



# House Rules Mark 2

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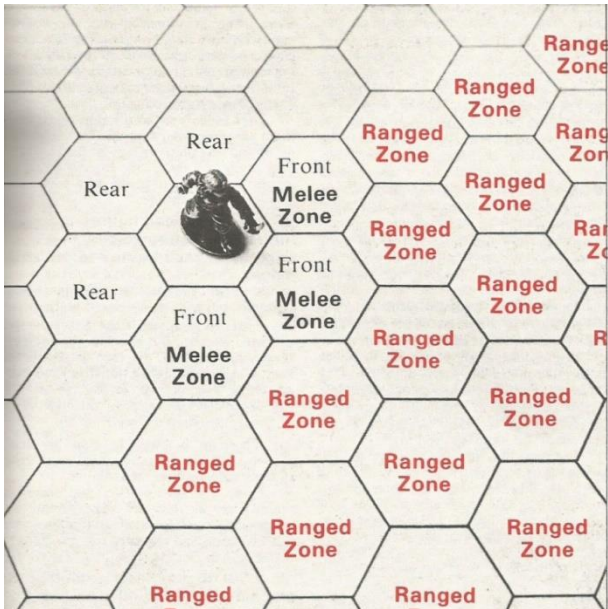
## Combat Rules

### Basic Concepts ([toc](#))

Combat is based on rolling percentile dice (d100). You can get five levels of success based on your weapon skill:

- Critical – 1/20<sup>th</sup> (05%) of your skill chance, e.g. 1-5% on a 100% skill.
- Special – 1/5<sup>th</sup> (20%) of your skill chance
- Hit – under your modified skill percentage but greater than your Special or Critical Chance
- Miss – over your modified skill percentage but less than your Fumble Chance and always 96-100 on a 1d100

- Fumble – 1/20<sup>th</sup> (05%) of your skill chance and always 100 on a 1d100, e.g. 96-100 on a 5% skill.



Note that the word “weapon(s)” always includes shields which to all intents and purposes are weapons.

**Facing (toc)**

Every human sized character has the following zones:

- Ranged zone
- Melee zone
- Rear

Melee weapons can only be used in your melee zone. Missile and ranged weapons can only be

used in your ranged zone. Double function weapons like javelins and hand axes can be used in both the ranged zone and the melee zone but may do different damage.

You cannot parry to your rear though you can dodge attacks you are aware of.

**Determining Weapon Skill Percentages (toc)**

Your weapon skill is what you use to hit things (and parry attacks!) Each weapon has its own skill chance which is equal to:

Base chance (10% for one-handed battle axe) + Manipulation bonus (varies depending on your characteristics) + Skill adds you gained through character generation.

So for example Terrible Ted the Orlanthe who was blessed with straight 18's<sup>1</sup> has a maximum starting Manipulation bonus of 30%. He's an Orlanthe so he gets the following adds:

Add	Skill Plus
Base	10%
Cultural weapon add	10%
Manipulation bonus	30%
Profession	25%
Personal skill	25%
Total	100%

<sup>1</sup> Thanks Scott R!

So Terrible Ted's base skill with a one-handed battle axe starts at 100%

When Terrible Ted fights his chance to hit can be modified by magic, passions and runes and situational modifiers. Some of these factors affect his base skill while others affect his weapon's chance to hit. This last aspect is important when you are attacking more than once in a single turn or are doing an aimed attack which is half your normal chance.

A) Factors which affect your base skill = Total base skill	B) Factors which modify your weapon's chance to hit	C) Situational modifiers
1) Manipulation bonus changes from magic, Strength or Coordination	Fine weapon	Environmental modifiers like darkness, poor footing, attacking from behind
1) Magic spells like the Weapon Trance spells	Magic spells like Bladesharp, Bludgeon and Speedart or Dullblade	Magic spells like Shimmer which make it harder to hit a target.
1) Passions and rune augments		Magical defenses like chaotic abilities that provide a defensive bonus
2) Magic spells like Fanaticism and Berserk. These are multipliers to your base skill which are always added after every other modifier in this column.		

The order in which these factors are added is important. All the adds numbered 1 in column A are added together and then multiplied by Fanaticism or Berserk if applicable. This is your modified base chance to which factors in column B and C are added.

**For example:** Terrible Ted has his base axe skill of 100%. He knows the spirit magic spells Strength and Coordination. When cast these add 15% to his base skill. He also knows Bladesharp 5 which adds 25% to his weapon's chance to hit and Fanaticism which multiplies his base skill by 1.5%.

A) Factors which affect your total base skill		B) Factors which modify your weapon's chance to hit		C) Situational modifiers	
Base skill	100%	Bladesharp	+25%	Darkness	-50%
Manipulation bonus add	15%	Fine sword	+15%	From behind	+20%

A) Factors which affect your total base skill		B) Factors which modify your weapon's chance to hit		C) Situational modifiers	
Fanaticism x 1.5%	173%				
Total base skill (TBS)	173%	Weapon adds (WA)	+40%	Situational modifiers (SM)	-30%
Final skill percentage (FSP)	TBS 173% + WA 40% + SM + - 30% = FSP 183%				

So if Terrible Ted is attacking once from behind in the darkness he needs to roll under:

173% +40% -30% or 183%

Of course he still misses on a 96-100 but his chance of a Special attack is 37% and his chance of a critical is 10%

**Note!:** all criticals, specials, and fumbles are based on the final skill percentage, the FSP!

But what if Terrible Ted attacks more than once?

### Splitting Attacks ([toc](#))

Anyone with a skill of 100% with a weapon can split their attacks. The following applies:

- You use the skill determined in section A of the previous section as the amount to be divided. So in the previous example this would be 195%;
- Each attack has to be at least 50%;
- Your attacks do not have to be the same percentage but they do have to be at least 50%;
- You can only have as many attacks as you have SRs keeping in mind each attack has its own SR. So if a single attack has a SR of 3 you can only attack 4 times in a round IF your skill is at least 200%<sup>2</sup>;
- Your parry chance with the weapon you are splitting is divided by the number of attacks you are doing.
- Note that the adds/subtracts under B do not apply to parries except in the case of fine weapons that have a built in adds and the Parry spell applied to shields.
- Your fumble chance is based on the skill used to attack or parry!

**For example:** Using the previous example Terrible Ted is going to use his skill of 173% to attack twice in the round. He can attack at the following percentages:

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<sup>2</sup> Remember that Bladesharp and that class of spells add to each individual attack not to your overall skill.

- 50 and 123, 87 and 86 or any variation thereof as long as the lowest attack chance is at least 50%.

To these chances are added the values under B. So if Terrible Ted was doing two attacks at 87 and 86 his final chances to hit would be 97 and 96 percent. The fumble chance for both attacks is 100.

- $87 + 40 - 30 = 97$  and  $86 + 40 - 30 = 96$ .

If his base SR is 4 he can attack at SR 4 and 8.

Remember that his parry chance would be halved IF he could parry which he can't because of the Fanaticism.

If you are splitting your attacks with a two-handed weapon your parry percentage is divided by the number of attacks you are making.

E.g. Troll Todd has a skill of 180 with his maul. He's attacking twice and has two attacks of 90% and a base parry of 90%.

Anyone with a skill of 100% with a weapon can split their attacks. The following applies:

- You use the skill determined in section A of the previous section as the amount to be divided. So in the previous example this would be 195%;
- Each attack has to be at least 50%;
- Your attacks do not have to be the same percentage but they do have to be at least 50%;
- You can only have as many attacks as you have SRs keeping in mind each attack has its own SR. So if a single attack has a SR of 3 you can only attack 4 times in a round IF your skill is at least 200%<sup>3</sup>;
- Your parry chance with the weapon you are splitting is divided by the number of attacks you are doing.
- Note that the adds/subtracts under B do not apply to parries except in the case of fine weapons that have a built in adds and the Parry spell applied to shields.

**For example:** Using the previous example Sticklebrix is going to use his skill of 195% to attack twice in the round. He can attack at the following percentages:

- 50 and 145, 97 and 98 or any variation thereof as long as the lowest attack chance is at least 50%.

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<sup>3</sup> Remember that Bladesharp and that class of spells add to each individual attack not to your overall skill.

To these chances are added the values under B. So if Sticklebrix was doing two attacks at 97 and 98 his final chances to hit would be 82 and 83 percent.

- $97 + 20 + 40 - 75 = 82$  and  $98 + 20 + 40 - 75 = 83$ .

If his base SR is 4 he can attack at SR 4 and 8.

Remember that his parry chance would be halved IF he could parry which he can't because of the Fanaticism.

If you are splitting your attacks with a two-handed weapon your parry percentage is divided by the number of attacks you are making.

E.g. Troll Todd has a skill of 180 with his maul. He's attacking twice and has two attacks of 90% and a base parry of 90%.

## **Fumbles (toc)**

Fumble chance is affected by Final Skill Percentage of over 100%. Normally if you roll a 100 you fumble. If your total base skill is over 100% your chance of fumbling will be higher. The way you determine the chance is to drop the hundreds digit from your total base skill and determine what your second fumble chance is.

**For example:** Per the example above Terrible Ted with his Final skill percentage of 183% would only fumble if he rolled 100 twice in a row.  $100 - 183 = 83$ . The chance to fumble on 83% is 100. If his total base skill was 283% he would have to roll 100 three times to roll on the fumble table.

If however his final skill percentage was only 123 he would fumble if he rolled a 100 followed by a 97-00.

## **Strike Ranks (toc)**

### **Closing (toc)**

Because weapons come in different lengths it is possible for someone with a shorter weapon to close with their opponent to try and negate the advantage that the longer weapon has. This cannot happen in the first round of combat and only applies if the weapon SR difference is at least two.

In the second round the combatant with the shorter weapon can state that they will close.

For this example we'll use Ted and Dave.

Ted DEX 13 (SR 2) and SIZ 15 (SR 1) armed with a short sword (SR 3) is attacking Dave, DEX 11 (SR 3) and SIZ 14 (SR 2) armed with a long spear (SR 0).

Ted is SR 6 while Dave is SR 5. If Ted closes and Dave is unable or unwilling to back up Ted's SR will change to 3 and Dave's will change to SR 8.

In the second round of combat Ted states that he will attack to close. Ted can roll his attack when his turn to attack comes up. If Ted succeeds in his attack and Dave doesn't successfully parry<sup>4</sup> Ted has closed. Now Dave will need to use the standard disengaging rules found on page 195 in the rules.

Any movement adds to the SR of all participants.

When a combatant with a long weapon is fighting with someone who has closed not only does their SR change but their damage is affected. They roll their normal damage, add their damage bonus, halve this and then add magical adds. In the case of true weapon roll the normal damage, halve it and then double it before adding  $\frac{1}{2}$  your damage bonus. This reflects the difficulty they're having with their long weapon.

Fighters mounted or fighting on chariots can always move enough to avoid closing as long as space to move in is available.

In the case of shield walls it is impossible to close on them without punching holes in the wall so the people in the shield wall defenders always keep their SR advantage while it's up.

### **Close Combat (toc)**

It is also possible to go into close combat with an opponent. You and your opponent may be rolling around on the ground or just in the same hex. Only unarmed combat or weapons with a base SR of 4 can be used in close combat.

If someone wishes to engage in close combat with an opponent they can state their intent to go into close by attempting an attack with a weapon allowed in close combat. If the opponent can keep this attack from landing they will keep them out of close combat. If they fail they are engaged in close combat and must drop their oversized weapon.

The only way to disengage from close combat is to defeat your opponent or use the standard disengaging rules found on page 195 in the rules.

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<sup>4</sup> Dodging automatically moves you back.

## Lances and Fighting from Horseback (toc)

- Only lances can be used with the Lance skill to gain the mount's damage bonus. A Lance cannot parry and can only be used in a charge.
- Lances use the Pike skill when used dismounted. Most cultures in Dragon Pass do not use lances when dismounted.
- Lance and Pike skills do not benefit from the ½ chance rule for knowing other weapons in this category. Each must be started at base plus manipulation bonus. There are no cultures that use lance AND pike in Dragon Pass.
- Lances are too long and awkward to be used as a weapon outside a charge.
- The mount must have moved at least 20 metres in a straight line at either a trot [24 m/MR for a horse] or a gallop [36 m/MR for a horse]) for Lance to get the mount's DM bonus.
- When mounted all melee weapons use the mount's SIZ SR rather than the riders.
- 2H Spear is the only two handed weapon that can be used on horseback.
- All spears roll 1D20 for hit locations.
- One handed weapons from horseback use 1D10+10 for hit location.
- All spears can be braced to receive charge. Braced pikes get the mount's DM bonus and SIZ SR. Other braced spears get DM bonus only.
- Large shields cannot be used while mounted as they are too unwieldy.
- Mounted riders versus foot opponents can withdraw on SR 6. The only way foot can attack them is if they attack before SR 6
- A combatant on foot cannot disengage from a mounted opponent unless they can hide, teleport, etc.

## Innate Abilities (toc)

Innate monster abilities like a succubus' charm occur on SR 1 like rune magic.



## How Critical, Special and Normal Attacks, Parries and Dodges interact ([toc](#))

- Critical parries stop all damage.
- Special parries stop 2 x weapon's HP.
- Normal parry stops 1 x weapon's HP.

Critical attacks are stopped by parries but any damage in excess of a parrying weapon's HPs ignores body armour and magical protection.

E.g. Bob critically slashes Ted with his great sword. He's got Bladesharp 3 up and a 1D6 damage bonus. His critical does 38 points (2d8 twice or 32 points + 3 for the Bladesharp only added once) + 3 from the 1D6. Ted rolls a special parry with his medium shield. The shield stops 24 points (twice normal). The other 14 points go through and badly hurt him as they ignore any armour or magical protection on poor Ted's body.

Weapons are only damaged in the following circumstances:

- A weapon is broken when it takes more than 3 x HP in one swing, otherwise it's fine. This damage can be Repaired using the spirit magic spell.
- A weapon is broken beyond Repair when it takes more than 4 x HP in one swing. This requires forging to fix and requires the sacrifice of 1 POW to reactivate any foci, etc. on the weapon.

E.g. In the previous example Ted's shield was destroyed as it took more than 36 (3 x 12 HP) though that's surely the least of his problems.

And again impaling weapons can only damage shields.

Enchanted Copper weapons are only damaged by Enchanted Copper or Iron Weapons OR by taking 5 x HP in one swing.

Enchanted Iron weapons are only damaged by Enchanted Iron weapons OR by taking 5 x HP in one swing.

Dodges work as follow:

- Critical dodge takes the attack result down three levels (miss is as far as this can go). So a Critical becomes a miss.
- Special dodge takes the attack result down two levels (miss is as far as this can go). So a Critical attack becomes a Normal Hit while all others Miss.
- Normal dodge takes the attack result down one level. Critical hit becomes a Special, Special becomes a Normal hit and Normal hit misses.

## Special Damage (toc)

This section shows the effects special (1/5 chance) and critical (1/20<sup>th</sup>) rolls have.

Type	Special	Critical	Special Effects
Impale	<ul style="list-style-type: none"> <li>• Weapon damage rolled twice + magic + DB.</li> <li>• A long spear does 2D10+2 + magic adds + rolled DB.</li> <li>• For someone using Bladesharp 2 with a 1D4 DB this would be 2D10+2+2+1D4</li> </ul>	<ul style="list-style-type: none"> <li>• Maximum damage that ignores armour.</li> <li>• Using the previous example the long spear would cause 24 + 1D4 points of damage.</li> </ul>	<ul style="list-style-type: none"> <li>• Impaled weapons that pierce armour are stuck in the target. To remove them the round they get stuck in is ½ weapon skill for the wielder.</li> <li>• Every full MR the wielder spends trying to pull his weapon out, neither parrying nor dodging gives them a full weapon skill chance of pulling it out in SR 12. After 5 MR the weapon is automatically pulled out.</li> <li>• Someone impaled has a [STR+CON – Weapon ENC] x 2% chance of pulling the weapon out themselves.</li> <li>• Impaled weapons do half damage if you move. So for the long spear with Bladesharp 2 roll 1D10 + 3 halved. In the case of arrows and quarrels roll 1D6/2. Plus Speedart if applicable.</li> </ul>
Slash	<ul style="list-style-type: none"> <li>• Weapon damage rolled twice + magic + DB.</li> <li>• A broadsword slashing would do 2D8+2 + magic adds + rolled DB.</li> </ul>	<ul style="list-style-type: none"> <li>• Maximum damage that ignores armour.</li> <li>• Using the previous example the broadsword would cause 20 + 1D4 points of damage.</li> </ul>	<ul style="list-style-type: none"> <li>• If the hit points in a location are equalled or exceeded the target may be incapacitated and must roll [CON-Damage taken] x 5 or</li> </ul>

Type	Special	Critical	Special Effects
	<ul style="list-style-type: none"> <li>For someone using Bladesharp 2 with a 1D4 DB this would be 2D8+2+2+1D4</li> </ul>		less to remain conscious. If failed the victim is unconscious for 1D6 hours unless woken.
Crush	<ul style="list-style-type: none"> <li>Weapon damage + magic + DB + max DB.</li> <li>For someone with a DB of 1D6 using a Maul with bludgeon 3 this would be 2D8 + 3 + 1D6 + 6</li> </ul>	<ul style="list-style-type: none"> <li>Maximum damage that ignores armour.</li> <li>Using the previous example the maul would cause 25 + 1D6 points of damage.</li> </ul>	<ul style="list-style-type: none"> <li>Target suffers from Knockback. This means the target goes backwards 1 meter for every five points of damage without subtracting the target's SIZ.</li> </ul>

### Knockback ([toc](#))

Every blow has the possibility of causing knockback. Take the total damage caused minus your SIZ (plus 1 per every 3 ENC). For every five points over your SIZ round down you get knocked back 1 meter. You must make a DEX x 5 roll to remain standing. Mounted warriors can attempt a Ride roll. If this roll succeeds add your mounts SIZ to your own.

If you are knocked back into a person of similar size both parties must make a DEX x 5 roll or fall down.

If you are knocked back 3 or more metres into a solid object you take 1D6 HP to a random hit location per metre travelled. Armour and magic protect.

Blows coming from above knock you straight down into a solid object. Roll DEX x 5 to remain standing PLUS take the damage you would from the knockback.

You can brace to avoid knockback. This makes it impossible for you to dodge but you get to add your STR to your SIZ for the purpose of defending against knockback.

### Example

Carl is unlucky and gets hit by a Great Troll wielding a Maul 2D8 weapon damage plus 2D6 damage bonus. The troll rolls 20 points of damage. Carl is SIZ 13 and has 6 ENC so he has a defensive SIZ of 15. Since the troll did enough damage he gets knocked back 1 meter and has to make a DEX x 5 roll to remain standing. He couldn't take any damage from this blow for running into anything.

Now say the troll rolled a special. This would be 11 points of weapon damage plus 12 points (the trolls max damage bonus) plus the roll of 2D6 say 10 points. That's 33 points

minus Carl's 15 for a result of a 3 metre knockback ( $18/5=3$ ). If Carl hits anything he takes another 3D6 in some location.

If the troll rolled a critical hit he would ignore Carl's SIZ for knockback. His damage would be 16 (weapon) + 12 (maximum damage bonus) + 5 (rolled damage bonus). That knocks Carl back  $33/5 = 6$  metres for 6D6 to a random location.

In the case of impaling weapons the wielder gets their standard remove percentage before knockback occurs. If the weapon is stuck they lose hold of it as their target goes backwards!

### Other Weapon Rule Changes ([toc](#))

#### Sling Stones ([toc](#))

Sling stones of all sorts do double damage on specials and maximum damage on criticals. So on a special a sling stone will do 2D8 damage and on a critical it will do 16 points. Note that this is not impaling damage!

This rule does not apply to thrown rocks which do normal crushing damage.

### New Weapons/Weapon Changes ([toc](#))

#### Melee

Category	Name	Base%	STR	DEX	Damage	HP	ENC	Length	SR	Type
Spear (1H)	Trident	05%	6	10	3D3	10	2	1.5	2	I
Spear (1H)	Javelin	10%	9	9	1D6	8	1	1.5	2	I
Spear (1H)	Short Spear	05%	9	7	1D6+1	10	2	1.5+	2	I
Spear (1H)	Lance	05%	9	7	1d10+1	10	3	3.5+	0	I
Spear (1H)	Long Spear	05%	11	9	1D8+1	10	1	3	1	I
Spear (2H)	Short Spear	15%	7	7	1F8+1	10	2	1.5	1	I
Spear (2H)	Long Spear	15%	9	7	1D10+1	10	3	3	0	I
Spear (2H)	Pike	15%	11	7	2D6+1	12	3	3.5+	0	I

#### Thrown/Missile

Category	Name	Base%	STR	DEX	Damage	HP	ENC	Range	SR	Type
Javelin	Trident	05%	7	10	1D8	10	2	20	1/MR	I
Net	Net	05%	13	11	-	8	2	10	½ R	NA
Whip	Whip	05%	9	9	1D4	6	1	5	1/MR	S

## Entangling Weapons ([toc](#))

Pole lassos and whips work similarly. The attacker makes a melee attack and needs to score a normal, special or critical hit that isn't parried or dodged. A location is rolled for and that location is immobilized. The only way for the immobilized limb to be freed is to either succeed in a STR vs. STR contest or to destroy the entangling weapon.

See [Fighting and Water](#) for Net fighting.

## Wearing Oversized Armour ([toc](#))

You can wear armour that is too big for you. 2 SIZ points difference is the maximum size larger that you can wear. Each point of SIZ difference means the ENC of each piece is +1 PLUS the Fumble chance is +5%.

E.g. So if Gwen is wearing a full suit of plate that is two SIZ too big her ENC add is a brutal 8 points and she also adds +10% to her fumble chance.

## Fighting and Water ([toc](#))

This section provides rules for fighting on, in and under the water.

### Definitions

**Skill limits:** In all cases where your skill is limited by your situation, for example by being underwater, the limit is applied to your total skill. Your total skill is your base skill plus mundane and magical modifiers. So if you're in a canoe and your Boat skill is only 90% the best your skills can be is 90%.

**Water native:** Any creature that is purely aquatic, or amphibian. This includes ducks and anyone who has a Water rune of 90 percent of better.

**Watercraft:** Anything that floats on water that people can fight on<sup>5</sup>.

### Fighting on top of the Water

The main variables affecting fighting on a **watercraft** are the class of **watercraft**, stable or unstable.

- Stable **watercraft** are things like ships, large flat boats, and rafts. These provide fairly steady and stable platforms to fight from. Your melee and missile/thrown skills are

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<sup>5</sup> And travel, etc.

unaffected as long as the water and air are calm. It's when the torrent is flowing or the wind is howling that your skills are affected.

- Unstable **watercraft** are the ones that are more challenging to stand in, coracles, canoes, small flatboats, single logs. In all cases your Boat skill limits your melee and missile/thrown skills just like riding does when you're mounted.

### Water Speed

Water in a river can flow from 0 to 11 KPH (0 to 7 MPH). Up to 5 KPH your weapon skills are unaffected. From 6 to 11 KPH subtract 5 from the Water Speed in KPH x 5% from your weapon skills. So a Water Speed of 11 causes a -30% modifier  $(11-5) \times 5$ . Or

Speed in KPH	Subtract
6	5
7	10
8	15
9	20
10	25
11	30

Remember that your Boat skill still limits your weapon skills on unstable **watercraft** and being a **water native** has no advantages.

You also have to make a DEX x 5 – Water Speed modifier or risk getting thrown overboard when making melee attacks in unstable **watercraft**. This roll is modified by the applicable Water Speed modifier shown above. If the DEX roll fails you get a Luck Roll POW x 5 to grab something before falling overboard. If the DEX roll was a fumble you go into the drink.

**Example:** Davy, DEX 17 and Composite bow skill 90%, is racing along some rapids in his canoe. The water speed is 11 KPH. He wants to fire an arrow at an enemy he spots along the bank. The negative modifier to hit is -30% because of the water speed. He has a Boat skill of 60% which limits his Composite bow skill to 60%. His chance of hitting is  $60 - 30 = 30\%$ . He takes the shot and hits.

Unfortunately another enemy takes a crazy leap from the bank and lands in the canoe without turning it over! Davy needs to fight now. He stands and draws his broadsword, skill 95%. His Broadsword skill is modified to 30%, 95 limited to 60% - 30%. He swings at the enemy and rolls

a 1! A critical! The enemy goes down with a sword thrust through the abdomen. Davy doesn't pull his sword out and loses it! Now he needs to make a DEX x 5 roll minus 30% to stay in the canoe. He has a 55% chance of doing so,  $85 - 30 = 55\%$ . He rolls and fails with a 77%. He starts going over the side and the GM calls for a Luck roll (POW 16) which he makes with a 35%! He's dangling over the side but is hanging on. If he'd fumbled his DEX roll he would have gone over the side.

### **Wind Speed**

The STR of the wind blowing can also have an effect.

Consult the Wind Measurement table in the main rules on page 160 and determine the STR of the wind. Starting at STR 11 subtract 10 from the STR and multiply by 5% to determine the negative adds to missile, thrown and melee combat skills. While effects from Wind Speed normally only affect missile and thrown weapon skills on land they affect melee skills as well when you're on a **watercraft**.

Note that both classes of **watercraft** are affected by this subtract but keep in mind that in the case of the unstable variety you're also limited by your Boat skill. This makes them particularly dangerous in a strong wind.

**Example:** Davy is fighting on the deck of a tossing boat. He has a skill of 95% in his broadsword. The wind is howling with a STR of 24.  $24 - 10 = 14 \times 5\% = 70\%$  subtracts. Poor Davy only has a 25% chance to hit.

Davy also needs to either have a rope tied around his waist or make a modified DEX x 5 roll using the Wind Speed modifier to remain standing or stay onboard. He only has a 15% chance of making the roll.

Don't use both the water speed and wind speed as modifiers. Use whichever is stronger as the modifier.

### **Fighting In the Water**

You can also fight and move while wading in the water. As long as you can stand and you have full freedom of movement for your arms your fighting skills are not affected. As the water gets deeper it has the following effects:

- Knee deep - movement reduced by  $\frac{1}{4}$ .
- Waist deep – movement reduced by  $\frac{1}{3}$ .
- Armpit deep – movement reduced by half. Combats skills -25%.

Note that non **water natives** cannot run in any water knee deep or deeper.

All these negative effects do not apply to a **water native**.

### Fighting Under the Water

Fighting underwater is hampered by the following:

- The lack of light. If the water is murky or dark the same subtracts as darkness provides on page 224 of the main rules applies -75%. Note that clear water doesn't provide any subtracts for melee combat. If you have the Rivereye spell or have a natural ability like this you do not suffer subtracts. If it's night you still need to be able to see in the dark or have a light source. Note that all light sources have half their normal radius underwater! This includes magic.
- Unnatural environment. If you are not a **water native** your Swim skill limits all your skills underwater.
- Only thrusting weapons work properly under water. All other weapons are unusable. Thrown thrusting weapons do work underwater but all others don't. Underwater missile weapons do not exist!<sup>6</sup>
- Ironically combat nets cannot be thrown underwater. You can of course catch things in a net if you and a partner swim at them or you have a net attached to a hoop.
- Optional rule: non **water natives** suffer a -3 to their damage when fighting underwater even with thrusting weapons.

### Nets

Combat nets work in a similar fashion to those used by the Roman retiarius. They are normally circular with a wide mesh about 3 metres (9.8 feet) in diameter with heavy weights along the edges<sup>7</sup>. A rope runs around the perimeter of the mesh, with the ends tied to the wielder's wrist.

It has the following characteristics:

Name	Base%	STR	DEX	Damage	HP	ENC	Range	Rate	Type
Net	05%	13	11	-	8	2	10	½ R	NA

The following things can happen when a net is thrown:

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<sup>6</sup> Rumours of spear guns do exist mind you...

<sup>7</sup> Retiarius and trolls use lead weights. River folk use river stones that either have naturally occurring holes or have had holes bored in them.



- Your roll fails or fumbles. Laughter ensues.
- You hit but your opponent parries or dodges. Nothing happens.
- You hit and your opponent fails to parry or dodge. Roll hit location. This is the location that is entangled. You can pull on the rope keeping tension on the net. Your opponent must cut the net with an edged weapon<sup>8</sup> or using their bare strength try and overcome the STR of the net which is 4 X HP or 32<sup>9</sup>. If you don't keep up the tension the person can extricate themselves with a DEX x 3 roll.
- If you get a special or critical hit two or three locations are entangled and you don't have to keep up tension for your opponent to stay entangled.
- Throwing nets cannot be used on targets larger than SIZ 40.

### **Disarm**

A net may be used to disarm an opponent. The net can either be thrown as normal or the wielder can attempt to wrap it around an opponent's weapon.<sup>10</sup> If the net wielder hits and the target parries with the targeted weapon OR fails to parry or dodge the following happens:

The weapon is entangled. A STR vs STR roll is immediately made on the Resistance Table. If the net wielder makes a successful roll the targeted weapon is ripped from the target's hands. If the net wielder's roll is unsuccessful the person targeted can immediately make the same roll. If they make the roll they can rip the net out of the net wielder's hands.

If either the net wielder or the target rolled a special or critical on their attack or parry skills they get to add 4 (special) or 8 (critical) points to their STR for the Resistance Roll.

If the targeted weapon is a slashing weapon and the net wielder fails in their disarming attempt the target can instead of trying to disarm the net wielder make a normal damage roll modified by magic and STR bonus to see if they can damage the net. This is a basic roll, no special or critical damage.

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<sup>8</sup> Remember that it is damaged like any weapon would be. It starts off with 8 HP so you need to roll 9 points or more to damage it. Crushing weapons and pole weapons like spears do no damage to nets.

<sup>9</sup> This is affected by damage the net has already suffered. So a net with 6 HP left has a STR of 24 for ripping.

<sup>10</sup> Shields are weapons too!

## **Non Combat** ([toc](#))

### **Shamans** ([toc](#))

#### **Some Clarification on the Becoming a Full Shaman Ritual**

If deemed worthy by their shaman mentor at the end of a year of training, an applicant may attempt to awaken their fetch and become a full shaman.

To determine if the applicant is worthy, the player attempts a roll of (average of POW+CHA) ×5. This evaluation may also be roleplayed (at the game master's discretion).

#### **Stage One—The Departure:**

The shaman remains in this trance for 1D6+1 days.

This in itself does not count as a ritual for the purpose of augmenting.

#### **Stage Two—The Crossing:**

The Horned Man and the applicant approach the threshold of the Frontier Region. Here the applicant sacrifices POW points to the Greater Entity as a demonstration of the applicant's dedication and humility in the face of these great powers.

These POW points are permanently taken from the current POW of the applicant, and a corresponding number of magic points are also deducted. These points become the starting POW of the shaman's fetch at the end of this ritual.

Here the Horned Man leaves the applicant, as the applicant must find their way to the Cave stage alone. As the Horned Man departs, he gifts the shaman a drum. (The drum is a typical gift, but each culture may have its own symbols: rattle, headdress, statues, etc.)

### Stage Three—The Cave:

The journey to the Cave is fraught with challenges of a personal nature that are designed to test the shaman’s resolve. Spirits appear to the applicant and put questions to the applicant such as:

*“Who deserves greater loyalty, your King or yourself?”*

*“Is it better to shield your fetch from prying eyes or proudly display your powers for all to see?”*

Ideally, the gamemaster should prepare two or three such questions and note the player’s response. The gamemaster should also consider relating these questions to the adventurer’s Passions or Rune affinities. These responses will play into the challenges of the ordeal.

Once the questions are completed, the applicant enters the Cave.

**Here the applicant’s player must attempt a Spirit Dance skill roll to awaken the fetch.**

This skill can be augmented by ritual practices and Runes or Skills. The results of the roll determine details about the awakened fetch.

Because time is different and uncertain in the Spirit World the length of the ritual is equal to a die roll based on a Luck roll.

Luck Roll	Die Roll	Range
Critical	3+1D3	4-6
Special	1+1D4	2-5
Success	1D3	1-3
Failure	1D3-1	1-2
Fumble	1	1

Result	Bonus
1	+30%
2	+35%
3	+40%
4	+45%
5	+50%
6	+60%

### Stage Four—The Ordeal:

Still within the Cave, the Bad Man arrives to test the resolve of the shaman applicant. Spirit combat with the Bad Man begins. The Bad Man has a POW 35 (Spirit Combat 175%), and engages with any applicant for 1D6 rounds (determined secretly by the gamemaster).

In each round, the winner and loser are determined. No magic points are lost. If the Bad Man wins a round, the player must choose a taboo from the **Taboo** table on page 363. The game master may make the choice for the player. If the shaman wins a round, they gain a single shamanic ability and skips the need to take a corresponding taboo. The shaman need not choose which shamanic ability at this point: it may be chosen later.

### **Questions:**

- 1) Would any of the Ritual Preparations that apply to Stage 3 also apply to Stage 4?

No.

- 2) Is there enough time to between rounds to use a skill to boost spirit combat (eg. Spirit Speech or Sing)?

In the case of ongoing contests like spirit combat you can continue singing or dancing from round to round. You do have to make new skills rolls each round as you misstep or flub a line.

### **Stage Five— The Reward:**

After these stages are complete, the fetch and the shaman are one entity.

The shaman then picks one shamanic ability from the list below, plus any other abilities gained and taboos acquired through the ordeal, and begins their career.

### **General Questions**

Is it possible for one person to help another in the 'Becoming a Full Shaman Ritual? Cast spirit magic/rune spells to aid each other?

A: Absolutely not. The Becoming a Full Shaman ritual is always a solo affair.

Is it possible to cast spirit magic/rune spells on yourself during the ritual?

A: Yes.

### **Gaining New Shamanic Abilities**

The shaman must journey to see the Horned Man and make the necessary sacrifices.

When choosing to take a new taboo in order to reduce the cost of levels in shamanic abilities (see page 362) this reset only affects the one ability the shaman is seeking to gain.

## Spirits ([toc](#))

### Allied Spirits ([toc](#))

If a priest or rune lord dies their allied spirit remains on the mortal plane for 1 week losing a point of either INT or POW decide randomly each day to see if the rune level will return to this plane.

If an allied spirit is inside a weapon or other object that is broken irreparably it will remain trapped in the shards and unable to do anything until it is transferred into a new vessel using the proper ceremonies.

Allied spirits and their rune lord/priest can see through each other's senses. In times of stress this requires a concentration roll of 3 x INT. This just allows the hitchhiker to use the host body's senses.

Normally an allied spirit and a rune level can freely use spells known by either party. Allied spirits and rune levels can also freely cast spells on each other no matter the range. However if an allied spirit or a rune level wishes to cast a spell on someone or something outside of the shared bodies they have to take control of that body.

**For example:** Bjorn Windchaser's allied spirit is a hawk. If Bjorn is inside a cave and his hawk which stayed outside wishes to cast a Disrupt at a Gorp in the cave this is what has to happen:

The hawk has to take control of Bjorn with a Concentration roll of 3 x INT. This takes 5 Strike Ranks. It can then cast the spell using Bjorn's body. While it is casting the spell it is in charge of the body and uses its skills, not Bjorn's to defend should Bjorn be attacked physically. The hawk has to be in command of Bjorn's body for at least 5 SR plus the SR required to cast the spell. After the spell is cast it returns control to Bjorn but this also takes 5 SR but without a Concentration roll.

Note that an allied spirit in an object can only cast magic on the object or the rune level it is allied to. The rune level can always use its ally's spells but if they are unconscious the allied spirit can only cast on the rune level.

The only way an allied spirit in an object can gain a POW check is by taking control of their rune level as described above.

Note that spirits that are not embodied use their INT if they have it or their POW to determine their Strike Rank when casting spells.

## **Spirit Binding, etc. (toc)**

A rules clarification: Second Sight, Soul Sight, Pierce Veil all allow the caster to see spirits in the material world, sorry Middle World (damn Police song references). Even if they're inside a familiar, or a binding item. None of these will allow the caster to see spirits in the Spirit World from the Middle World. Only shamans can do that!

## **Natural Binding Objects (toc)**

A spirit of any size may be bound into a MP storage crystal. Note that in this case they cannot also be used for storing MPs. You can use their MPs or spells/knowledge.

Other types of natural binding objects may exist.

## **Manmade Binding Objects (toc)**

Page 249 - Binding objects and animals must be enchanted with 1 point of POW per characteristic that the spirit possesses. 2 points for a basic unintelligent spirit to 7 points for something like a nymph.

You may want conditions (p. 250) placed on your enchantment (that limit who can use it) because if you don't have any conditions anyone who can see your spirit, i.e. anyone with Second Sight, Soul Vision or Pierce Veil cas, may cast a command spell on the spirit to get it to do things for them.

Someone else can create the item for you, the creator always has to spend 1 point of POW but you or someone else can contribute the rest of the POW points.

Binding enchantment - Spirit magic pg. 258

Binding enchantment - Rune magic pg. 321

Bind spirit - Sorcery pg. 391

Bind elemental – Sorcery pg. 391

These are the spells required to create binding items. You could buy these.

## **Finding a Spirit (toc)**

Shamans can find any spirits they like be travelling to the Spirit World.

Priests/rune lords/initiates can use the Summon cult spirit pg. 342 to summon cult spirits. Or Summon Elemental (type) pg. 342 to summon elementals.

Once you have a spirit present you have to bind it into your item or familiar.

## Binding that Spirit ([toc](#))

Control (Entity) - Spirit – 258 – must be specific to type of spirit.

Command (Cult Spirit) - Rune – 323 - covers any spirit allowed to the cult.

Dominate (discorporate spirit) - Sorcery – 394 – must be specific to type of spirit.

Dominate (elemental) - Sorcery – 395 – must be specific to type of spirit.

Note that Command Cult Spirit is the only general spell (sort of) as it will control any spirit associated with a cult. In the case of elementals the size would be limited to the size allowed to the cult. The other spells are tied to a specific type of entity.

A spirit bound into an item/familiar cannot do much. You can use its MP or cast any spells it may know BUT without releasing it from the item it cannot do anything else.

If you release it without casting the control, etc. spell on it the spirit will perform one action and then will usually flee. If you cast a control, etc. spell on it first it will come out operate for the duration of the spell and then can be returned to the binding item. Note that once bound into a familiar the spirit can only be released by the death of its host animal.

Note that you can only have CHR/3 spirits bound to you.

## Gambling and Spirits ([toc](#))

### Mundane Gambling

Gambling is an opposed skill test using the Gambling skill or Luck. Only the Gambling skill can be augmented and only by using the Fate rune or Luck itself. Augmenting on Luck is risky as failing makes you unlucky.

Result	Luck
<b>Critical</b>	+50% to the Gambling ability for the duration of the situation
<b>Special</b>	+30% to the Gambling ability for the duration of the situation
<b>Success</b>	+20% to the Gambling ability for the duration of the situation
<b>Failure</b>	-10% to all rolls for one week.
<b>Fumble</b>	-10% loss from all rolls for an entire season.

Both gamblers roll and compare levels of success.

- One level of difference win bet
- Two levels of difference win double bet
- Three levels of difference win triple bet

## Spirit Type RQG pg 375

SPIRIT RARITY		
RARITY	EXAMPLE	MODIFIER
Very common spirit	POW 1D6	+20%
Common spirit	POW 3D6	0
Uncommon spirit	POW 3D6+6	-10%
Rare spirit	POW 4D6+6	-20%
Very rare spirit	POW 5D6+6	-30%
Unique spirit	POW 6D6+	-50%
At an appropriate Spirit Place	See Spirit Places	+20-50%

## Spirit Stats Bestiary pg 165 or RQG pg 359

D100	POW	CHA
01-10	1D6	1D3
11-20	2D6	1D6
21-35	3D6	2D6
36-75	3D6+6	3D6
76-90	4D6+6	3D6+3
91-95	5D6+6	3D6+6
96	6D6+6	3D6+6
97	7D6+6	3D6+6
98	8D6+6	3D6+6
99	9D6+6	4D6+6
00	10D6+6	4D6+6

## Getting Spells from Spirits

- 1) Go discorporate.



- 2) Find spirit
- 3) Determine base relationship (benevolent, neutral, or malign)
- 4) Challenge spirit (bribe/spirit combat/gamble/etc)
  - a. Bribe/Bargain - make an appropriate skill roll (in Spirit Speech), donate the MP / promise something, spirit gives spell
  - b. Spirit combat - engage the spirit in spirit combat and beat the spell out of it
  - c. Gamble - bet an amount of MP, and then roll on gambling skill. Losers of roll loses amount bet. Tie means reroll. When one side MP reduces to 0 they have lost. Note that lost MP is not gained by the other side (or matches could go on forever).

4a and 4c require a benevolent or neutral spirit.

In a shaman's home area they would probably have in depth knowledge of the local spirit plane and would be able to locate spirits types at one difficulty modifier level lower than normal.

Spirit's Spirit Combat Skill = 5\* POW

Spirit's Gambling Skill = 3\* POW or higher in some cases!

A Very Common spirit will know 1 pt spells.

A Common spirit will know 2 pt spells.

An Uncommon Spirit will know 4 pt spells.

A Rare Spirit will know 6 pt spells.

A Very Rare Spirit will know 8 pt spells.

An Unique Spirit will know 10+ pt spells.

(Heal 6 would be Rare, though perhaps any spell might be easier found if you are 'at an appropriate spirit place' which is 'friendly' to that kind of spirit)

Only spirits with INT can be gambled with.

### **Spirit Combat ([toc](#))**

As described in the rules Spirits must spend one round manifesting themselves in the material world before engaging an opponent in spirit combat. They finish materializing in strike rank 12 of that round. This is the only strike rank of that round they can be attacked with enchanted weapons or spells. If any character is prepared or in range they can strike or cast spells on the spirit.

The following round the spirit can attack someone in spirit combat. Because spirit combat requires contact this means:

- Anyone other than the person in spirit combat who tries to attack with physical weapons has to use the Shooting into Melee rules found on page 214 of the rules (215 in the PDF).
- The person engaged in spirit combat can only use weapons with a base SR of 4 due to the proximity of the spirit.
- If someone wants to hit the spirit without striking a random target they can enter spirit combat as well and use weapons with a base SR of 4. They will be attacked by the spirit in SR 12 though.

## **Magic [\(toc\)](#)**

### **Spirit Magic Spells and SR [\(toc\)](#)**

When unengaged you can cast spirit magic spells in much the same manner that missile combat works, i.e., each spell has a base SR cost and you need to add five SR between spells.

For example: Guido wants to cast a Disruption and a Befuddle. He has a DEX SR of 1. Remember that the first MP doesn't count in determining SR cost. To cast both spells costs 8 SR.

Disruption (1 point) goes off on SR 1, DEX SR 1 + 0 for the first spell, then 5 SR to switch spells then 2 SR for Befuddle (2 points), DEX SR 1 + 1 for the spell, which goes off at SR 8.

The Rune Spell Multispell (see page 335 of the rules) and the Shamanic ability Spell Barrage (see page 362 of the rules) have their own rules for casting multiple spells a round.

## **Spell Rulings [\(toc\)](#)**

### **Spirit Magic [\(toc\)](#)**

#### **Coordination**

This spell adds 3 points to DEX. This adds 5% to Agility, Manipulation and Stealth skills. It will also reduce DEX SR by 1 point. This will take DEX SR down to zero but has no effect on SIZ or weapon based SRs.

#### **Parry**

Parry adds 1 point to the HP of a Shield per point of spell. These points last for the duration of the spell.

## **Strength**

This spell adds 8 points to your strength. Calculate any agility and manipulation skill bonus increase based on the new Strength. The spell will always add one level to the damage bonus for the duration of the spell, e.g. from 1D4 to 1D6, 1D6 to 2D6, etc.

## **Rune Magic ([toc](#))**

### **Shield**

This spell is now a Common Rune Spell available to all cults that have access to all Common Spells.

### **Summon Cult Spirits ([toc](#))**

This is a group of spells rather than a single spell. (Page 342)

Each cult has different versions of this spell. Even if a cult does not have an elemental association they will still have spells to Summon Cult Spirit Magic Spirit (ugh)

It includes the summoning of elements, spirit spell teaching spirits (separate spells for each type of spirit magic taught by a cult), special spirits (e.g. Naiads or Thunder Brothers), cult spirits of reprisal (note that you cannot summon one of these unless the person they're summoned against has actually violated some cult belief/practise), etc.

Initiates ONLY have access to elemental summoning spells (in the case of Engizi this includes naiads). The other spells are ONLY learnt by Rune Levels and there may be additional restrictions depending on the spirit/cult.

In the case of Spirit magic teaching spirits cults have lists and names of specific spirits that know spells. If you learn this spell and then want to summon a spirit magic teaching spirit outside a temple you get a random spirit.

### **True [weapon]**

This spell can only double your base chance.

## **Cults ([toc](#))**

### **Yelmalio**

Yelmalio has the spell Spear Trance as a Special Rune Magic and Truespear as an associated cult spell from Yelm. Both of these use Sky as their main rune.

## Augments and Inspiration (toc)

Runes and Passions<sup>11</sup> can be used to boost your chances of performing a skill (see page 229 and 236). Either can only be *attempted* once per situation. A situation can be a battle, an encounter, a meeting, a religious ceremony, etc. This means you can use one Rune OR one Passion during a situation.

You can only use one skill to augment during a situation as well.

Runes can only be used to augment:

- a non-combat skill within the Rune's skill category
  - the sense skill associated with the Rune.
  - the weapon associated with the Rune<sup>12</sup>.
1. Runes and Passions can be used to augment your casting chance with a Spirit Magic spell (see the following table for Runes that can be used to cast specific spells).
  2. Runes cannot be used to boost your chance on the Resistance Table with Spirit Magic spells. Passions can be used for this.
  3. Passions CAN be used to augment your chance on the Resistance Table with Rune Spells but Runes cannot.
  4. You can use certain skills: Dance, Sing, Play Instrument, Speak Magical Language to augment spells<sup>13</sup>. If you cannot use the "normal" time required to perform this skill your chance to augment with that skill is halved. Normal time refers to minimum time shown on page 139. You do not get +5% to your skill by spending 3 or more rounds as per pg. 246.

**Note:** you can always Sing under your breath, Dance in place or play your Drum quietly to give yourself enough time to prepare for full skill Augments. In the case of an Ambush your opponents may get a bonus to their Listen rolls for detection. If you're surprised or unprepared you have to start your augmentation at half chance.

Augmentation Chance		
Skill	Rounds 1-5	Rounds 6+
Dance	½ Chance	Full Chance
Play Instrument	½ Chance	Full Chance
Sing	½ Chance	Full Chance

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<sup>11</sup> This includes Honour.

<sup>12</sup> See pages 48-49.

<sup>13</sup> Augmenting can refer to either boosting the casting chance or the roll on the resistance table.

Augmentation Chance		
Skill	Rounds 1-5	Rounds 6+
Speak	½ Chance	Full Chance

- In the case of an ongoing contest like Spirit Combat, Combat, etc. you can assume that the skill you are using carries on uninterrupted to following rounds. In this case you do have to roll for success each round you're using the skill.
- Meditation has its own rules for bonuses to spell casting that are NOT augmentations. See page 245.
- In the case of shamans who have to dance, drum, shake rattles, etc. due to taboos you can always do these without going for the augment. Rule 5 only applies if you're actively augmenting.
- All skill augmentations for the purpose of improving skill rolls require that the skill doing the augmenting is being done in its standard time. This can normally be done simultaneously with the skill you're trying to augment. If not the skill is halved for the purposes of augmentation.

**For Example:** Sarstan (or maybe it was Sarstin) is engaged in Spirit Combat with the Bad Man. Because he knew he was going into Spirit Combat he's been tapping on his drum for a while now, at least an entire Turn (1 minute). This allows him to roll on his full chance to Augment each Melee Round.

### The Inspiration Table

Result	Type of Inspiration		
	Skill	Rune	Passion
<b>Critical</b>	+50% to the ability	+50% to the chosen ability for the duration of the situation	+50% to the chosen ability for the duration of the situation
<b>Special</b>	+30% to the ability	+30% to the chosen ability for the duration of the situation	+30% to the chosen ability for the duration of the situation
<b>Success</b>	+20% to the ability	+20% to the chosen ability for the duration of the situation	+20% to the chosen ability for the duration of the situation
<b>Failure</b>	-20% to the ability	-20% to all rolls with that Rune until you can spend a day	-10% to all rolls for the duration of the situation.

Result	Type of Inspiration		
	Skill	Rune	Passion
		meditating on that rune	
<b>Fumble</b>	-50% to the ability	-1D10% loss from the Rune and roll on the Psychic turmoil table p. 229. No use of the Rune in any way for the duration of the psychic turmoil.	-1D10% loss from the Passion and roll on the Despair table p. 236. You are unable to doing anything for the duration other than hiding or running away.

Spell	Rune	Spell	Rune
Befuddle	Illusion	Heal	Earth
Binding Enchantment	Moon	Ignite	Fire
Bladesharp	Air	Ironhand	Air/Beast
Bludgeon	Darkness	Lantern	Fire
Control (entity)	varies <sup>14</sup>	Light	Fire
Coordination	Water	Lightwall	Fire
Countermagic	Moon	Magic Point Enchantment	Moon
Darkwall	Darkness	Mobility	Water/Movement
Demoralize	Illusion	Multimissile	
Detect Enemies	Air/Truth	Parry	
Detect Life	Air/Truth	Protection	
Detect Magic	Air/Truth	Repair	
Detect Spirit	Air/Truth	Rivereyes	Water
Detect (Substance)	Air/Truth	Second Sight	
Detect Trap	Air/Truth	Shimmer	Illusion
Detect Undead	Air/Truth	Silence	Darkness
Dispel Magic	Moon	Sleep	
Disruption		Slow	Stasis
Distraction	Illusion	Speedart	Movement
Dullblade		Spell Matrix Enchantment	Moon
Extinguish	Water	Spirit Binding	
Fanaticism	Air	Spirit Screen	
Farsee	Fire	Strength	Air
Firearrow	Fire	Summon (entity)	varies
Fireblade	Fire	Vigor	Earth
Glamour	Illusion	Visibility	
Glue	Stasis		

<sup>14</sup> Depends on the entity.