



BALROG

The Only Situation Where It Would Be OK For A Man To Cry

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RACES:

BEAST MEN/WOMEN

These humanoids were created from an elemental clash, this was a time in the planets history when all the elements combined in an area called "RANKLIN". 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 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 humanoids 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, and the more magic they hold the worse the stench.



Haraks

These humanoids have very pronounce noses with some of their skin covered in feathers, they move their heads in 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. This race has 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 humanoids 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 humanoids have a scaly silver skin; they have the ability use both the elemental sphere of water and 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. This race can also breathe under water.



DWARVES

These are usually short stout fellows with a 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. Interbreeding and evolution over time has led to them been now slightly taller but with a trade-off in longevity and sometimes the Stamina of the originals.

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 Firebrog (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 none of this race has been able to practice fire magic, their bodies have absorbed the fire instead of acting as a storage or conduit system. They can however, practice divine magic, and praise the god Garthos.

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 sickly grey. **They have the ability to communicate with all animals**, and can befriend all normal animals after long conversation. Each individual has a unique type of animal that they can commune with.

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 Dwarf 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. The females of this race are the true leaders and all who are Grey Dwarf male fear and respect them.

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.

Healing for all Elves requires them to be placed into the ground and a ritual with the transfer life spell enacting to let nature heal the children of the earth. If this does not happen then permanent disfigurement from normal healing will take effect after 24 hours



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 can be allocated a particular weapon sometimes 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 an 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 loosing 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 (Part of transfer life spell) 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 (Ref call on how much, if they are **buried under an area of previous fire there maybe the elements required to do a full heal**).



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 below 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 central in 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 their 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)

"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 (**They are channelers rather than storers**), as they have relied so long on large untapped elemental energy sources within their lands; and the spells 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.

Lawful good

A lawful good character typically acts with compassion and always with honour and a sense of duty. Such characters include righteous knights, paladins, and most dwarves.

Neutral good

A neutral good character typically acts altruistically, without regard for or against lawful precepts such as rules or tradition. A neutral good character has no problems with cooperating with lawful officials, but does not feel beholden to them. In the event that doing the right thing requires the bending or breaking of rules, they do not suffer the same inner conflict that a lawful good character would.

Chaotic good

A chaotic good character does what is necessary to bring about change for the better, disdains bureaucratic organizations that get in the way of social improvement, and places a high value on personal freedom, not only for oneself, but for others as well. Chaotic good characters usually intend to do the right thing, but their methods are generally disorganized and often out of sync with the rest of society.

Lawful neutral

A lawful neutral character typically believes strongly in lawful concepts such as honour, order, rules, and tradition, and often follows a personal code. Examples of lawful neutral characters include a soldier who always follows orders, a judge or enforcer that adheres mercilessly to the word of the law, or a disciplined monk.

Neutral

A neutral character (a.k.a. true neutral) is neutral on both axis and tends not to feel strongly towards any alignment, or actively seeks their balance. Druids frequently follow this dedication to balance. An example a typical Neutral character might fight against a band of marauding goblins, only to switch sides to save the goblins clan from being totally exterminated.

Most animals, lacking the capacity for moral judgment, are of this alignment, since they are guided by instinct rather than conscious decision

Chaotic neutral

A chaotic neutral character is an individualist who follows their own heart and generally shirks rules and traditions. Although chaotic neutral characters promote the ideals of freedom, it is their own freedom that comes first; good and evil come second to their need to be free.

Lawful evil

A lawful evil character sees a well-ordered system as being easier to exploit and shows a combination of desirable and undesirable traits. Examples of this alignment include tyrants, devils, and indiscriminating mercenary types who have a strict code of conduct.

Neutral evil

A neutral evil character is typically selfish and has no qualms about turning on its allies-of-the-moment, and usually makes allies primarily to further their own goals. A neutral evil character has no compunctions about harming others to get what they want, but neither will they go out of their way to cause carnage or mayhem when they see no direct benefit for themselves. Another valid interpretation of neutral evil holds up evil as an ideal, doing evil for evil's sake and trying to spread its influence. Examples of the first type are an assassin who has little regard for formal laws but does not needlessly kill, a henchman who plots behind their superior's back, or a mercenary who switches sides if made a better offer. An example of the second type would be a masked killer who strikes only for the sake of causing fear and distrust in the community.

Chaotic evil

A chaotic evil character tends to have no respect for rules, other people's lives, or anything but their own desires, which are typically selfish and cruel. They set a high value on personal freedom, but do not have much regard for the lives or freedom of other people. Chaotic evil characters do not work well in groups because they resent being given orders and do not usually behave themselves unless there is no alternative.

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.

Rank 1: **a)** Plays at the beginning of a battle for a 1 min period he ignores the first hit from each individual monster once only from that group of monsters; **b)** Can lift morale from the darkest depths to make people more positive, will have the effect on divine users of gaining an extra point if praying; **c)** If playing to a willing audience they are forced to tip (5 Tarks max unless they have no other money)

Rank 2: **a)** Can calm one monster not to attack up to the mentality of an Ogre; **b)** Plays to a group to give them insight, makes their thoughts more focused (Needs to play for 5 mins continuous); **c)** If playing to a willing audience they are forced to tip (10 Tarks max unless they have no other money)

Rank 3: **a)** Plays to group, group is immune to fear and Liesses roar while song is in progress; **b)** If playing to a willing audience they are forced to tip (20 Tarks max unless they have no other money)

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 god's belief, it has been known for that god to smite them down. (See the *Tome of the Divine* for more detail)

Druids

These are neutral based characters, and must be of the Earth Element, they devote their very existence to nature and that of the wilds, they do not feel at home in cities but thrive in the outdoors. As they gain more experience nature gives them abilities that are sometimes unique and other times only linked to certain races. (See the *Tome of the Divine* for more detail)

Mages

This class devote their life the following of arcane 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. (See the *Book of Magic* for more detail)

Monks

This class devote themselves to purity of body and are always of **Lawful alignment**. They need to meditate at the beginning of the day to let their body attune to its surroundings. The only weapons available to them are also limited. Unlike Monks in D&D they have to use a weapon, this is because of combat issues and safety. They are:

- Small thrown weapons
- Spear
- Staff

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- Dagger
- Small one handed blunt weapons can be duel wielded max length 12"

Development:

- Rank 1: Free Body development Torso
- Rank 2: Free Dodge Rank
- Rank 3: Free Roll with Blow Rank
- Rank 4: Half damage from area effects
- Rank 5: Can meditate for 30 mins to obtain 1 Ki point, Ki can be used as stated before
- Rank 6: Gains 2 Ki points per meditation
- Rank 7: Gains 3 Ki points per meditation
-

Ki Points:

- 3 Ki point used to make a weapon hit as enchanted for 1 combat
- 1 Ki point to slow poison as per the Paladin skill
- 2 Ki Points to give 1 extra HP per location for the duration of the combat
- 1 Ki points to enable a single hit to do double damage

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. (See the *Tome of the Divine* for more detail)

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. (Skills attributed to this class are in the *Skill List*)

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. (Skills attributed to this class are in the *Skill List*)

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 tribe they are from. They have access to both an arcane sphere and the Divine (for 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. (See the *Tome of the Divine* for more detail)

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. (Skills attributed to this class are in the *Skill List*)

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 electronic play by mail (EPBM) environment and through live action roleplay. The decision on what you will be allowed will be the responsibility of the campaign/game co-ordinators. (Each year make sure you contact the Ref team and let them have your desired improvements)

Skills

In the course of your character development you will be able to learn new skills and abilities that will develop and enhance your character.

So how do you advance and learn new skills and development?

You can do this by requesting to the refs and character development team that you wish to train in a particular area, or find a particular place to research certain items for example. (See *Skill List*)

So an example of skills could be to learn how to repair the armour they are wearing or to learn to repair weapons or perhaps they may want to learn to read a language they have encountered. They could train parts of their body up to be able to receive more damage. Certain races could train to be able to use a heavier weapon so they inflict more damage.

Feel free to discuss with any ref or character development team the options that are open to your race and character class.

MAGIC

There are several 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**.

There is also a little known magic that is more myth than reality (This is mainly for NPC roles, with rare exceptions for PC's through character development)

If you want to go down the Arcane magic route then please refer to the separate addition "The Book of Magic"

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.

Although Magic is discussed in the "Book of Magic", it is worth mentioning a little about Necromantic magic, as this effects how your character could perceive this magic and its casters.

Necromantic magic

If you want to go down the Necromantic route then please refer to the separate addition "The Tome of the Dead"

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.

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 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.

Religion

For more in depth information in the Divine and your character please refer to "The Tome of the Divine"

Anyone can follow any god, however each individual is born tied to an element, and that element usually dictates which god they decide to follow. This is because the conduit to the god is easier if you are the same element as the god.

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 throw 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.

Effects and game calls

Below are calls that will be made by **Mages, Paladins, Clerics, Druids and some creatures**, they require you to react accordingly if it affects you. (Consult game coordinator if you are not sure)

The verbal call as an example will be “By my power.....” or “By the power of the great god Garthos (etc.).....”

TRIP –You are tripped by the subtle molding of the ground, falling flat on your face, as from an unexpected fall.

Effect Range : 20 paces from caster

ENTANGLE 1 – This entangles you, 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.

Effect Range Range: 5 paces

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CAMOUFLAGE – If someone casts this spell they will put their hand in the air. Touch or smell could possibly detect people however (React accordingly), if you are unsure if your race may be able to see through this consult a game coordinator

Effect Range: Touch

ENTANGLE 2 – This entangles you, the roots are roots such as small trees etc they have 3 hp so they can be cut with 3 swipes of a sword for example.

Effect Range: 5 paces

ENTANGLE 3 – This entangles you, the roots are roots such as Large trees etc they have 4 hp so they can be cut with 4 swipes of an axe, a sword will require 12 hits.

Effect Range: 5 paces

EARTHMASTER - Causes the ground to mold around a single targets legs, you can't move for 60 count.

Effect Range: 10 paces

Duration: 60 count

ERUPTION - The caster causes the ground beneath your feet to explode upwards. Failure to save results in 1 hit being delivered to both legs and you will lose your footing (fall over).

Effect Range: 10 paces

POISON CLOUD: This causes a cloud of 10 foot radius which poisons anyone in the cloud. You lose 1hp per 6 sec even if you leave (Till unconscious). Cure poison cures, negates armour.

Effect Range: 10 paces

Duration: till unconscious

WATERBLAST:- This causes a jet of water to emanate from the Mages hand which will knock you from your feet for a distance of 10 paces unless you manage to grab hold of a fixed object.

Effect Range : 10 paces

MIST :- The Caster summons a momentary mist / fog that obscures your vision This is a diversionary tactic and if harmful acts are used against you, you will gain your sight immediately. (You must close their eyes for a slow count of 3)

Effect Range: 30 paces

FREEZE: – The spell caster causes the water vapour in the air to freeze round your torso or a limb. If an arm you will only be able to move it at a slow speed. If a leg it will cause you to hobble or hop, if it's your torso and you are a caster all spells take 10 secs. This spell cannot be used to target the head, too much warm air around to effectively freeze. This lasts for a slow count of 20

Effect Range: 10 paces

WHIRLPOOL: This causes a whirlpool to envelope you for a duration of **1 minute**. You in the whirlpool cannot see out or hear what is going on outside (You must close your eyes and hum or put your 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.

Effect Range: 10 paces

FREEZE 2:- The greater version of the Freeze spell It can affect either both Arms or both legs but not one of each unless a separate spell is cast. If it's your arms you would not be able to wield a weapon, if it's your legs, it stops your movement but allows you to still fight with your arms. This will last for a slow 20 count.

Effect Range: 10 paces

DROWNING: This fills your lungs with water, causing you to collapse, they lose 1HP per sec till you hit zero. (Armour is not affected by this spell, your HP are your actual torso HP without armour)

Effect Range: 10 paces

SPIN- The caster causes you to whirl at extreme speed. You lose anything held as you spin (throws them outward). You spin for a 20 count.

Effect Range: 10 paces

GUST - The caster causes a powerful gust of wind, you are blown back 10 paces unless you can grab hold of a fixed object. Anyone in range to the front of the caster must save or be knocked from their feet.

Effect Range: 30 paces

VOICES:- The Caster creates voices and noises on the wind that may distract you or a 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. (Please roleplay this). These voices last for a 30 count.

Effect Range: Targets within 30 paces

TORNADO: This causes a mini tornado to envelope you for a duration of **1 minute**. You cannot see out or hear what is going on outside (You must close your eyes and hum or put your fingers in your 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 individual's hands and flung a distance of 20 paces in the opposite direction from which they entered.

Effect Range: 10 paces

SUFFOCATION: This forces air out of your lungs causing you to collapse, you lose 1HP per sec till you hit zero. Negates armour.

Effect Range: 10 paces

Duration: till unconscious

IGNITE- This spell creates a violent volatile reaction of a combustible non-living item- 1 object will begin to burn furiously (It can be worn or held). After a 5 count, if not extinguished (extinguishing means smothering the flames), it will inflict 1 point damage per 2 count.

Effect Range: 5 paces

Save: None

Duration: Up to a 20 count

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

Effect Range: 3 Paces

ENGULF - You are engulfed in flame taking 1 hit per location unless saving.

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Effect Range: 10 paces

COMBUSTION - You begin to slowly burn taking 1 hit/loc. per 10 count, ignoring armour, until you are dead and ash remains; unless you are totally covered by water or enveloped in ice etc. As long as air is stopped getting to your body.

Effect Range: 20 paces

NOVA – Has the same effects as Engulf but for a radius of 10 paces on all creatures.

Effect Range: 10 paces radius

CORPSE VISARGE – Changes the appearance of the casters face, making him scary to look at. Anyone that sees his face who is within a 10 pace radius will run in Fear for a 20 count. Those outside the 10 pace radius just think he/she looks ugly. (In game terms a mask is required by caster)

Effect Range: 10 pace radius

TERROR- The caster causes you to Fear him/her. You will not approach or attack the caster for 1 hour and flee if pressed.

Effect Range: 10 paces

GRIP OF DEATH - Undead arms magically rip from the floor ensnaring you, as they are mobile, they constantly claw at you, moving and grabbing. Either hack at them with axe or sword, 6 hits for a sword or axe (Blunt does no damage), or if someone has a strength feat of double or greater you can rip the hands from their grip and step free (Action of doing this required)

Effect Range: 5 paces

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 you coughing and retching, unable to act other than crawl out of the radius of effect.

If you can cast air spells, then casting “Gust” 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. This spell lasts for a 60 count

Effect Range: 10 paces radius of the caster

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, has to be specified) damage affects those in a five foot area round the corpse, doing 1point of damage to all exposed locations, armour lessens this damage.

Effect Range: 10 paces

HEAL FROM OTHER - Gruesome spell in which the necromancers rips some of the life force from you, healing himself or his undead, and dealing damage to the prone victim (1 Point per location). Note two spells can be cast in conjunction taking two points if available.

Effect Range: Touch, and 5 paces to pass to undead

CURE LIGHT WOUNDS: This will restore one point to a location if the priest casts it on you; however the pain the priest feels will match the wound he/she is trying to heal.

Effect Range: Touch

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CURE MEDIUM WOUNDS: As cure light wounds but two points can be reinstated in one location.

Effect Range: Touch

CURE SERIOUS WOUNDS: As cure light wounds but three points can be reinstated in one location.

Effect Range: Touch

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.

Effect Range: Touch

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.

Effect Range: Touch

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.

Effect Range: 5 Paces Save

FLAME FORCE: If you are the target of this flame it will literally knock you from your feet and do a point per location of subdual damage to your torso.

Effect Range: 10 paces

FLAME FORCE WALL: If this wall is cast at you it will move at walking pace for a period of 20 secs. If it touches you it will do 1 point of damage on all locations. The wall is 10ft x 10ft

Effect Range: Till contact

PUSH: You will feel a force of 60lb pushing you for a distance of 20 paces max from caster.

Effect Range: 20 paces

MOVE: You will feel a force of 200lb pushing you for a distance of 20 paces max from caster.

Effect Range: 20 paces

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 person's mood to that of being pleasant, but it will not make someone your friend if they are not.

Effect Range: 20 paces

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 people's moods to that of being pleasant, but it will not make someone your friend if they are not.

Effect Range: 20 paces

TRANSFER LIFE: This can be used to transfer life to you from the earth or transfer your life into the earth; it takes a minimum of 2 mins per point of energy.

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Effect Range: Contact with both parties

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.

Effect Range: Touch

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.

Effect Range: Touch

BLINDING LIGHT – Causes you to become temporary blind. You must close your eyes and you cannot take any action that requires sight for 3 secs

Effect Range: Range is 10 Paces (30ft)

WARMTH – With this spell you can be healed for up to two points in 1 location:

Effect Range: Touch

PURGE POISON - this allows the caster to purge all poison from you. The poison is burned off as a flare of bright light. Temporarily blinding all the people who are watching. (This may not work for all poisons please contact ref for success)

Effect Range: Touch

FORTIFY:- The Caster gives you a resistance to one type of magic for the duration. It will provide resistance to 2 1st spells or 1 2nd level spell of a sphere (The spells have to be named if cast on another person). The sphere is decided whilst casting, examples are Earth, Air, Necromancy etc.

Effect Range: Touch

MASS WARMTH :- this is a healing spell that will heal all wounds on all the people within the area of effect as if healed by 1 point of damage per location. It will not heal above this mark, or repair magical enhancements to hit points.

Effect Range: Range is 3 paces (10ft) radius.

BURNING LIGHT:- Causes intense light to shoot from the casters hand, causing all locations on the you to suffer 1 hit (Armour takes damage 1st). Those parts of you protected by armour will see the armour take damage (burned leather straps, melted metal), requiring at least an hour of work to bring back to working order unless magic can be used to repair the damage. The effects of the burning cannot be cured as easily as fire magic. Divine magic (cleric spells) will not work on their own. It will take two healers working on each point to cure 1 point of damage. Magical healing, such as potions will cure the area as normal. Alternatively natural time will also heal as normal.

Effect Range: 30 paces

BREATH OF LIFE:- Can bring you back from the brink of death, if cast immediately or within five minutes of your death. This causes the caster to fall unconscious after casting.

Effect Range: Touch

WEAKEN:- The caster forces darkness into your body, sapping your strength. It causes you to fight at slow speed, and you can't run.

Effect Range: Range is 10 paces for one, or touch for two targets.

DARK BOLT:- Causes you to have momentary blindness for 3 secs.

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Effect Range: Range is 30 paces for one.

INFLICT:- A greater version of weaken. The caster forces more darkness into you. Your life is drained away, replaced with emptiness, causing you pain and weakness, stopping your blood flowing and making a single location useless. This will cause you to suffer 1 point of subdual damage to a named location. This area can effect all locations of you. Although subdual damage, the body location will be useless for ten minutes, after which the life returns.

Effect Range: Range is 10 paces for one, or touch for two.

CRIPPLE: The Caster again forces darkness into your body. However instead of a small sapping it is the complete anarchy in the body, everything being jumbled and messed, your existence is rewritten for a short period. You will fall to the floor immediately, taking no further action another than to writhe on the floor in agony or lay prone and motionless as if all the muscles are in spasm for the duration of the spell.

Effect Range: Caster.

Duration: 10 secs

ENRAGE – Causes everyone within the target area attack their nearest person for 10 secs.

Effect Range: Caster.

Duration: 10 secs

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 or during game time will be held till after the event.

There is to be no shield barging!

During combat it is down to you to role play. Dependent 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.

There are various calls that you may hear.

Sharp Call this if you are using a sharp weapon

Blunt Call this if you are using a blunt weapon

Enchanted Call this if you are using an enchanted or magical weapon

Fire,Water,Air,Earth Called appropriate to your element if you feel your element will do damage.

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Paralysis	This is a call you may hear from monsters, the reaction is you are paralysed fully till it is removed or for 30 mins.
Paralysis Slow	This means the place you were touched paralyzes after 10 secs and then spreads to the next body part every 10 secs. It is permanent until removed
Silver	This is called if you use a silver weapon
Quake	If you are within 10ft of the call you are knocked to the ground
Immune	This is a call when either you or the monster is immune to the spell or type of weapon that has attacked it or you.
Subdual	This is called when the attack only does subdual damage. (Weapon has to be able to do subdual if call used)
Sunder	When this is called it shatters wooden weapons and if shouted when hitting the ground it will knock opponents off their feet within a 10 ft radius
Bane	This disregards amour and hits direct to location
Double	This means 2 points taken.
Triple	This means 3 points taken.
Quad	This means 4 points taken.
Quin	This means 5 points taken
Sexy	This means six points taken (This is the maximum you can ever hit for unless a special is given by a game coordinator)
Poison	Speak to Ref for effects
Slow Poison	Speak to Ref for effects but takes 6 secs per point of contact to move to another location
Disease	Speak to Ref for effects
Slow Disease	Speak to Ref for effects; but takes 6 secs per point of contact to move to another location

Now you can hear a combination of calls, for example Foden the ranger is using a +1 magical sword.

His call would be “*Sharp Enchanted Double*”

Subdual Damage

This damage is done to knock someone unconscious, the individual must be taken to 0 HP or less on their torso (This has to be done on the rear as though it was the back of the head BUT YOU MUST NEVER ACTUALLY MAKE CONTACT WITH THE HEAD).

Only a blunt weapon can be used to do subdual damage, the pommel of a sword for instance but not the flat of a blade as this would not be heavy enough to knock someone out. 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 and they will then start to suffer damage and die unless administered to within 15 mins.

Hit Points

The majority of races will have one hit point per location. There are some races that 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 body’s 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)

When your torso is at zero then you will become unconscious and effectively enter the grace period. **You will die in 15 minutes if you are not treated.**

If you go to -5 with either Sharp or Bludgeoning then you are dead!

Healing

For Divine magical healing please refer to the **Tome of the Divine**.

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.

Remember if you are at -4 it will take 4 points of healing just to get you to 0. Applying a point of healing will restart the 15 min clock of the grace period

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)

Shield Damage

When a Shield takes damage from **Quad** or above then the shield is **immediately** useless and needs to be repaired (There is a grace period for those with Shield Defence skill)

Anyone can attempt to repair a shield without a skill; however how effective this repair will be is a ref call. There is a skill called Shield Repair which will allow you to repair a shield with skill (See Skill list)

If a shield is hit with repeated blows from a triple a ref may call the shield is no longer of any use and has to be repaired

Shield type: Wooden, Metal, Mix.

Dependant on the type of blow and the type of shield will depend on the amount of work and components required to repair the shield.

If you shield is wooden or Bone then you may have to source material to repair the shattered or Cleaved parts of the shield (Just think what damage would be done in real life)

Nominally it will take about 20 mins to repair a shield should the parts be available. (*Skills are available in the Skill list to improve this*)

Magic shields: These have to be hit with a magic weapon to require repair, but will need a person of Rank 3 skill in shield repair and a Mekos Cleric.

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!

Although we don't specify alignments some classes are directly linked to them such as a Paladin so try and play to the alignments of your character.

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

- The word of the people running the event is final.
- No Children under the age of 14 will be allowed in combat areas (Parents are responsible for them at all times)
- 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 off 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 cleaned and tidied before you leave, anyone not doing this will be banned from future BALROG events.