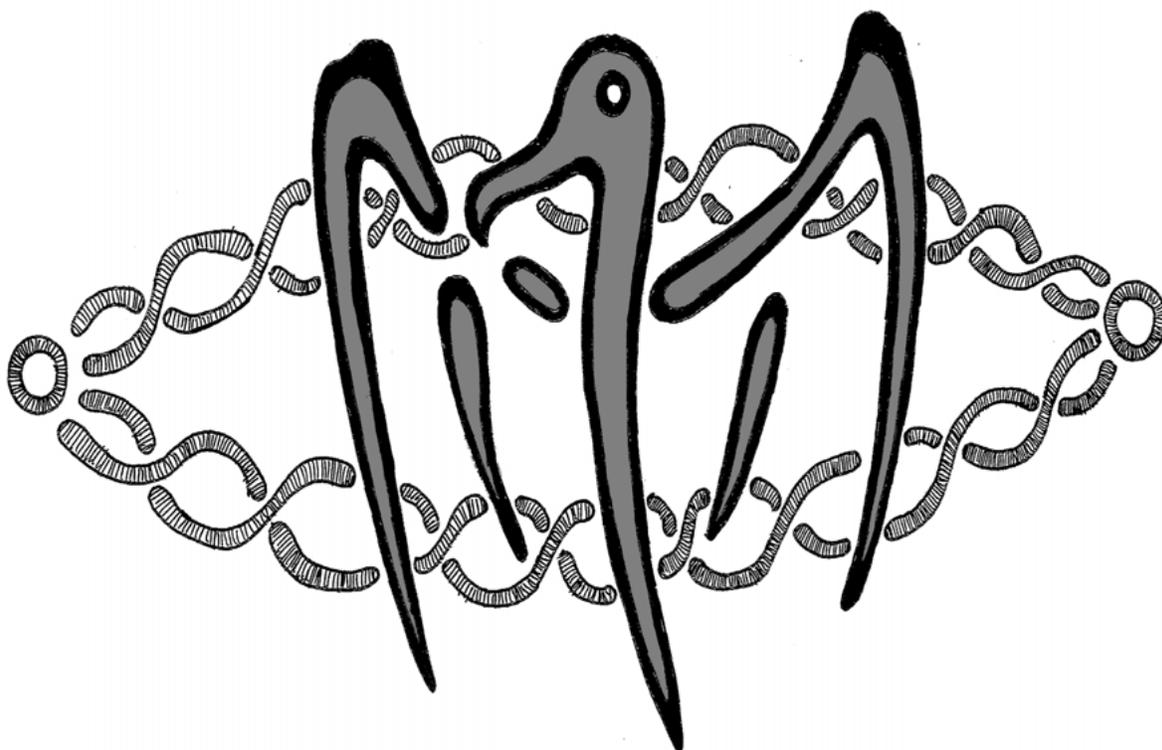
**Hit Points:** 8

**Damage Bonus:** None

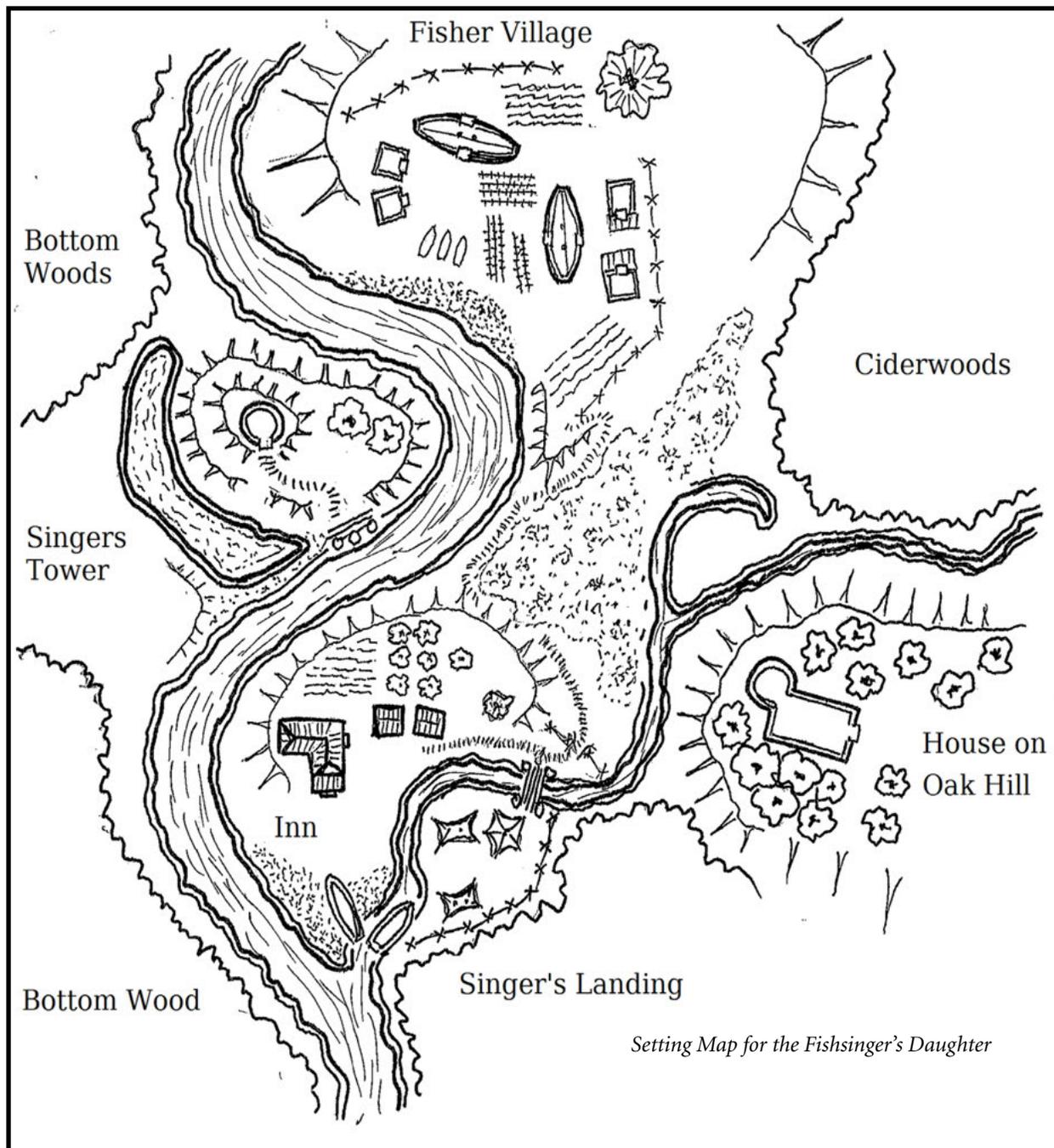
**Spells:** Animal Friendship (3), Bounty of the Sea (4), Breath of Life (1), Contribute to Truth (1), Guide Water (4), Heal (2), Midnight (1), Moonrise (1), Scry (4), Sleep (1), Sorcerer’s Beauty (1)

The Fishsinger is a naiad, once free to roam the length of the White River, now she is trapped to the mile or so centered on her tower. Her tower is a small fey structure left from the time before the coming of mortals, and her daughter is the only mortal ever to reside there.

**The Fishsinger’s Bowl:** The Fishsinger has a water bowl that she, and only she, uses with her Scry spell. When she casts Scry on this bowl she can see anything happening on the White River, or any of it tributaries. Further, she can ask the waters questions such as “have any of you seen Prince Drum?”, and if the prince has crossed any river or creek that feeds into the White River, she will know about it. With this power the Fishsinger could be a useful ally in future adventures.



# Handouts



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Setting Map for the Fishsinger's Daughter

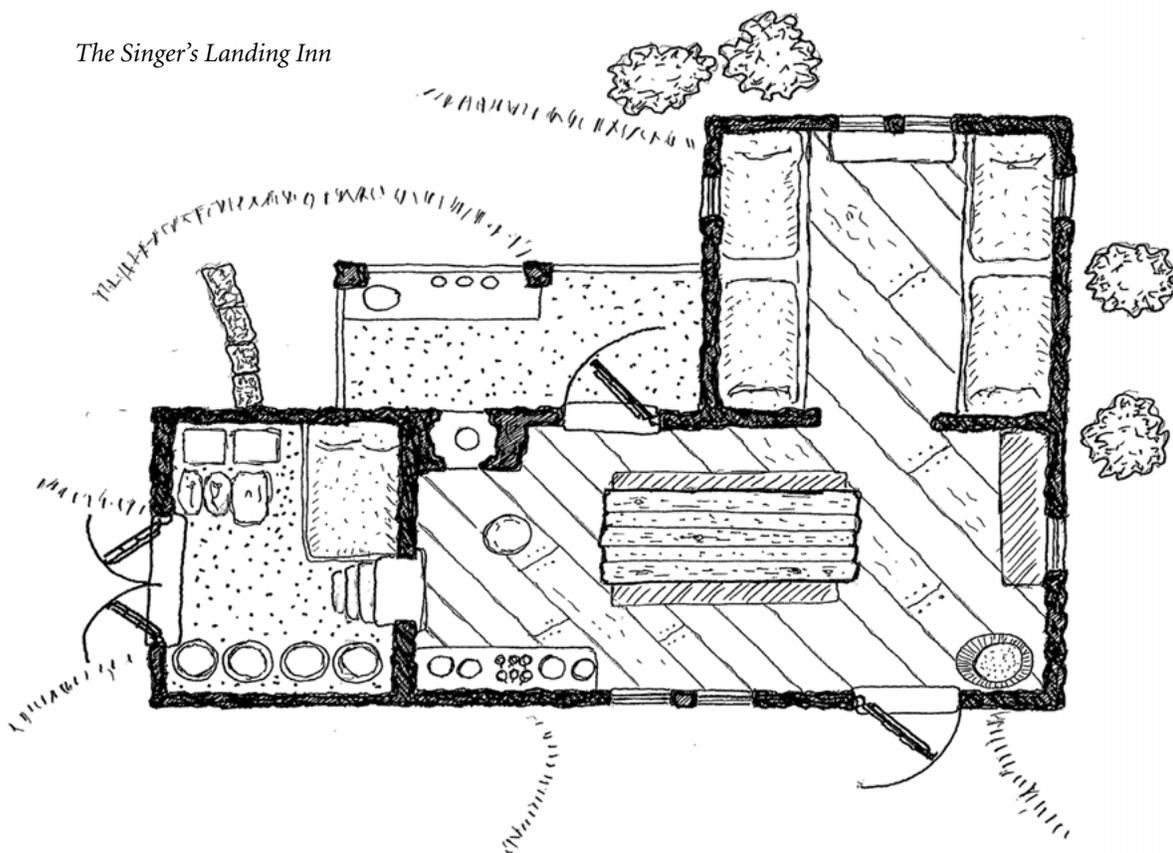
### The Old Story of Eel

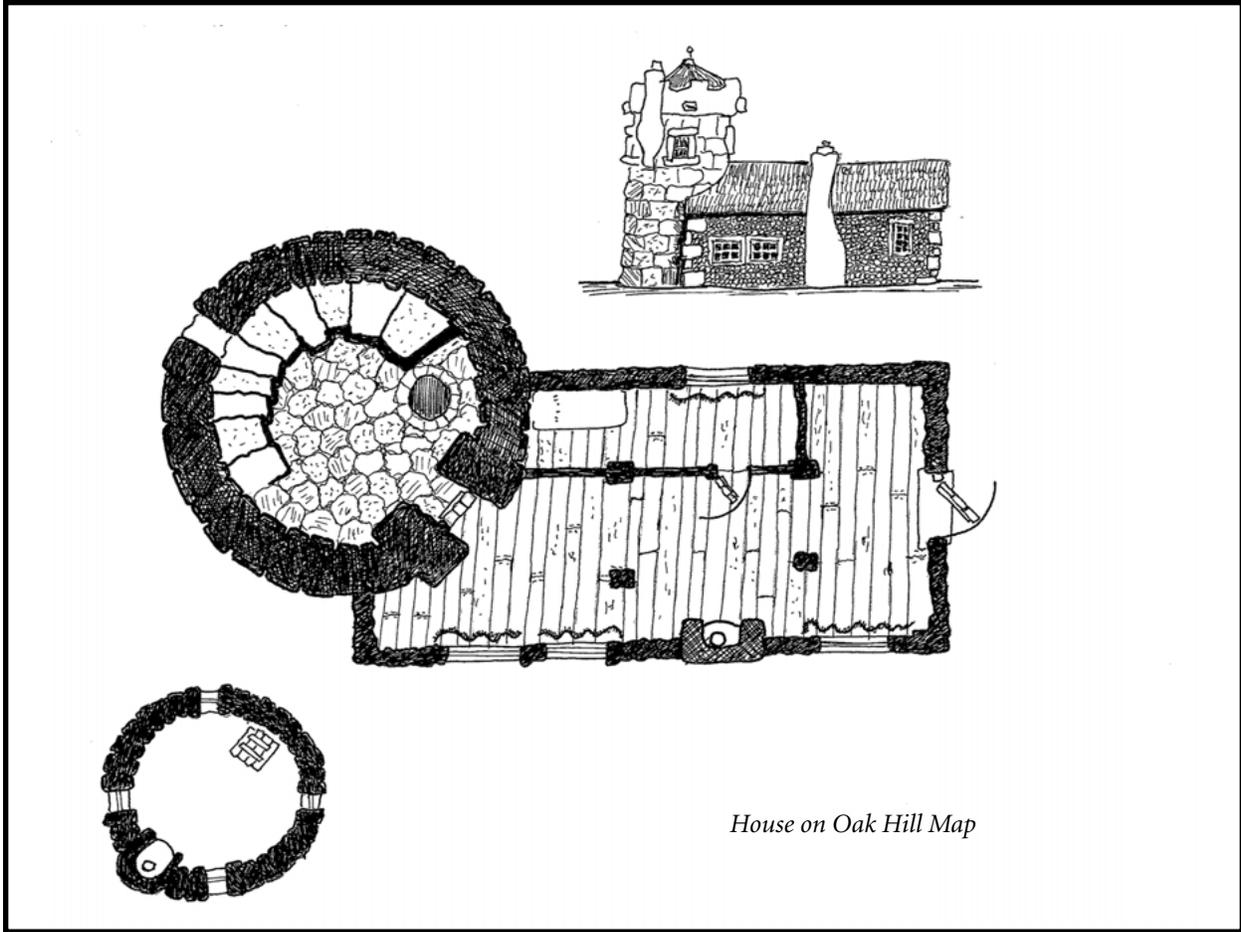
The story goes that long ago when the White River flowed through the fairy forest and spirits and the Fey were common, the Fairy King and the River got into an argument. The King had been hunting Wily Snake which in his desperation for a place to hide, slipped under River. Now the King followed the trail of Snake to River and assumed that she was purposefully hiding his prey – he confronted her, she denied his allegations, and the two fell to arguing. Meanwhile, Snake took the opportunity to slip away, but not before impregnating River’s least attractive fish-daughter. Later this daughter gave birth to Eel which was forever unloved by River but prized on the dinner table of kings.

### The Fishsinger is Dead

The Rivermen say that every morning for as long as anyone could remember the Fishsinger would come out of her small tower carrying her fish basket, walk down to the edge of the river and sing. One eel, charmed by her song, would swim into her basket. Then, basket in hand she would row her coracle across the river to the fishermen’s village where she would sell the eel for her daily bread. Old-timers say she has always been a young and attractive woman. Further, some years ago a prince travelling up the river happened to meet her as she crossed to the village. Smitten with her, he set about wooing her, and succeeded. Unfortunately the Fishsinger would not leave her tower, and eventually the prince had to return to his duties – but not before leaving her with child, who is now a young woman; Maegth. Just two weeks ago the Fishsinger suddenly died. The locals laid her to rest, and almost immediately, a man claiming to be her father arrived. This unusual and sinister man had a rit from Lord Beleghir giving him title to the abandoned house on Oak Hill, where he immediately took his daughter.

*The Singer’s Landing Inn*





*House on Oak Hill Map*

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**Attack and Defense Matrix**

<b>Attack Roll</b>	<b>Parry Roll</b>	<b>Dodge Roll</b>	<b>Result</b>
Critical	Critical	Critical	Defender parries or Dodges damage, damage MAY get through parry.*
Critical	Special	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon takes 2 points of damage.**
Critical	Success	Success	Attack marginally deflected and achieves a special success. Attack does double weapon damage plus normal damage bonus. Defender's armor protection subtracted from damage. Parrying weapon takes 4 points of damage.* *
Critical	Failure or Fumble	Failure or Fumble	Attack achieves a critical success. Attack does double weapon damage plus normal damage bonus. The defender's armor protection does not apply. Defender rolls on the appropriate fumble table if applicable.
Special	Critical	Critical	Defender parries or Dodges attack; no other result. If attack is parried with a weapon, attacking weapon takes 1 point of damage.**
Special	Special	Special	Defender parries or Dodges damage, damage MAY get through parry. *
Special	Success	Success	Attack partially parried or Dodged and achieves a normal success. Defender's armor protection subtracted from damage. Parrying weapon takes 2 points of damage
Special	Failure or Fumble	Failure or Fumble	Attack achieves a special success. Attack does double weapon damage plus normal damage bonus. Defender's armor protection subtracted from damage. Defender rolls on the appropriate fumble table if appropriate.
Success	Critical	Critical	Defender blocks or Dodges damage; no other result. If parried by a weapon in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Special	Defender blocks or Dodges damage; no other result. If parried by a weapon in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Success	Defender parries or dodges damage, damage MAY get through parry*.
Success	Failure or Fumble	Failure or Fumble	Attack strikes defender and rolls damage normally. Defender's armor protection subtracted from damage. Defender rolls on the appropriate fumble table if appropriate.
Failure	-	-	No damage; no effect.
Fumble	-	-	Attack misses completely and attacker rolls on the appropriate fumble table. Defender unharmed.

### Attack and Defense Matrix Continued

\*Breakage or damage occurs to the parrying weapon or shield, respectively, if a single blow exceeds its Hit Points.

\*\*Damage occurs to the attacking weapon only if the parrying object is a weapon designed for parrying.

**NOTE:** When success levels are tied, the attacker rolls normal damage and compares it to the HP of the parrying object – if it exceeds their HP by 1 they are damaged (Shields lose 1 HP) or break (normal weapons). If it exceeds their HP by MORE than 1 the excess goes to damage either the character wielding the parrying object (if it is a weapon) or reducing the parrying objects HP if it is a Shield.

- If the attack roll is 01-05, a critical success occurs. A critical result represents the best possible achievement with the weapon.
- If the D100 result is 20 percent or less of the Adventurer's skill percentage but is not a result of 01-05, a special success has occurred.
- If the D100 result is equal to or less than the Adventurer's skill percentage but is not a special or a critical, a success has occurred. Successful attacks hit home unless they are successfully parried.
- If the D100 result is more than the Adventurer's skill percentage but is not a fumble, a failure occurs. The action has not succeeded.
- A fumble occurs (1) when the D100 result is 99 or 00 for a skill of 100 percent or less, or (2) when the D100 result is 00 for a skill of 101 percent or more. The action did not succeed, and the Adventurer made a serious error in the process.



### The Resistance Table

		Active Characteristic																								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
Passive Characteristic	1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
	2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	
	3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	Range of Automatic Success				—	—
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
	18	—	—	Range of Automatic Failure			—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	
	22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	
	23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	
	24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	

For success, roll D100 equal to or less than the indicated number.

# Characters

## Eoghain the Sorceror

STR 8 CON 12 SIZ 10 INT 18  
POW 18 DEX 16 APP 14

Move 8

Hit Points: 11

Damage Bonus: None

Magic Points: 18

Weapons: Cutlass 39%, 1D6+2

Armor: Soft Leather 1D4-1

### Skills:

Physical: Brawl 24%, Climb 44%, Dodge 72%, Jump 9%,  
Ride 39%, Swim 29%, Throw 29%, Wrestle 29%

Communication: Bargain 42%, Disguise 22%, Fast Talk  
22%, Oratory 22%

Knowledge: Evaluate 43%, Nature 73%, Navigate 18%,  
Own Language 88%, Other Language (Orc) 28%, Physik  
38%, Potions 68%, World Lore 53%

Manipulation: Conceal Object 33%, Hide 28%, Move  
Quietly 28%, Pick Lock 13%, Repair/Devise 112%, Sail-  
ing 23%, Scribe 18%, Trap 13%

Perception: Insight 61%, Listen 21%, Sense 21%, Search  
26%, Track 16%

Spells: Witch Sight (3), Moonrise (1), Muddle (1), Heal  
(2), Contribute to Truth (1)

Culture: State Allegiance: Light

## Lord Byron, a Minor Noble

STR 13 CON 11 SIZ 9 INT 12  
POW 12 DEX 10 APP 14

Move 8

Hit Points: 10

Damage Bonus: None

Magic Points: 12

Weapons: Broadsword 122%, 1D8+1

Armor: Soft Leather 1D4-1

Small Shield 82%, 1D3, HP:15

### Skills:

Physical: Brawl 27%, Climb 47%, Dodge 47%, Jump  
12%, Ride 72%, Swim 32%, Throw 32%, Wrestle 32%

Communication: Art (Courtly Manners) 32%, Bargain  
22%, Disguise 22%, Fast Talk 22%, Oratory 22%

Knowledge: Evaluate 41%, Nature 41%, Navigate 16%,  
Own Language 66%, Other Language (Orc) 26%, Physik  
36%, World Lore 61%

Manipulation: Conceal Object 30%, Hide 25%, Move  
Quietly 25%, Pick Lock 10%, Repair/Devise 45%, Sailing  
20%, Trap 10%

Perception: Insight 61%, Listen 21%, Sense 41%, Search  
26%, Track 16%

Culture: Chiefdom Allegiance: Light

## Ana the Hunter

STR 14 CON 11 SIZ 9 INT 14  
POW 10 DEX 13 APP 11

Move 8

Hit Points: 10

Damage Bonus: None

Magic Points: 10

Weapons: Hunting Bow 77%, 1D6+1

Quiver: 20 arrows



Dagger 92%, 1D4+2

**Skills:**

Physical: Brawl 27%, Climb 67%, Dodge 73%, Jump 12%, Ride 42%, Swim 32%, Throw 52%

Communication: Art (Taxidermy) 11%, Bargain 21%, Disguise 21%, Fast Talk 21%, Oratory 11%

Knowledge: Evaluate 22%, Nature 42%, Navigate 27%, Own Language 77%

Manipulation: Conceal Object 32%, Hide 47%, Move Quietly 67%, Pick Lock 12%, Repair/Devise 59%, Sailing 22%, Trap 32%

Perception: Insight 21%, Listen 21%, Sense 81%, Search 26%, Track 46%

**Culture:** Chiefdom **Allegiance:** Light

**Gweneth the Healer**

STR 11 CON 9 SIZ 9 INT 16

POW 12 DEX 17 APP 10

Move 8

Hit Points: 10

Damage Bonus: None

Magic Points: 12

Weapons: Scimitar 61%, 1D8+1

**Skills:**

Physical: Brawl 26%, Climb 46%, Dodge 60%, Jump 11%, Ride 41%, Swim 31%, Throw 31%, Wrestle 31%

Communication: Art (Letter of Nobility) 10%, Bargain 20%, Disguise 20%, Fast Talk 20%, Oratory 10%

Knowledge: Evaluate 43%, Nature 93%, Navigate 18%, Own Language 88%, Other Language (Orc) 38%, Physik 98%, Potions 28%, World Lore 63%

Manipulation: Conceal Object 34%, Slight of Hand 34%, Hide 29%, Move Quietly 29%, Pick Lock 14%, Repair/Devise 77%, Sailing 34%, Scribe 29%, Trap 14%

Perception: Insight 60%, Listen 20%, Sense 20%, Search 25%, Track 15%

**Culture:** State **Allegiance:** Light

**Jeromyn the Thief**

STR 10 CON 13 SIZ 8 INT 14

POW 11 DEX 16 APP 15

Move 8

Hit Points: 9

Damage Bonus: -1D4

Magic Points: 11

Weapons: Battle Axe 75%, 1D8+2-1D4

**Armor:** Soft Leather 1D4-1

**Skills:**

**Physical:** Brawl 25%, Climb 65%, Dodge 77%, Jump 10%, Ride 40%, Swim 30%, Throw 30%, Wrestle 30%

**Communication:** Bargain 33%, Disguise 43%, Fast Talk 23%, Oratory 13%

**Knowledge:** Evaluate 22%, Nature 32%, Navigate 17%, Own Language 77%, Physik 37%, World Lore 32%

**Manipulation:** Conceal Object 33%, Hide 108%, Move Quietly 88%, Pick Lock 53%, Repair/Devise 72%, Sailing 23%, Scribe 18%, Trap 13%

**Perception:** Insight 22%, Listen 42%, Sense 22%, Search 47%, Track 17%

**Culture:** State **Allegiance:** Balance

## Vevina the Merenary

STR 9 CON 12 SIZ 9 INT 14  
POW 15 DEX 17 APP 14

**Move** 8

**Hit Points:** 11

**Damage Bonus:** None

**Magic Points:** 15

**Weapons:** Hunting Bow 95%, 1D6+1

Quiver: 20 arrows

Rapier 60%, 1D6+1

Dagger 50%, 1D4+2

**Armor:** Soft Leather 1D4-1

**Skills:**

**Physical:** Brawl 45%, Climb 45%, Dodge 119%, Jump 10%, Ride 60%, Swim 40%, Throw 50%, Wrestle 30%

**Communication:** Bargain 22%, Disguise 22%, Fast Talk 22%, Oratory 12%

**Knowledge:** Evaluate 32%, Nature 32%, Navigate 17%, Own Language 77%, Physik 37%, World Lore 22%

**Manipulation:** Conceal Object 34%, Hide 89%, Move Quietly 49%, Pick Lock 14%, Repair/Devise 73%, Sailing 245, Trap 14%

**Perception:** Insight 21%, Listen 21%, Sense 21%, Search 26%, Track 26%

**Culture:** Chiefdom **Allegiance:** Balance

## Ruairi the Mercenary

STR 15 CON 14 SIZ 10 INT 13  
POW 11 DEX 12 APP 12

**Move** 8

**Hit Points:** 12

**Damage Bonus:** +1D4

**Magic Points:** 11

**Weapons:** Great Axe 123%, 326+1D4

Recurved Bow 58%, 1D8+2+1D2

Quiver: 20 arrows

Heavy Dagger 73%, 2D4+2

**Armor:** Soft Leather 1D4-1

**Skills:**

**Physical:** Brawl 48%, Climb 48%, Dodge 92%, Jump 13%, Ride 73%, Swim 43%, Throw 33%, Wrestle 33%

**Communication:** Bargain 21%, Disguise 21%, Fast Talk 21%

**Knowledge:** Evaluate 22%, Nature 32%, Navigate 17%, Own Language 72%, Physik 57%, World Lore 22%

**Manipulation:** Conceal Object 31%, Craft (Armor) 21%, Hide 26%, Move Quietly 26%, Pick Lock 11%, Repair/Devise 54%, Sailing 21%, Trap 11%

**Perception:** Insight 22%, Listen 42%, Sense 42%, Search 27%, Track 17%

**Culture:** Chiefdom **Allegiance:** Balance

## Draega the Guardian (Sorcerer)

STR 14 CON 14 SIZ 14 INT 16  
POW 17 DEX 16 APP 13

**Move** 8

**Hit Points:** 14

**Damage Bonus:** None

**Magic Points:** 17

**Weapons:** Weapons: Bow 80% 1D8+1+1D2

Spear 60% 1D8+1+1D4.

**Armor:** 1D6+1 leather and cloth.

**Note:** Spear is a battery worth 15 MP

## Skills:

Physical: Brawl 20%, Climb 60%, Dodge 52%, Jump 05%, Ride 35%, Swim 25%, Throw 25%, Wrestle 45%.

Communication: Art 05%, Bargain 15%, Disguise 15%, Fast Talk 15%, Oratory 05%.

Knowledge: Evaluate 15%, Nature 65%, Navigate 40%, Own Language 55%, Physik 30%, Potions 40%, World Lore 35%.

Manipulation: Conceal Object 25%, Craft 5%, Hide 60%, Move Quietly 60%, Pick Lock 05%, Repair/Devise 64%, Sailing 15%, Trap 05%.

Perception: Insight 55%, Listen 35%, Search 50%, Sense 35%, Track 40%.

Spells: Witch Sight (3), Moonrise (1), Muddle (1), Heal (2), Contribute to Truth (1)

**Culture:** State **Allegiance:** Balance

## Morggan the Thief

STR 12 CON 14 SIZ 11 INT 16  
POW 14 DEX 18 APP 15

**Move:** 8

**Hit Points:** 13

**Damage Bonus:** None

**Weapons:** Sword 80% 1D8+1+1D4

Shortsword 60% 1D6+1+1D4

**Armor:** 1D6+1 Leather and Cloth

## Skills:

Physical: Brawl 60%, Climb 46%, Dodge 56%, Jump 25%, Ride 35%, Swim 25%, Throw 25%, Wrestle 45%.

Communication: Art 05%, Bargain 55%, Disguise 15%, Fast Talk 55%, Oratory 05%.

Knowledge: Evaluate 55%, Nature 25%, Navigate 10%, Own Language 80%, Physik 30%, Potions 30%, World Lore 15%.

Manipulation: Conceal Object 65%, Craft 5%, Hide 40%, Move Quietly 40%, Pick Lock 25%, Repair/Devise 66%, Sailing 15%, Trap 25%

Perception: Insight 15%, Listen 35%, Search 40%, Sense 35%, Track 30%.

## Ennea the Guard

STR 15 CON 13 SIZ 14 INT 14  
POW 11 DEX 14 APP 12

**Move:** 8

**Hit Points:** 14

**Damage Bonus:** +1D4

**Weapons:** Sword 80% 1D8+1+1D4

Shortsword 60% 1D6+1+1D4

**Armor:** 1D10+1 points plate

## Skills:

Physical: Brawl 60%, Climb 40%, Dodge 48%, Jump 05%, Ride 55%, Swim 25%, Throw 25%, Wrestle 45%.

Communication: Art 05%, Bargain 15%, Disguise 15%, Fast Talk 35%, Oratory 65%.

Knowledge: Evaluate 15%, Nature 25%, Navigate 10%, Own Language 70%, Physik 30%, World Lore 55%.

Manipulation: Conceal Object 25%, Craft 5%, Hide 20%, Move Quietly 40%, Pick Lock 05%, Repair/Devise 64%, Sailing 15%, Scribe 20%, Trap 05%.

Perception: Insight 55%, Listen 15%, Search 40%, Sense 15%, Track 30.



