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RACES:

BEAST MEN/WOMEN

These humanoids were created from an elemental clash, this was a time in the planet's history when all the elements combined in an area called "RANKIIN". All the life in this area was believed to be extinguished, most of it was wiped out, but a few human females survived, these females found themselves with child. All gave birth at different times but all that were born were deformed in some way. The mothers were shunned by society and were forced to return to Raklin with their offspring.

Each offspring turned out to be a cross between human and an animal/fish. They were all bipeds but had some of the distinctive features of the animal that they were crossed with. Time progressed and they all became races within their own right, never interbreeding with other crosses. The four races that evolved are listed below with their relevant crosses:

- Lion/man Liosses
- Hawk/man Haraks
- Rodent/man Ratenans
- Fish/man Drigos



Liosses

These men/women have the facial characteristics of a lion, they speak with a flowing intertwined voice, very much like that of a cat breaking into a purr. Because of their mixed race they have the ability to emit a fantastic roar twice per day which may cause whoever is within earshot to run in fear for a 30 count (this will be the game co-ordinators role to establish who heard and what can be effected) the disadvantage with using this ability however is that the Liosses return back to their bestial side for a 5 minute period, this means that everything that they are carrying is dropped, and they revert to all fours and act just as a lion would in that situation, i.e. if they are confronted with numerous individuals they will run and hide or if they are feeling hungry they may attack for food etc.

Females have an aversion to fire mages, they find those who have stored fire magic repulsive to smell, the more magic they hold the worse the stench.



Haraks

These men/women have very pronounced noses with some of their skin covered in feathers, they move their heads in a very bird-like fashion but this is usually overcome for those who wish to blend in with other societies, although it takes quite a lot of concentration to keep this up, under times of stress they revert back to the jerkiness. These breeds have the ability to enact magic from both the earth and the air, this is because of the combining of the two elements at their initial creation. They do have the disadvantage though of being very susceptible to having broken limbs, due to the fine nature of their bone structure.



Ratenans

These cross breads have the facial characteristics of a rodent; they also have the ability to be extremely dextrous. In game terms this means that they can achieve various things such as picking pockets, fighting ambidextrously (With small weapons only i.e. daggers) doing severe damage with small precise weapons like killing from behind etc. Some of these abilities must be discussed with the game co-ordinator at the time of action. They have the disadvantage however that they are very easily controlled/lead by any charismatic person. They are a race that usually follows rather than leads.



Drigos

These cross breads have a scaly silver skin; they have the ability use both the elemental sphere of water as well as earth, this being due to the two elements combining at the time of their creation. They do have the disadvantage however that every 5 hours they must submerge part or all of their body in water, if they do not do this then their skin starts to smoulder and causes severe burning, often resulting in permanent crippling disfiguration.



DWARVES

These are short stout fellows max. height 5ft, they live to prove their prowess and ferocity in battle. They drink lots and are extremely loud, bowing to no one. They have extraordinary stamina and constitution marching for many days and still engaging in battle at the end of it seemingly without any disadvantage.

All the Dwarf races have facial hair and deem it shameful to be seen in adulthood without it. All the dwarves mix but all believe that their strain is the chosen one by the Gods.



Fire Dwarves

These are a cross between the now believed extinct Fireblog (Resembles a giant dwarf but has total immunity to fire) and a dwarf. They are still of stocky build but can be of any height, they always have facial hair and are immune to normal fire. Their skin colour has a reddish tinge and they have golden hair. Magical fire only does half damage, but because of their interbreeding then non of this race has been able to practice any fire magic, their bodies have absorbed the fire instead of acting as a storage and conduit system.

Green Dwarves



These are a race of dwarves that have a green complexion and green hair. They are still of stocky build and have facial hair, but their height can range from 4ft to that of normal humans. Their race are totally dedicated to nature and any Green Dwarf that decides that they cannot follow this path loses the ability of their race and their complexion slowly turns to grey. They have the ability to communicate with all animals, and can befriend all normal animals after long conversation.

Grey Dwarves:-



They are the natural descendants of the normal dwarf but chose to stay underground. These are dwarves that absolutely hate the natural light of day. Their skin complexion is grey as well as their hair and beards, they are at one with the rock. They have the ability to pass through rock for limited distances. As they gain in experience they can pass through more rock, it starts at 5 foot once per day and moves up in 5 foot increments.

If exposed to daylight without some form of protection to their eyes they suffer intense pain and are totally blinded for a twenty-four hour period. Their height varies due to the fact that they can alter their body shape to move through tight areas i.e. they can move through low roofs etc through tight gaps or passages, with no movement penalties (Ref call). The only way to tell that they are descendants of the Dwarven race is the fact that they all have beards and it considered sacrilege not to have one. If anyone removes their beard at any time the tribe will hunt and kill them, which then become the tribe's soul objective in life.

ELVES



The Elven race of this world believe themselves to be the most ancient of races, they believe that they were conceived by the Earth mother herself, the saying is that they are truly the children of the earth. All the Elves can only be healed by being drawn into the ground, this requires a time consuming complex ritual Their stature is very slender with heights ranging between 5ft 8in to 6ft 6in, the majority being above six foot. They are all lovers of nature and are very protective about destruction of woodland, they follow a class system. There is only one King of the Elves and all classes follow this king, those who choose not too are shunned by both the high and the low Elves, that person is then magically branded, and all Elves across the known world will offer no help or shelter to those with the brand.

Dependent on the region from which the Elves come depends on the coloration of their skin.



High Elves

These Elves are grey skinned in colour. They are the natural born rulers to the Elves, all the other races are below them. They however do not have the initial right to rule over the lower class Elves until they have proven their worth to the king, this usually takes the form of a quest in which they must achieve a set task for the good of their race. Each of these Elves when they accept a quest are allotted a particular weapon of their choice. These weapons become bonded to that Elf. The ritual for this is quite complex and time consuming, only the shamans of the tribe know how to perform this ritual, the individual that is being joined has no recollection of how or what was done. Each weapon ends up with a ability for its owner, some have the ability to detect evil within a certain radius, others have the ability to cleave other weapons in two, others to cast a bright light. These weapons will only work in the hands of the one bonded to it. If someone tries to use the weapon of opposite alignment to that of the owner then it shatters. The weapon once bonded needs to be held by its owner every 24 hours, if this is not the case it reverts back to a normal item and the owner suffers some form of loss associated with the weapons ability, for example they may lose what strength they have, or not be able to stand extreme light. This can only be overcome by returning to their shaman who must then try to re-enact the original ritual. This however has its dangers as it can leave the individual permanently disabled, it seems to link to the time scale between losing contact with the weapon and re-enacting the ritual.



Sulphur Elves

These Elves have a yellow skin with yellow reddish hair, and are found in the volcanic areas of the world of "Yarm", these Elves have the ability to stand large amounts of heat and also they can breathe noxious gasses for a limited period. They like all the Elves have to be healed by becoming one with the earth; this requires a complex ritual in which they are accepted into earth that is native to their birth. If they are drawn into earth without the main elements from which they were born they are only healed partially. They have to absorb the minerals from their birthplace.



Wood or green Elves

These are the true Elves of the forest; they have a green brown complexion with brown hair. They are usually the growers of the land. They have the ability to communicate with the trees, although this is a very slow thing, and precise details are hard to ascertain, due to the trees understanding of the world

HUMANS

There are many variants of human's dependant on the region of the land from which they come. Listed bellow are some of the regions and the types of humans that originate from those regions. There is a lot of diversity across the human race the ones listed are the ones that are only pure variants. (Consult the campaign writer for information on mixed races and climate attributes)



Frost Men

These are humans with a bluish hue, they live in the western most tip of the world of "Yarm" here is the only polar ice cap within the world. There is never any true darkness here, during the evening there is a fantastic array of coloured lights which lights the land with continually differing shades of colour. It is because of this phenomena and the intense cold that this race has evolved into having heat related vision. They do not see in the normal spectrum so they are not effected by bright lights (e.g. light sunlight reflecting off the snow) they are however effected by intense heat as this effectively dazzles them, like someone flashing a bright light into a normal humans eyes in a darkened room. Because of the severity of the cold within there natural habitat they have also developed a thicker skin, this means that they have more natural resistance to damage, the downside however means that they are not as dextrous as other races, this means that the more complex semantics required for some magic is inaccessible. (consult the campaign/game co-ordinator)

Northern "Yarhual" humans

These people look the most inoffensive of all the races of humans, they are prone however to dress in fairly outlandish clothes, and talk incredibly fast with lots of animation. The people of Yarhual live in an ever changing climate, because of this and the way that the power to enact magic from this land is required means that these people are very orientated to the pursuit of magic. From an early age they are assigned an element of which they spend the rest of their life following, trying to evolve and develop more magical results to the benefit of the land. The two main elements that are followed are Air and Water, there are fewer that follow the Earth element and still fewer who follow the Fire. All the items that they use within their lands are operated by magic, for example it is common to see animated ploughing machines that are powered by magic.

These people unfortunately are at a large disadvantage when they leave their lands. In normal climates they usually cannot harness enough power to enact the magic required to defend themselves, as they have relied so long on large untapped elemental energy sources that the spells that they have evolved all require large amounts of this elemental energy. This does not mean to say that they have no power at all as there are still spells which do not require large energy conversion, some of the more common spells in the other parts of the world are known to them, but not all (Consult the campaign/game co-ordinator). Those that leave their land ether return quickly preferring their non-physical life (Because they let magic do most of the heavy work). The only ones that seem to leave and not return are those who follow the other two elements Fire and Earth, it is not known whether they find their Eden or just the fact that they are not so self reliant on magic that they can survive in other lands.

The Dark Ones (Narhills)

These people live at the eastern most point of this land of Yarm; it is called "Narhill". They are all white including their hair. The reason for this is the reduced amount of daylight that their land has. These people have the ability to teleport between dark areas providing that they are within 15 paces of each other. (In game this will be done by calling a "Time Freeze" from a darkened area {established with game supervisor}. When they have moved to the new darkened area then they or the game supervisor can call a "Time In"). This ability causes them to be left in a weakened state for a period of 5 sec's unable to move. The next time they use this ability without sleep means that they are weakened for 10 sec's, the next 20 sec's, the next 40 sec's, in other words time keeps doubling up. They also have the disadvantage that they have to cover up their entire flesh during daylight or suffer intense pain from burning of the sun.

CHARACTER ALIGNMENTS AND CLASSES.

Alignments

It should be noted that any race can have any alignment, or mixture of alignments, but it should be born in mind what that race beliefs are. If you choose an alignment that is not normal for that race then this will have to be backed up with a history as to why and what has happened to you to give evidence to substantiate your deviation from the norm of that race.

Below are listed the pure alignments Evil, Good, and Neutral. These are the three base alignments, a character can have parts of all these within his/her personality. Alignment determines the fundamental beliefs of a character, not his or her total personality.

Evil

Characters who follow this alignment are only after developing anarchy and chaos, they like to dominate, and take pleasure in peoples suffering, providing they themselves do not suffer. They have no allegiances that cant or wont be broken given the right price.

Neutral

These people tend to follow what is in power at the time, at least that which will benefit them. They will adapt to the surrounding systems, but only if the benefit is favourable to them.

Good

These people are generally honest, law abiding and helpful. They respect the law, and tend to align to the surrounding laws of the land.

The Following is only a rough idea of character classes that are available, don't forget everyone is an individual so you don't have to fit into one of these classes; they are only there to prompt ideas about your character.

Warriors

These people love to use weapons and devote most of their life to becoming better than the next man in the use of them. They are found all over Yarm in various guises, they may be adventures, or some lord as part of his force may hire them.

Paladins

These people travel the land, fighting for their god's belief, they tend to get drawn into holy wars and quests set them by the various religions, or they may just wander the land enforcing their belief where necessary.

Clerics

These are totally devoted to their gods; they use the powers given to them through their gods to enact whatever tasks they see fit, but only in their god's name. If they use their given power against their gods belief, it has been known for that god to smite them down.

Shamans

These are tribal holy men, dedicated to the magic and power of their race, they unlike the clerics have available to them the magic specific to the race that they are the Shaman for. They can access to both a magical sphere and the common clerical spells. They usually remain with the tribe unless they feel that there is a threat to the tribe in which case they have been known to leave to try and vanquish this danger.

Mages

These people devote their life the following of magic, if this means travelling the land to acquire more spells and knowledge, or adventuring to finance their research then this is what they will do.

Rogues

These tend to be your typical adventurer type out to seek their fortune, they usually have a desire to acquire items, and become quite proficient at this. They however tend to be a class that will not normally acquire items from their own, although this is not a hard and fast rule.

Rangers/Trackers

These people tend to be loners but can be hired as professional trackers for various causes. They are usually at one with their surroundings, and tend to prefer the outdoor life.

Bards

These are travelling minstrels or story tellers they are very charismatic people, and make enough money to survive from selling their abilities; they tend to be a jack of all trades, dabbling in all the arts. They travel to acquire new material and to seek adventure.

Note; these are just guidelines and there can be mix and match and other variations, for more information consult the Development team when creating your character.

CHARACTER DEVELOPMENT

This system is not a point generated character development system; the development of your character will be down to you providing evidence that you have learnt a new skill/ability/spell etc. through your role playing and development in the play by mail environment. The decision on what you will be allowed will be the responsibility of the campaign/game co-ordinators

MAGIC

There are five types of magic on this world, four of which apply to the four elements i.e.

- **FIRE**
- **EARTH**
- **WATER**
- **AIR**

The fifth and most frowned upon is that of **Necromancy**.

How Magic works in Yarm

All magic works on the conversion of energies, so the more powerful the energy source the more powerful the spell that can be enacted. The problem with the use of magic however is that the energy for the spell release has to be stored inside the mage, this means that dependant on the progression stage of the character depends on the amount of energy that can be stored safely. The longer a mage takes to release this energy the greater the time in which he/she has to recover after. The release of all that energy means that the mage will feel drained for a time period feeling really weak being unable to move fast, (They can still cast other spells however, but the recovery time is cumulative). Below is a table with the recovery time required for the energy stored over a time period.

How you role play this as a mage is up to you, the following table is a guideline on how long you will feel weak for. Dropping into unconsciousness instead of feeling weak can affect some mages. If role played like this the recovery times are quicker as the body has time to rest completely.

Basically it is up to you to role-play the way magic effects you. However the Game co-ordinators will monitor this to make sure it is being role-played honestly.

LEVEL OF SPELL	TIME ENERGY STORED IS RELEASED	TIME PERIOD FOR RECOVERY (Feeling weak)	TIME PERIOD FOR REGAINING CONCIIOUSNESS
1	1-4 hr	1 to 4 mins	30 secs to 1 min
1	4-8 hr	4 to 8 mins	1 min to 4 min
1	8-16 hr	8 to 16 mins	4 min to 8 min
1	16-24 hr	16 to 30 mins	8 min to 16 min
2	1-4 hr	2 to 4 mins	1 min to 2 min
2	4-8 hr	4 to 8 mins	2 min to 4 min
2	8-16 hr	16 to 32 mins	4 min to 8 min
2	16-24 hr	32 mins to 1hr	8 min to 16 min
3	1-4 hr	4 to 16 min	2 min to 4 min
3	4-16 hr	16 to 1hr 4 mins	4 min to 16 min
3	16-24 hr	1 hr 4 min to 2 hr	16 min to 1 hr

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Table 1

If the energy is stored past 24 hours then the magic within consumes the mage turning them into that from which the energy was taken.

How to draw energy for magic

This is done by the mage enacting a ritual both verbal and semantic; the effectiveness of this will be down to the game co-ordinator. The time period to draw the power will vary on how much energy has to be stored. Table 2 below shows how long it takes to store power for level of spell. Not only is the time longer for higher level spells but the energy source must be greater. For example using the elemental magic of water a mage wishes to learn a first and a third level spell. The first level spell would need water that is moving slightly e.g. a small ambling brook, but for the third level spell energy the mage would need a small waterfall (For the exact requirements consult the game/campaign co-ordinator).

There is also a problem attached to the drawing of energies, there is a chance that all the power will be drawn off thus causing the source not to exist. For example an earth mage tries to draw power for a third level spell, but the ground from which it is drawn is not in its most fertile state i.e. winter, this causes all the life in the ground to be extinguished. The land for a large radius is dead never again being able to support life. Again consult the game co-ordinator for exact effects.

SPELL LEVEL	TIME SPENT ACCUMULATING POWER
1	10 MIN
2	20 MIN
3	40 MIN
4	60 MIN

Table 2

Table 3 below shows what maximum spell levels can be learnt at what mage level. A mage can only retain enough energy for 10 spells altogether, for example Mandrake is a 4th level mage he has the capability to store 3 second level plus 7 first level, or he could choose to store 2 second level and 8 first, his final option is to store 1 second and 9 first.

MAGE LEVEL	HIGHEST NUMBER OF SPELL LEVEL THAT CAN BE STORED
1	10 x 1st
2	1 x 2nd
3	2 x 2nd
4	3 x 2nd
5	1 x 3rd
6	2 x 3rd
7	3 x 3rd
8	1 x 4th
9	2 x 5th

Table 3

How to cast magic

To cast the stored energy in the form of a spell the caster must follow the procedure laid out below;

1. Draw upon the stored energies (Up to the individual how they want to role play this)
2. State the element from which the energy belongs (e.g. "By the power of the earth.....")
3. Name of the spell (e.g. "trip")
4. Point to the individual or item effected
5. If there is a location then state the location (e.g. "right arm)
6. If there is damage state the damage (i.e. "one point")

For example Charleston is a fire mage; an Orc wielding a wooden club is bearing down on him, he concentrates summoning the power within himself points at the club in the Orcs hand and says "By the power of fire Ignite club right hand". The club bursts into flames, the Orc being stupid just looks at it and suffers a point of damage to his right hand, this renders the hand useless, and it retreats screaming in agony.

Magic Resistance

Everyone has a chance to be immune to the magic that is cast at them. Certain races have the ability to be immune to magic of particular elemental energies, for example some Elves are resistant to some earth related spells where it states there is a save. Other individuals will be resistant to certain magic where saves apply dependant on their background. This will be disclosed during character creation and development.

Ethos behind all the magic areas

Only one sphere of magic is open to an individual, the way in which the body has to store and channel the energy does not make it possible to accept more than one energy transference and conversion. There are however two races that can use two magical spheres, these can be found under the "Beast Men/women" heading.

Earth magic:

Mages who follow this element become attuned to particular types of land, they can read the land, and they are usually at one with nature, and consider it a sacrilege to destroy the land. This applies to the majority, but there is a minority that will strip the land of its life purely to feed their need for power. If these two factions ever meet and they are aware of each other's beliefs then usually bloodshed ensues.

It is said that the elemental of earth was created by the earth mother to enable her followers to be able to rejoice in the power that she is willing to share.

The predominant followers of earth magic are the Elven races as they have such close contact with this element, and the earth mother. They however will locate and kill all those who use this elemental power to destroy the earth.

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Fire magic:

This is one of the most destructive and damaging magic elements, but the power required to use this is large because of its destructive force. It is said that the magic of this element was first encountered in the volcanic region of "Simoshull", but the Narhills use its lesser magic to enact light generating spells, and have done for thousands of years, so there is no historical evidence as to where this elemental magic originated.

Those who follow this magical sphere tend to be very cautious on their use of the magic due to its volatile destructive nature. Although there are those that create wanton destruction, but these individuals unless they have a source for the energy, tend to keep their practising a secret, as they tend to be vulnerable for large amounts of time after casting.

Water magic

This magic is said to be life giving, as water is needed to feed life. The followers believe that they gave the life to the earth, so that water magic is more the controlling force, which sometimes leads to arrogance of Mages who follow this area of magic. They believe that fire is their only true opposition and shun anyone who practices fire magic.

Air magic

This magic needs the movement of air to transfer energy to the mage; this can be anything from a light breeze, to a full blown hurricane. The obvious problem with the hurricane is the proximity that the mage has to be to draw off the power; usually they will enact some form of protection from a lower level spell to allow them to draw the greater energy of the hurricane.

It is said that this magic was first enacted by a now extinct race of mountain people who constructed wings and used the power given to them by the air elemental to fly amongst the mountains to hunt.

This magic only tends to be prolific in windy climates for obvious reasons. People who tend to follow this line of magic tend to become wanderers, they like their freedom as they see the air elemental from which they draw their power as a free spirit blowing throughout the world whenever it pleases.

Necromantic magic

This magic is frowned upon and feared by most races as the power that it uses is from living beings/animals. It unlike the other magic's takes all the life force from the subject for energy transferral and conversion. In other words it kills the individual/creature from whom the power is drawn. Because of this complete power absorption that takes place the mage can be overloaded with energy which their body cannot handle. Therefore they have to practice extreme caution, and take the energy from a individual/creature that possesses only the right amount of energy, consequently most practices of this art have learnt how far to destroy a individuals/creatures life-force before enacting the ritual to transfer the energy.

This magic is relatively young in the world of Yarm and is said to originate from the followers of "Garthos" who enacted sadistic rituals of pain and suffering on their

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people, all in the name of their god. It is believed that this religious faction has however been removed from the world of Yarm, but some believe it may have just gone underground to avoid persecution.

Earth Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Earth or from the god "Julan" It only works on one object and the caster has to touch that object
Range : Touch Save : N/A Duration :immediate
2. **TRIP** -The target is tripped by the subtle moulding of the ground, falling flat on his/her face, as from an unexpected fall
Range : 20 paces Save : none Duration:- Immediate
3. **ENTANGLE 1** – This entangles an opponent, the roots are roots such as brambles etc they have 2 hp so they can be cut with 2 swipes of a sword for example.
Range: 5 paces Save: Non Duration: till cut free

2nd Level

1. **EARTHMASTER** - Causes the ground to mould around 1 targets legs, can't move for 60 count.
Range : 10 paces Save : Applies - negates Duration : 60 count
2. **CAMOUFLAGE** – You can blend into the background for up to 3 mins without any detrimental effect. The background has to be natural and not constructed. You can be detected by either smell or touch. If you remain in camouflage for longer than 3 mins, for every 30 secs above that you loose a Hit point. This is only recovered 1 every 24 hours.
Range : Touch Save : N/A Duration : 3 mins
3. **ENTANGLE 2** – This entangles an opponent, the roots are roots such as small trees etc they have 3 hp for an Axe so they can be cut with 3 swipes of an axe. a sword will require 6 hits.
Range: 5 paces Save: Non Duration: till cut free

3rd Level

1. **ERUPTION** - The caster causes the ground beneath a foes feet to explode upwards. Failure to save results in 1 hits being delivered to foes legs and loss of footing (fall over)
Range : 10 paces Save : Applies - negates Duration :Immediate
2. **ENTANGLE 3** – This entangles an opponent, the roots are roots such as Large trees etc they have 4 hp for an Axe so they can be cut with 4 swipes of an axe, a sword will require 12 hits.
Range: 5 paces Save: Non Duration: till cut free

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4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.
Range : Touch Save : N/A Duration :Immediate
2. **POISON CLOUD:** This causes a cloud of 10 foot radius which is poisons anyone in the cloud loose 1hp per 6 sec even if you leave. Cure poison cures
Range: 10 paces Save: negates Duration: till unconscious

5th Level

1. **ELEMENTAL FORM** – The Caster turns into a stone elemental. Possessing great Strength. The caster is immune to all arrows, swords and axes do half damage. Only hammers and crushing weapons can harm the caster unaffected.
HP total now 30 hits. When hitting in close combat he can do “Double”
Once every 60 Secs the caster can use “Sunder”.
Range: Caster only Save: N / A Duration: 3 minutes
Following the transformation the caster must rest for 1 hour and cannot cast anymore spells for 24 hours as the drain is too much.

Water Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Water or from the god “Mekos”
It only works on one object and the caster has to touch that object
Range : Touch Save : N/A Duration :immediate
2. **WATERBLAST:-** This causes a jet of water to emanate from the Mages hand which will knock an individual from their feet for a distance of 10 paces unless they manage to grab hold of a fixed object.
Range : 10 paces Save : Applies - negates Duration :immediate
3. **MIST :-** The Caster summons a momentary mist / fog that obscures the vision of a Single Target, giving the caster a few seconds of time to act. This is a diversionary tactic and if harmful acts are used against the target they will gain their sight immediately. (The target must close their eyes for a count of three)
Range : 30 paces Save : Applies - negates Duration: Immediate and lasts three seconds.

2nd Level

1. **WATER BLADE:** This enables the caster to make a magic weapon the size of a medium sword, magical for the length of a single combat. The blade also has the ability to extinguish small fires if it touches them for a 10 second period, once this is done however the magic is dispelled. The wielder of the sword must shout, "Enchanted water blade" on use.
Range : Touch Save : N/A Duration : 1 combat

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2. **FREEZE:** – The spell caster causes the water vapour in the air to freeze round the torso or a limb of the target. Either an arm which will then be able to only move at a slow speed. A leg which will cause the target to hobble or hop, or the torso which has the effect of causing the caster to take 10 secs to cast. This spell cannot be used to target the head, too much warm air around to effectively freeze.

Range : 10 paces Save : Applies Negates Duration : 20 seconds

3. **SUMMON WATER:-** The caster can summon water. About one litre in quantity, the water can be summoned into a container or use to spray from the casters hand.

Range : Caster Save : N / A Duration : Instant

3rd Level

1. **WHIRLPOOL:** This causes a whirlpool to envelop a target for duration of 1 minute. The individual in the whirlpool cannot see out or hear what is going on outside (They must close there eyes and hum or put their fingers in their ears till either the spell dissipates or it is dispelled). Any weapons/items thrust into the whirlpool from either side will be ripped out of the individuals hand; this weapon will fall to the ground when the spell dissipates.

Range : 10 paces Save : Applies -negates Duration :Immediate

2. **FREEZE 2:-** The greater version of the Freeze spell can cover more of the targets body and make those parts motionless as if frozen solid. You can only target either target arms or legs, not one of each due to the distance between them and the air needs to be frozen. If you target both arms together the target would not be able to fight effectively (but can run away), If you target both legs together, it stops the targets movement but allowing the target to fight or defend itself. The caster must specify the limbs affected

Range : 10 paces Save : Applies Negates Duration : 20 seconds

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range : Touch Save : N/A Duration :Immediate

2. **DROWNING:** This fills lungs with water, causing the victim to collapse, they loose 1HP per sec till they hit zero.

Range: 10 paces Save: negates Duration: till unconscious

5th Level

1. **ELEMENTAL FORM:-** The Caster turns into a water elemental. Able to travel in bodies of water and flow like water. The caster is immune to all solid weapons as they enter the body itself and cause no damage. Enchanted weapons cause 1 hit.

The Elemental is immune to all water spells, However Freeze spells cause pain and slows the caster down to a walking speed.

HP total now 20 hits. When hitting in close combat the caster does no damage, However he can grab and drag a person into its body. Causing the same effect as the drowning spell.

Range: Caster only Save: N / A Duration: 3 minutes

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Air Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Air or from the god "Shakra" It only works on one object and the caster has to touch that object
Range : Touch Save : N/A Duration : Immediate
2. **SPIN-** The caster causes a specific target to whirl at extreme speed. The target loses anything held as s/he spins (throws them outward). The target spins for a 20 count.
Range : 10 paces Save : Applies - negates Duration : 20 count
3. **PARRY:-** The caster can summon a small movement of air to intercept incoming ranged attacks. It only works on light weight ranged attacks (small throwing knife, arrow, crossbow bolt) and the small incantation is not enough to incur the usual penalties for casting a spell, you can cast it three times before you incur the penalties. The spell only works on ranged attacks; it has no effect on close combat weapons. (In game terms any arrow or smaller thrown weapon that is fired at the caster after the spells completion will be claimed as a miss. Regardless of whether the actual hit took place; one missile per casting) It can be used to parry for another person that is next to the caster, however the normal penalties for casting will take effect and can only parry one projectile aimed at that person per casting.
Range : Caster only, or one nominated person next to the caster. Save : N / A Duration : The next counting ranged attack

2nd Level

1. **GUST** - The caster causes a powerful gust of wind, they are blown back 10 paces unless they can grab hold of a fixed object. Any in range to the front of the caster must save or be knocked from their feet.
Range : 30 paces Save : Applies - negates Duration : Immediate
2. **ARMOUR:-** The Caster is surrounded by strong gusts of wind. These cause the arrows of would be attackers to be cast away. Directed spells will go through the armour and affect normally. However the caster can only move at a slow walking speed while the armour is up, to avoid being hit by the winds themselves. If the caster runs they are assumed to be hit by the spell "Spin". Once the duration is up, the normal effects of casting a spell will take effect (feels fatigued)
Range : Caster only Save : N/ A Duration : 30 seconds
3. **VOICES:-** The Caster creates voices and noises on the wind that **could** distract a target or group of targets in close proximity. The sounds can only be heard in that close vicinity, so those outside it will assume the targeted creatures are mistaken.
Range : Targets within 30 paces Save : Applies - Negates Duration : 30 seconds

3rd Level

1. **TORNADO:** This causes a mini tornado to envelope a target for a duration of 1 minute. The individual in the tornado cannot see out or hear what is going on outside (They must close there eyes and hum or put their fingers in their ears till either the spell dissipates or it is dispelled). Any weapons/items thrust into the tornado from either side will be ripped out of the individuals hands and flung a distance of 20 paces in the opposite direction from which they entered

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Range : 10 paces Save : Applies -negates Duration : Immediate

2. **ARMOUR 2:-** The Caster is surrounded by stronger gusts of wind. Casting aside arrows, and heavier thrown objects/weapons such as rocks and axes. It will also turn away a knife in close combat. Unlike the lesser spell the caster is able to control the winds to a greater effect and act normally during the spells duration. Once the spell has finished the caster will suffer the normal penalties from casting.

Range : Caster only Save : N/ A Duration : 30 seconds

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range : Touch Save : N/A Duration : Immediate

2. **SUFFOCATION:** This forces air out of lungs causing the victim to collapse, they loose 1HP per sec till they hit zero.

Range: 10 paces Save: negates Duration: till unconscious

5th Level

1. **ELEMENTAL FORM:-** The Caster turns into an air elemental. Semi transparent and able to hide easily in the undergrowth unless attacking.

The caster becomes hard to target as the being is made up of fast moving air currents. Causing all ranged attacks to be useless and all small light close combat weapons to hit with great difficulty. (roleplay this)

Special attack the caster can use parry without ill effect to itself, parrying all ranged weapon attacks against it with a wave of its hand. Enchanted weapons cause 1 hit. The Elemental is immune to all Air spells.

HP total now 20 hits. When hitting in close combat the caster can drag a person into their body and the suffocation spell effects can take place. He can also cast Gust every ten seconds.

Range: Caster only Save: N / A Duration: 3 minutes

Following the transformation the caster must rest for 1 hour and cannot cast anymore spells for 24 hours as the drain is too much.

Fire Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Fire or from the god "Garthos" It only works on one object and the caster has to touch that object

Range : Touch Save : N/A Duration : immediate

2. **IGNITE-** This spell creates a violent volatile reaction of a combustible non living item- 1 object will begin to burn furiously. If held/worn it inflicts 1 points of damage per 2 count.

Range : 20 paces Save : None Duration : Up to a 20 count

2nd Level

1. **FLASH-FINGER** - The caster invokes a flame of 10 foot length, striking a single target for 1 points of mystic damage on a named location

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Range : 10 feet Save : Applies - negates Duration : Immediate

2. **LIGHT**: This produces a magical flame the same brightness as a single candle for a period of 15 mins (Prop needed). The light can appear in an area 15 ft from the mage. (This is done by calling a time freeze and placing the light source in the desired location).

Range : 15 ft Save : N/A Duration : 15 mins

3rd Level

1. **ENGULF** - Target is engulfed in flame taking 1 hit per location unless saving.

Range : 10 paces Save : Applies - negates Duration : Immediate

2. **COMBUSTION** - Starts a reaction in any living target (undead, etc. unaffected). The target begins to slowly burn taking 1 hit/loc. per 10 count, ignoring armour, until dead and ash remains unless totally covered by water or enveloped in ice etc. As long as the air is stopped getting to the body.

Range : 20 paces Save : Applies - negates Duration : Immediate

4th Level

1. **MIND FORTIFICATION**: This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range : Touch Save : N/A Duration : Immediate

2. **NOVA**:- The Caster uses this spell as a last resort. This will cast Engulf on all targets, friend or foe within range of the caster. It is used only as a last resort when the Caster is surrounded by foes.

Range: 10 paces radius Save : Negates Duration: Instantaneous

5th Level

1. **ELEMENTAL FORM**: This turns the caster into a fire elemental, thus doing 1 hp of damage on touch and is immune to all fire. HP total now 25; Special Attacks: **Flame force**; this will produce a force which can be directed at an individual, it will knock the individual off their feet doing 1 point of subdual damage. This can be done every 10 secs. **Engulf**; If they hold on to a person they will ignite all combustible material and take 1 point of damage per 5 secs.

Range: Touch Save N/A Duration 3 mins

*Necromantic Spells **NEW***

1st Level

1. **QUESTION DEAD** - The caster may ask one question requiring a simple Yes or No answer, and will be answered by any dead body that could have communicated whilst living.

Range : Touch Save : N/A Duration : 1 Question

2. **VERIFY DEAD** - The caster detects whether corpses are quiescent undead. Any corpses in sight may be so tested when this spell is cast. It is near instantaneous.

Range : Sight Save : N/A Duration : 1 min.

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3. **CORPSE VISARGE** – Changes the appearance of the casters face, making him scary to look at. All foes that see his face within 10 pace radius run in Fear for a 20 count. This will only affect sentient beings. Those outside the 10 pace radius just think he/she looks ugly. (In game terms a mask is required by caster)
Range : 10 pace radius Save : Applies - negates Duration : 20 count
4. **ANIMATE CORSPPE** - A useful spell allowing the caster to move a dead body as if a zombie. The body is not undead, rather it is animated by Telekinesis ... as if a puppet. It cannot bear weight and is merely a party trick or a distraction. This can be used to animate body parts with more dexterity, for dramatic effect more than combat, feet, arms, hands, tails can be made to move as if alive.
Range : Touch Save : N/A Duration : One minute or until struck

2nd Level

1. **TERROR**- The caster causes 1 target to Fear him/her. The victim will not approach or attack the caster for 1 hour and flees if pressed. This will only effect sentient beings.
Range : 10 paces Save : Applies - negates Duration : 1 hour
2. **RAISE UNDEAD** - Requirements; corpse must be dead, but only something up to man sized, it has to have full muscle structure to be able to animate fully. The caster, at a touch animates the corpse. It has 1 hit point per location. It will not replace severed limbs, or replace damaged parts. It can only obey a single command, such as “attack” It lasts for 15 mins and once the corpse has been animated it can never be reanimated.
If performed as a ritual for 1 min, a more powerful form of undead could possibly be created. It will have 2 hits. Consult a ref when performing the ritual.
Range : Touch Save : N/A Duration : 15 mins
3. **GRIP OF DEATH** - Undead arms magically rip from the floor ensnaring the victim, as they are mobile, constantly clawing at the target, moving and grabbing. Either hack at them with axe or sword, 6 hits for a sword or axe (Blunt does no damage). If someone has a strength feat of double or greater they can rip the hands from their grip and step free (Action of doing this required)
Range : 5 paces Save : N/A Duration : Until cut free, if stepped out of they disappear.
4. **IMPROVED QUESTION DEAD** - The caster may ask one question and receive one answer, and will be answered by any dead body that could have communicated whilst living, with the intelligence of that creature/person.
Range : Touch Save : N/A Duration : 1 Question

3rd Level

3. RAISE / CONTROL UNDEAD II

As Raise dead 1 but two corpses can be raised (2 x 1hp zombies), or one corpse with 2 HP, or one skeleton which will have 1 hp and take half damage from sharp weapons, (Skeleton must be present or all meat has to be stripped from corpse of target)

If performed as a ritual for 2 min, a more powerful form of undead could possibly be created. Consult a ref when performing the ritual.

Possibilities include;

A skeleton warrior. 2 hits per location and is half to sharp.

A greater zombie 4 hits, will emit slow gaseous poison when destroyed.

Range : Special Save : N/A Duration : 15 mins

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The control undead portion of this spell will allow the caster to control one undead of a level lower than this spell, i.e. a 1hp zombie. It will not allow the control of the ritual summoned undead unless a ritual of 4 mins is performed on the restrained undead.

Range : Special Save : N/A Duration : 15 mins

- 2. STENCH OF DEAD** - The necromancer emits a foul smelling gas that blinds and chokes nearby victims. Mixture of rotting eggs, sulphur and bile. Very unpleasant and leaves all attackers coughing and retching, unable to act other than crawl out of the radius of effect. The necromancer casting the spell can move and act as normal while the spell is up, however the concentration required limits combat, to removing items, picking items up and carrying them, he is also only able to move at walking speed. He cannot conduct the movements necessary for combat without negating his concentration.

The spell can be temporarily negated with air spells of Gust which will clear the air enough to breathe and see a way out, however the putrid stench will soon replenish. Armour and Armour 2 provide greater protection. Keeping the caster of the air spells completely unharmed by the spells effect, the winds stopping the effects from reaching the caster allowing, them to leave the area of effect.

Range : 10 paces radius of the caster Save : N/A Duration : 1 min

- 3. CORPSE EXPLOSION** – The caster uses his/her life force on the remains of a recently dead (less than ten minutes) as a booby trap, making the corpse explode after the pre determined spell duration (Instant or up to one hour later) damage affects those in a five foot area round the corpse, doing 1point of damage to all exposed locations, armour lessens this damage. The power drain to the caster is that they are weakened and need to be supported for the hour after the spell has been cast.

Range : 10 paces Save : N/A Duration : Instant upto 1 hour

- 4. HEAL FROM OTHER** - Gruesome spell in which the necromancers rips some of the life force from a prone victim, healing himself or his undead, and dealing damage to the prone victim (1 Point per location). The magic can heal undead on touch for 1 point per location, or heal the caster of 1 point per location. Note magic caster effects still happen. This spell can be cast twice if the mage has the power, thus taking 2 points and healing/dealing damage, however only one casting is required

Range : casters or 5 paces Save : N/A, target must be prone Duration : Instant

4th Level

- 1. MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range : Touch Save : N/A Duration : Immediate

- 2. INVISABILITY TO UNDEAD:** This will make the caster invisible to all undead for the time period as long as no offensive action is taken against anyone or anything.

Range : Touch Save : N/A Duration : 5 mins

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3. RAISE / CONTROL UNDEAD III

As 2, but now they can raise 4 undead in one casting, or one zombie with 4 hp, or two skeletons with 2 HP.

If performed as a ritual for 3 min, a more powerful form of undead could possibly be created. Consult a ref when performing the ritual.

Possibilities include;

2 x ghouls (3 hit per loc) or

1 x ghast (4 hit per loc, corpse visage x 1) or

Skeleton lord (4 hit per loc, half to sharp)

Range : Special Save : N/A Duration : 15 mins

The control undead portion of this spell will allow the caster to control one undead of a level lower than this spell, i.e. a 2 hp zombie. It will not allow the control of the ritual summoned undead unless a ritual of 6 mins is performed on the restrained undead.

Range : Special Save : N/A Duration : 15 mins

5th Level

1. **UNDEAD MASTERY** - The caster may try to take control and command an undead creature (Controlled by someone or something else) by casting this spell and the power from another stored spell level. See table below; Mastery allows control for up to 1 hour. **NOTE** a powerful undead will attempt to throw off this most hated yoke, and do things that may put the caster in danger.

Range : Sight Save : See above Duration : Up to 1 hour

UNDEAD MASTERY Amount of energy required for control :-

Undead	Spell Energy level	Save
Wight's	3rd	No save
Ghouls	3 x 3rd	No save
Wraiths	5 x 3rd	Save applies
Mummy	1 x 4th	No Save
Vampires	2 x 5th	Save applies
Liches	3 x 5th	Save applies

2. **RAISE / CONTROL UNDEAD IV** As 3, but now they can raise 5 undead with 1 hp in one casting, or one zombie with 7 hp, or three skeletons with 2 HP.

If performed as a ritual for 5 min, a more powerful form of undead could possibly be created. Consult a ref when performing the ritual.

Possibilities include;

Wight. (4 hits per loc, corpse visage x 3)

Wraith, (10 global hits, can touch for Paralysis Slow: This means the place they are touched paralyses them for 30 seconds, Once the time has elapsed the effect wears off.)

Mummy (6 hits per location) has to be destroyed by fire. Touch for paralysis, person touched is paralysed fully till it is removed or for 30 mins.

Range : Special Save : N/A Duration : 15 mins

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The control undead portion of this spell will allow the caster to control one undead of a level lower than this spell, i.e. a 4 hp zombie. It will not allow the control of the ritual summoned undead unless a ritual of 10 mins is preformed on the restrained undead.

Range : Special Save : N/A Duration : 15 mins

Religion

The four gods listed below are the main gods, this is not to say that they are the only ones, there are some that have been said to have fallen out of favour, or even some hidden ones, if you have a desire to follow the beliefs of another god then consult the game/campaign co-ordinator. These are just the known ones by all individuals.

Garthos



This god is the god of war and force, he is the one who summoned the elemental of fire into being, his followers believe that those who possess the most power are the ones who hold the upper hand. They strive to collect as much power and influence as they can, always using force in place of talking. They tend to be people who do rather than contemplate. Not all followers of this god are warmongers with violent attitudes; those with the need to adventure and win through by force also align to this god.

Shakra



Shakra is the god of free spirits believing that everything should be able to decide its own fate. This god summoned the element of air. Its followers believe that their duty is to free the world of tyranny and oppression; they are usually wanderers who travel wildly seeing what fate will through at them.

Julan



This is the god that summoned the earth element. Its belief is that of peace and nature. Its followers believe that the land should be nurtured, that if the land dies then so will its people. Its followers deal with any desecration of the land by the sacrifice of the individuals involved, trying to feed the life force that they stole back into the land which they fouled.

Mekos



This is the god of change and moulding. This god summoned the elemental of water. Its followers range from manipulators to artists and even blacksmiths, anyone who shapes the way things are from what they originally were. Because of this the types of followers vary dramatically from people who devastate to people who change things for the better.

How do Clerics/Priests/Shaman draw power for their spells?

The power required to enact the clerical spells are gained by a praying ritual, this will be down to the role playing of the individual. The better the ritual, and the longer the time the more power will be given. (Consult your game co-ordinator). You will be allocated a number from 1 to 10. This number will dictate the amount of power that you can use. It requires 1 point for each level of spell. I.e. to have enough power for a third level spell you must have 3 points

How to gain access to other Clerics/Priests/Shaman levels

There are levels attached to spells for the priests, these become accessible as a character devotes more time to the worshipping of their god. This will be decided by the development of your character through your actions both in and out of game with the play by mail. You have to be the same level as the spell to be able to cast it.

How to release the power for Clerics/Priests/Shaman Spells

The Following routine must be used to release the power of the gods:

1. Hold the holy symbol in one hand
2. State the name of the god from which the power has been granted e.g. "By the power of Mekos"
Note if you are a shaman you must also state the tribe of which you belong. e.g. "By the power of Mekos for the sharannas"
3. State the spell which is being invoked e.g. ".....Light"
4. State and point if applicable the location e.g. ".....Light far right hand corner"
5. State if applicable the damage done and its location e.g. ".....Wither right hand one point"

For example Rathigin is a third level cleric of Mekos, he sees an Ogre about to bludgeon his friend, in its hand is a rock. Rhathigin holds his holy symbol in his left hand, he points at the Ogres right hand, concentrates and says "By the power of Mekos Wither the right hand for 1 point" The Ogres hand becomes unable to hold the rock and it falls to the ground thus giving Rhathigin's friend a short reprieve.

It must be noted however that if power is released in the gods name and it goes against that gods belief then the god will make the priest suffer, this could mean death.

For example Gratin is a Mekos worshiper, he uses the spell "Shape" to change a cup into a symbol of Garthos. Mekos is most displeased at this and changes the symbol into one its own. In the head of Gratin a voice booms. "You have displeased me Gratin for you insolence I withdraw all the power with which I gave you". All Gratin's power is suddenly ripped from him, he suffers intense pain and realises he will have to speak to his god in prayer to try to ask forgiveness and be able to draw more power.

Holy symbols

These symbols vary dependant on the area from which the priest/cleric/shaman come from. The symbols however always depict the ethos behind the god that they worship, for example the god of Garthos could have the symbol of a flame encasing a sword. Discuss with the campaign/game co-ordinator when generating/developing your character what symbol you may wish to use.

Holy Spells

There are spells that are available to all the religions and others that are only accessible by a particular religion.

Common Clerics/Priests/Shaman spells

1st Level

1. **LIGHT:** This produces a magical flame the same brightness as a single candle for a period of 15 mins (Prop needed). The light can appear in an area 15 ft from the cleric. (This is done by calling a time freeze and placing the light source in the desired location).
Range : 15 ft Save : N/A Duration :15 mins
2. **CURE LIGHT WOUNDS:** This enables the cleric/priest/shaman to cure one location to the level of 1HP, it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role play this). Priests cannot use this on themselves.
Range : Touch Save : Race dependant Duration :Immediate
3. **PURIFY FOOD DRINK:** This will nullify any poisons in food or drink that is to be consumed. The items must however be eaten or drunk within 30 minutes of enacting the spell or the effects of the atmosphere draw the cancellation power off the food. The spell only allows the purification of food and drink for one individual.
Range :2 paces Save :N/A Duration :30 mins

2nd Level

1. **CURE MEDIUM WOUNDS:** This enables the cleric/priest/shaman to cure two locations to the level of 1HP, it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role-play this). A priest can use this spell to heal 1HP to him/her self.
Range : Touch Save : Race dependant Duration :Immediate
2. **DETECT POISONS:** This spell allows the cleric/priest/shaman to detect if there is poison either in or on any single item at a range of 5 paces, it requires severe concentration on a specific item. It will tell the priest what type of poison actually is on or in the item.
Range :5 paces Save :N/A Duration :immediate
3. **PURIFY MASS FOOD DRINK:** This will nullify any poisons in food or drink that is to be consumed. The items must however be eaten or drunk within 30 minutes of enacting the spell or the effects of the atmosphere draw the cancellation power off the food. The spell allows the purification of food and drink for 5 individuals.
Range :2 paces Save :N/A Duration :30 mins

3rd Level

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1. **CURE SERIOUS WOUNDS:** This enables the cleric/priest/shaman to cure three locations to the level of 1HP, it has to be by touch, and the pain of the wound is drawn through the cleric and then released (Role-play this). A priest can use this spell to heal 1HP to two locations on him/her self..

Range : Touch

Save : Race dependant

Duration :Immediate

2. **PURGE POISON:** This allows the cleric to purge the poison from an individual, or from an item. The poison will pass through the body of the cleric, and then be syphoned off by their god. Again role-play this to best advantage.

Range :1 pace

Save :N/A

Duration :Immediate

3. **REMOVE CURSE:** This will allow the cleric/priest/shaman to try to attempt to remove a curse from an item or individual, again the curse will pass through the body of the cleric/priest/shaman and then be drawn off by their god role play this to the best advantage.

Range :Touch

Save :Curse dependant

Duration :Immediate

Garthos Spells

1st Level

1. **PRODUCE FLAME:** This will produce a flame that will ignite anything combustible at a range of 5 paces, concentration on that item must be for at least 10 secs, once Ignited than the item will burn as if lit by a normal flame.

Range :5 Paces

Save :Must be combustible

Duration :10 secs

2nd Level

1. **FLAME FORCE:** This will produce a force which can be directed at a individual, it will knock the individual off their feet doing 1 point of subdual damage.

Range :10 paces

Save :Race Dependant

Duration :Immediate

3rd Level

1. **FLAME FORCE WALL:** This produces a wall of force 10 foot high and 10ft in length the wall will move till it contacts something or 20 secs have expired. On contact it does 1 point of subdual damage to all locations of the individual, or individuals touched.

Range : Till contact

Save : Race dependant

Duration :20 secs

2. **FLAME BLADE:** This encases a weapon for the length of one combat in a magical flame thus making hit as a magical weapon, it will ignite anything combustible if held in place on that item for a period of 10 secs. The wielder must shout when hitting someone "Enchanted Flame".

Range :Touch

Save :N/A

Duration :1 combat

Shakra Spells

1st Level

1. **BLOW:** This will produce a slight gust of wind where the caster points at a range of 10 paces, this is enough force to either blow out a candle (It can be positioned inside a lantern) or turn the page of a book

Range :10 paces

Save : None

Duration :Immediate

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2nd Level

1. **PUSH:** This enables the priest/cleric to move an object with a weight of 60lb to the distance of the spell i.e. 20 paces, the object acts as though it had been pushed by a force equivalent to 60lbs
Range :20 paces Save :None Duration :Immediate

3rd Level

1. **MOVE:** This enables the priest/cleric to move an object with a weight of 200lb to the distance of the spell i.e. 20 paces, the object acts as though it had been pushed by a force equivalent to 200lbs
Range :20 paces Save :None Duration :Immediate

Julan Spells

1st Level

1. **CALM PERSON:** This spell enables the caster to calm an individual, it will stop an individual from attacking if they are enraged, it will change a persons mood to that of being pleasant, but it will not make someone your friend if they are not.
Range :20 paces Save :None Duration :Immediate

2nd Level

1. **CALM AREA:** This spell enables the caster to calm an area 10ft in diameter, it will stop anyone in that area from attacking if they are enraged, it will change peoples moods to that of being pleasant, but it will not make someone your friend if they are not.
Range :20 paces Save :None Duration :Immediate
2. **TRANSFER LIFE:** This spell enables the caster to transfer the life out of a individual or item into the earth. To enact this spell however takes continual chanting for 2 minutes. Contact with both the earth and the life giver must be made though out the spell inaction. This can also be used in reverse for healing Elves
Range : Contact with both parties Save : None Duration :2 minutes to enact

3rd Level

1. **EATHFORM:** This allows the caster to become one with the earth for a period of 5 mins, they actually mould into the earth forming a mound. In this state they cannot see but they can feel and hear (The character who casts this must hold a green band above their head and close their eyes till the spell is exhausted or cancelled) The caster can cancel this spell at any stage.
Range : Individual Save : N/A Duration : 5 Mins or until dispelled

Mekos Spells

1st Level

1. **SHAPE:** This allows the caster to change the shape of an inanimate non magical object the size of A4 sheet of paper into something else of that size for a period of 5 mins. If tested for magic this object radiates, but it will not reveal its true self till the spell has run its duration.
Range : Touch Save : N/A Duration : 5 mins

RULE SYSTEM FOR THE LAND OF YARM

2nd Level

1. **MEND** - Will repair a weapon of up to short size if metallic, or medium if wooden. Will restore 1 point of leather armour; won't affect metal armour or enchanted items.
Range : Touch Save : N/A Duration : Permanent

3rd Level

1. **WHITHER**: This spell will wither a limb by 1 hp, it effectively makes that limb older more decrepide unable to carry the same weight. This effect however is not permanent it only lasts 5 mins.
Range : Individual Save : N/A Duration : 5 Mins or until dispelled
2. **MOULD WEAPON** - The caster may form 1 weapon of any type for 1 adventure.
Range : Touch Save : N/A Duration : 1 Adventure
3. **MOULD METAL**:- This will allow the caster to repair metal armour such as chain or plate for a total of 2 points. It will also allows the caster to repair two weapons of any size even if bits are missing.
Range: Touch
Casting time: 2 mins per point or weapon
Duration: NA

COMBAT

There are **NO HEAD HITS**. All damage is done to the rest of the body, all blows must be pulled, and all weapons will be checked. Any weapon found to be unsuitable either before of during game time will be held till after the event.

During combat it is down to you to role play. Dependant on the type of weapon used depends on the damage that is done. For instance if you are hit with a bludgeoning device such as a club the chances are that the damage done will be that of severe bruising or broken limbs, this damage will penetrate through certain armour, because of the type of weapon it is the force of being hit, this force although reduced will penetrate to the body, leaving damaged or at least badly bruised; Role play this.

Subdual Damage

This damage is done to knock someone unconscious, the individual must be taken to 0 HP or less on their torso. They recover 1 HP per 10 mins. If repeated subdual damage is done i.e. it takes an individual down to -3 on their torso then this will act as damage from a bludgeon weapon.

Hit points

The majority of races will have one hit point per location. There are some races who have more than one, these are Dwarves and Frost men. There is the facility to enhance the toughness of the body by doing body development, this will allow the bodies vulnerability to damage from physical attack to increase by one in the locations where the development is done. When the body has undergone body development there is the possibility that some magic will be inaccessible because of the extremely dextrous movements required, this will be decided on race and which parts of the body are developed. (Again consult your game/campaign co-ordinator) How you achieve your development will be up to what you do to develop your body both in and out of game (PBM used)

RULE SYSTEM FOR THE LAND OF YARM

When your torso is at zero then you will become unconscious, if the wound was made by a sharp weapon then you will bleed to death in 15 minutes, unless there are a number of wounds in which case the blood will escape faster thus causing you to bleed to death faster.

If the damage was done by a blunt weapon then you will have broken bones, concussion etc., in other words you are unconscious because of the pain but you will not necessarily die straight away; internal bleeding may happen it will depend on the severity of the blows (The game co-ordinator will advise). You will remain unconscious for about 15 mins, when you come round if nothing has been done to mend bones etc. then the pain will start to rise again dependant on your actions. For example if you have had your legs smashed and your ribs broken, if you try to stand it will send waves of pain through your body possibly sending you into unconsciousness again. Whatever you try to do eventually you will slip back into unconsciousness again (Again the game co-ordinator will advise if you are not sure).

Armour Levels

Dependant on the armour you are wearing will depend on the amount allocated to your HP total for that location. The ref will have the final say regarding what your armour is worth in terms of Hit points. Also it will be expected that you take a hit if it hits outside where your armour covers, for example if you have a plate lower leg, if a sword blow hits the thigh you the armour bonus will not cover that area. Basically the armour does have to cover the area hit.

During the heat of a fight it is hard to sometimes pinpoint just where you were hit, but do not be surprised if a ref points out you have taken damage to an area you thought was protected, he will have seen the hit land outside your protected part of your body.

Points wise the following is a rule of thumb regarding point allocation, again I must stress the Ref has the final say on just what the armour is worth.

Furs and soft leather is 1 point

Studded leather is 2 points

Chain and hardened boiled leather is 3 points

Full plate is 4 points (Note this should impede your movement as full plate would in reality, if it's a good phys rep but allows freedom of movement then role play the encumbrance)

Healing

Healing can be done in any number of ways, some races can only be healed fully by certain methods. For example the elves can never be truly healed unless they become one with the earth. The healing done will allow them to move around, it will stop them from dying but it will hurt like hell till they are reunited with the healing properties of the earth mother.

Anyone can apply first aid, but this must actually role played, anyone using this technique who tries to stop the flow of blood will staunch it if they maintain pressure, thus giving the individual more time before they die. In other words first aid if applied, as it would be in the real world will have the same effect.

Potions can be purchased that will heal, magic can heal, or there may even be items that can heal. Clerics can call on their gods to heal, there a number of ways, your character will no doubt learn of ways, as they become more experienced.

ROLE PAYING AND ABILITIES

Unlike some other role playing systems there are no abilities that you buy with experience points, instead abilities will be down to character development and role-playing. For example to repair armour you must have had some training in that type of armour repair in the past. It will be expected that if you are to repair leather armour for instance in game time then you will have the bits of leather, a needle and stitching to be able to repair it. So for chain repair you must carry spare links pliers and a small hammer etc., get the idea? Whether it will work will depend on your role-playing.

This whole game world is dependent on Role Play not Rule Play. This has been decided to stop power Gaming, you know we have all come across them, twisting the rules to achieve superhuman status and become invulnerable. In other words Take your hits, role play been injured and the effects of spells, that way believe me you get far more enjoyment out of it if there is a challenge and there is the possibility your character can actually die!

GENERAL RULES FOR EVENTS USING THESE RULES RUN UNDER BALROG GAMING.

The word of the people running the event is final.

All weapons and props will be checked and cleared prior to event commencement.

No illegal substances will be tolerated anyone found using them will be escorted of the site and reported to the police.

Anyone found incapable to respond satisfactorily due to inebriation will be removed from the game till they have sobered up.

No real weapons will be allowed.

If there are any members of the public there as spectators they must be treated with the utmost courtesy.

All items that are damaged by individuals will be paid for by them.

The site will be tidied up before you leave, anyone not doing this will be banned from future BALROG events.