



QUEST
INTERACTIVE
PRODUCTIONS

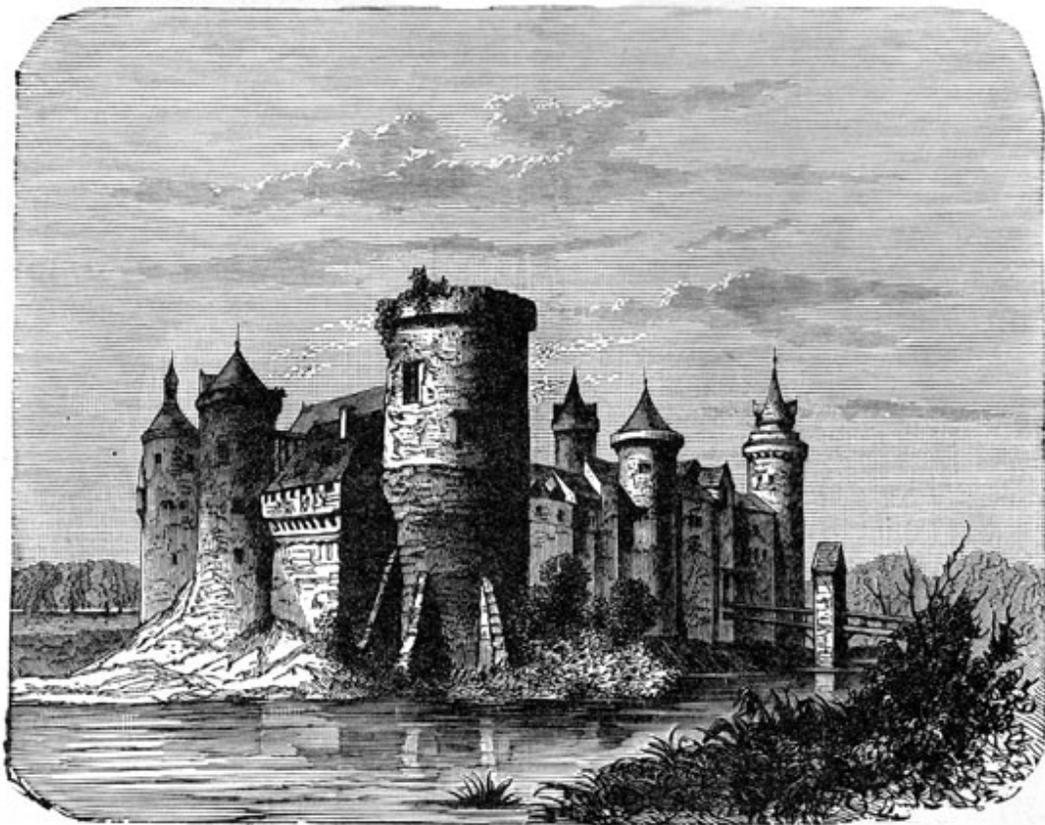
PLAYER
HANDBOOK

2014 EDITION

A compendium of rules,
game background, and other information
for use at Quest events

Table of Contents

Introduction	3
Character Creation	11
Rules of Gameplay	26
Spell List and Glossary	42
Between Events	55
The Continuing Game	54
Disclaimers	80
Index	81
Credits	85



Introduction



What Is This Book?

The *Player Handbook* is a resource for Quest players. It is a useful reference for players at games. It contains all the rules that players may need to consult while creating a character, checking in, playing a Quest game, and checking out.

All of Quest's rules are located on our Web site at www.quest.org/rules/, including the rules in this handbook. In addition, the Web site has many other Quest resources:

Rules and resources on the Web

- A guide for new players
- A glossary of Quest terms
- Our FAQ
- Current rules interpretations
- Optional rules conventions
- Instructions on making your own Quest equipment such as weapons and spell books
- Detailed descriptions of the world of the Continuing Game world, including extensive country histories and maps; more details on the gods and religion; information for players who want to play mahiri, dwarves, or Rosheni; guidelines for proposing characters with traits that require approval; and much more
- A list of past Quest events
- Directions to our games
- Guidelines for proposing your own game
- Additional resources and information for game masters
- Uncle Lloyd's Tips and Tricks, a player-maintained compendium of useful tidbits

Player Conduct

All participants at a Quest event are expected to adhere to the following code of conduct. Failure to adhere to this code can result in disciplinary action, including letters of censure, removal from events, suspension from events, and/or permanent banning from Quest events.

Quest expects all players, at all times, and in all situations, to act as responsible adults, to maintain a calm and cool head, and to adopt a courteous manner. Just be cool. Don't shout, don't swear, don't make a public scene. If you find you are losing control of yourself, stop and take a deep breath. If this doesn't calm you down, you should immediately remove yourself from the situation, be it out-of-game, role-playing, or especially combat.

All Quest participants are expected to treat all other participants with respect. Verbal or physical assaults are unacceptable behavior. Do not deliberately act in a way that makes others uncomfortable or embarrassed. Malicious gossip or slander has no place at an event. Out-of-game discrimination against anyone for any reason is also unacceptable. This includes discrimination against someone's character because of a problem you have with the player. Just don't do it.

All participants must agree to follow all of Quest's rules and conventions. Don't deliberately break rules or bend them against their intended spirit. This is cheating. Don't cheat or metagame. This ruins the fun for everyone.

All participants are expected to respect the sites at which events are held. Stealing, vandalism, or other activities that damage the physical space are unacceptable. Additionally, all Quest participants are expected to be courteous and accommodating to any nonparticipants who find themselves in or near an event. Don't harass the "mundanes." Wherever we are, we are guests and we should behave as such.

Live steel, real weapons, alcohol, and illegal drugs are expressly forbidden at a Quest event. Any activity that is illegal in the real world is illegal at a Quest event. Use your head.

Sexual abuse and sexual assault are considered inappropriate topics at a Quest event. Explicit or implied mention or discussion of these issues in-game is unacceptable.

Quest does not allow overt religious symbols used by conventional modern religions (crucifixes, Stars of David, pentacles, etc.). We also discourage the use of other elements that are overtly integral parts of real-world religion, especially when a given element is unique to one faith (e.g., "rabbi," transubstantiation).

Nothing at a game is mandatory, so if there is any situation that makes you uncomfortable, please go out-of-game. If a topic or element upsets or concerns you, you do not have to participate in it. Take yourself out of the game, take a staff person aside, and speak to them about it. Nobody wants to make anyone's experience uncomfortable.

If you have a problem of any sort with another player, you should tell them about this out-of-game and ask them to stop. If they do not stop, and continue causing a problem, you should speak with someone in authority.

Lastly, Quest is a cooperative gaming experience, and we're all here to have fun. As such, deriving your enjoyment by ruining other people's fun is not a part of what Quest should be. While characters may at times find themselves at odds with one another, there should be no unprovoked player-on-player conflict that spoils the game for other people.

Further, new players are an important part of the community, and their participation helps keep Quest running. Thus, you are strongly encouraged to be nice to newer players, and to give them the benefit of the doubt if a concern arises. All of us here were new once, too.

If you witness someone violating this code of conduct, you should tell a Board Member or GM as soon as possible.



Getting Started

Check out our New Player Guide at www.quest.org/newplayer for more tips!

You Don't Need to Learn This Whole Book!

That probably comes as some relief. . . . There are many sections in this handbook, but not all of them will be relevant to you.

The first section (after this one) is **Character Creation** (page 11). This is a list of all the skills that can make up a character. You don't need to learn all of these skills—only the ones that your character actually has. (So if you don't buy Alchemy for your character, you don't need to understand how the Alchemy skill works.)

The next section is the **Rules of Gameplay** (page 26). These are the operating rules that conduct how a Quest event happens. You *will* need to read through and understand these, since they apply to everyone.

There's also a section on what's "**in-game**" (happening to your character) and what's "out-of-game" (happening only to you, the player) (page 40). This will be useful for understanding how to make a Quest event seem more real.

After that comes the list of **Spells** (page 42). If your character can't cast spells, you can skip this (although it never hurts to learn how some spells work, because they'll be cast *at* you!). If you can cast spells, you'll want to understand the spells you have access to.

After that, you'll find information on Quest's major game world, the **Continuing Game** (page 54). You'll want to skim this over and see if it helps you form your character's story and personal history—but you don't need to memorize it.

But first, you'll need to come up with a character concept. Read on. . . .

How Quest Works

Quest is a live-action roleplaying group. It's a little like theater, except without a fixed plot! You and the other players are the protagonists who overcome the obstacles and drive the plot; the staff play the supporting parts and the antagonists, acting out the events in response to your choices.

First, you and the other players will make up your characters. You'll design your character's name, persona and background. Then, you'll use our character rules system to figure out what kind of skills your character has. Meanwhile, the people running the Quest event will have written an interactive storyline, complete with characters for the staff to play.

When the event starts, the staff will act out their characters, and you and the other players will act out yours. But at some point, you and the other players will have to make decisions about what you want to do. The staff will react to that, presenting the next scene(s), and so on.

For instance, suppose the event is set in a tavern. At the start, you might just be at the tavern, enjoying a drink and mingling with the other players. But then a villager bursts in, saying that bandits have been spotted heading west, away from the local knight's manor, and there is smoke rising from the manor house!

What happens next? Well, that's up to you and the other players. Perhaps you decide you want to head westward and try to intercept the bandits. Perhaps you'd prefer to head to the manor house and see if you can help stop the fire. It's up to you, based on what you think your character would do.

The staff will then set up the bandit encounter and/or the manor house, playing out the part of the bandits and/or the knight's household. Maybe you'll choose to fight with the bandits; maybe you'll try to outwit them. Maybe you'll be able to save the knight's household; maybe you'll be too late. The staff will react to your choices!

There isn't a pre-set "plot" or solution to a Quest story; how each story unfolds all depends on the players' choice of characters and how the players choose to play them!

So as a player, you first need to come up with a character that works in a Quest setting and is fun to play! Let's move on to just that...

Designing Your Character

Start With the General Idea

Character generation starts with a character concept, so first consider what kind of character you might want to play. A soldier? A wizard? A merchant? Quest combines fantasy gaming with improv theater, so your character's background and personality will be a big factor.

Where do you come from? What do you enjoy doing and with whom? What are your goals and fears? What life events have shaped your personality? Only after you have a good idea of your persona can you choose what abilities and limitations are appropriate for your character.

Your Skills

Your character is both the personality and background you invent all on your own, plus a series of "skills" generated by our rules system. Quest uses these rules to simulate abilities that your character has, but which you may not. For instance, your character might have facility with picking locks, but you can barely unlock your bike — so we have a simple set of rules to simulate picking a lock. Maybe your character is supposed to be silver-tongued and smooth, but you're a little tongue-tied or shy; we have rules for that, too.

Choosing Skills

Each character starts with a set amount of points, which you'll use to buy those skills that seem appropriate for the character you're imagining. Starting characters get 14 points. (At least, for new characters in our recurring setting, called the "Continuing Game". Unusual games that aren't in the Continuing Game world might have different point totals.) In addition, you may gain extra points by taking Disadvantages.

There are many different skills, from weapons use, to bargaining skills, to magic, plus a host of others. Weapon Skill allows you to use weapons, shields and armor. Alchemy allows you to make magic potions. Lore skills give you special knowledge. Locks lets you get yourself into places where you shouldn't be. Persuasion lets you convince people more easily. Stealth, First Aid... the list goes on.

Many of the abilities are measured in progressive levels. Thus, to get second-level Stealth, someone would have to spend 2 points for first-level Stealth and 2 more points for second-level Stealth, for a total of 4 points.

Characters are generated from lists of options:

- **Skills** (which may be bought initially or with earned experience),
- **Disadvantages** (which award points).

Spell use is listed under "Magic" and fighting skills are listed under "Weapon Skill."

Never fear to ask the check-in staff (or anyone else!) for help with making your character. They're a friendly lot!

But Don't Worry Too Much About The Skills!

We ask you to allocate your points and buy skills with them, but the truth is, skills and character points don't come into play in every scene. Quest is a lot about investigation, puzzle-solving, discussion and exploration — stuff that's more like improv theater. Rules and character points are just to cover things we have to simulate, particularly combat. You might go for a whole event never using one of your simulated skills!

When the rules do come into play, they're there to give people with that skill a chance to shine in a particular scene, and might not be useful in other scenes. For instance, if you put a lot of points into skill with weapons, your skills will be valuable when there's something to fight, but not when things are peaceful. If you bought skill with picking locks, there won't always be locks around to open... but when there are, you'll be really glad you invested in lockpicking!

Changing Your Skills Later

Quest realizes that the first character you make might not work out the way you'd envisioned. As a new player, you can always change stuff around, as long as you've earned less than 5 Experience Points so far. (Once you've earned 6 points, you're no longer a "new player". Congratulations!)

So if it's still your first few games, you can go back and change your skill choices, or even ditch your first character and move your earned Experience Points into a new character altogether.

(Just to clarify: you can move these points *between* events, not during them. And note that it's the *player's* fifth event, not the character's. You don't get to do this for every character.)

Magic

Since this is a fantasy setting, there's magic — and you may wish for your character to be able to use magic. The Magic skill has multiple varieties:

- The magic of **Mages** reflects a study of arcane magic (like a storybook wizard), and grants spells like lightning bolts and other spells to strike down foes and protect your friends.
- By contrast, **Clerical** magic reflects divine power granted by the gods to the clergy and the faithful, letting them invoke miraculous powers of healing magic, curses, cures and blessings.

(There are other, more specialized systems of magic, too, but don't worry about them right now.)

With the Mage or Cleric skills, you'll get access to a list of spells. Spells are divided up into levels based on their usefulness, with 1st-level spells being weakest and 9th-level spells the strongest.

At each game, characters with magical ability receive a certain number of "spell points" for each level of Magic. Each time you cast a spell, it uses up a number of those points equal to the level of the spell (so a 4th level spell uses up 4 points when cast). You can cast whatever spells you like, as long as your level of Magic is equal or greater than the level of the spell — and provided you still have spell points remaining!

Characters with the Magic skill carry around a spell book (which does not exist "in-game" and cannot be stolen, but is necessary for casting spells), and a whistle to signal when they are casting certain kinds of spells. There may also be other props for certain spells. (Quest will provide these things for you if you don't have them.)

To cast a spell, you blow a whistle or just read the spell. If the spell uses a whistle, then action freezes while you read off the effects of the spell. When you're done, action resumes. Spells cast without a whistle do not stop action, and you perform the spell while the action continues around you.





Your Personality

Your skills make up the skeleton of your character, but a history and a personality are required to really flesh out your character. You'll pick your character's name, country of origin, personal history, and even a patron god or goddess if you like. You will discover that your character's personality will really start to develop after you've played that character a few times, once you've gotten the feel for Quest and how it works.

You'll also want to work out other details of your character's personality. For instance, if you've taken a Phobia, you might wish to work out how you developed that phobia. You may want to think about what brought your character to the event locale. These sorts of details turn your character from a list of statistics into a real personality.

The Game World

Most of Quest's events take place in The Continuing Game, a shared world that we've been running since 1991. Needless to say, there's a lot of information on the world! Don't worry, you don't need to know it all — in fact, you barely need to know any of it to have fun, and to figure out how you might want to fit your character into it.

The Continuing Game section of this book (page 54) will get you started. It includes a link to a quick summary of the lands of the world, so you can pick one for your character. It also links to the gods of the pantheon, if you want to choose a patron deity. (Anyone playing a member of the clergy, such as those with Cleric Magic, should pick a patron deity.)

Name

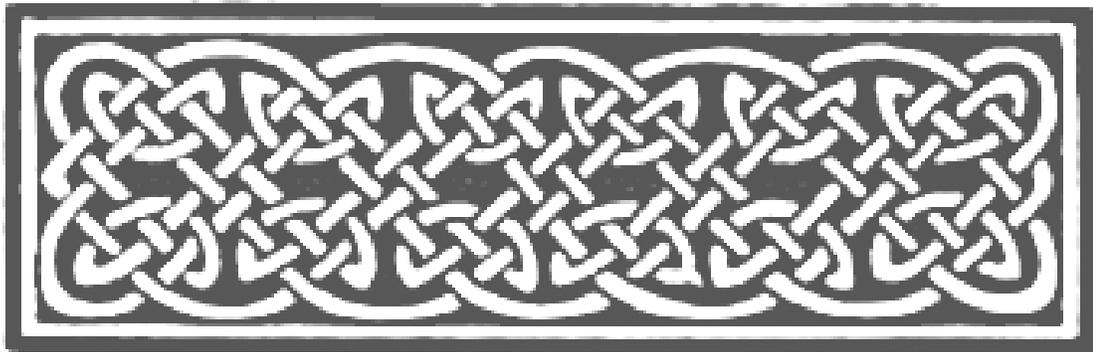
You may choose whatever name you like, although we recommend a name that is not too difficult for others to remember. Remember that weird fantasy-sounding names may be difficult for others to remember (and are often more appropriate for weird fantasy races). "Justinian," "Franciscus," and "Brigid" are easier to recall than "Ganomex" or "Astrinigeth." If your character is human, consider a name taken from your country of origin.

Since our Continuing Game world (aka "the CG") is based on Europe (and surrounding areas) circa the 14th century, characters in that world can always fall back on a name from that time and place. Each country in the game world roughly corresponds to a historical one — so if you're at a loss, you can use a name from your character's home region. (Sometimes a little realism adds more to the game than wild, fantastic creativity.)

Costume

A good costume really gives life to the game, and does not have to be difficult or expensive. You probably already have a simple costume already!

Check out our New Player Guide at www.quest.org/newplayer for costuming ideas using what's already in your closet!



Playing The Game

Each game begins with check-in, where you register and pay for the game. (Quest's minimum age is 18; bring ID to prove your age.) If this is your first time as a player, you will also create your character here. You'll get a blank character sheet upon which you record the skills you want to buy, plus your character's name and other character information.

From there, you'll go through the check-in stations, where you'll get the various props you'll need, such as game money, weapons, and spell books.

Finally, you'll go through the workshops that go over Quest's rules, and make sure that combat runs safely. Then the game begins!

Action!

Once the game begins, players and the game's staff get into character. Everyone leaves behind their usual personalities, and takes on those of their characters. The game location will be transformed into a medieval fantasy setting — with a little bit of set decoration and a little bit of imagination. Characters mill about, chatting with friends, making acquaintances, enjoying food and drink, and pursuing the game events.

At their first game, some players find that they don't get very involved in what's going on. This is okay — it may take a game or two to feel really comfortable, and to feel like you know what you're doing! Take your time, and watch what goes on. But in the end, what you do is up to you and your imagination — don't feel like you must behave like everyone else, or go along with them.

Most games have some specific plot going on that the NPCs run, playing various characters and interacting with the players. Our evening-long events typically have check-in at about 5:00pm and finish around 11:00, but our website can give you more precise times.

Stuff You Don't Understand

During the game, there may be points in the game where you don't understand something. For instance, a scroll might mention "stone-wights", and you don't know what that is. Don't feel out-of-place; it doesn't mean that everyone else around you knows what that is, and you're the one left out because you're the new player. In fact, a lot of Quest events involves discovery and mystery; the other players might not know what a "stone-wight" is either, because the game is about figuring that out. At other times, special information will be given to people with certain skills (such as Lore or Sage), so people without those skills aren't supposed to know what stuff means right away. So if you don't know what something means, don't think it's because you're not experienced enough. And remember, your character can always ask another character what a "stone-wight" is!

Staying "In-Character"

The game is more fun when everyone's immersed in their character. Try to stay "in-game", speaking as your character, not as the player. For instance, if you need something clarified, try to have your character ask the question, rather than having the player ask. (If there's simply no way to ask the question "in-game", pull a staff person aside so that you don't disrupt the other players. Put a fist on top of your head to signify that you are "out-of-game", and then ask your question.)

Combat

No story would be complete without a little action. With a traditional play, the author gets to dictate who wins a fight — but we're not a traditional play! We don't know the outcome of a conflict beforehand, so we have to have a system for modeling conflict and let the players' actions decide the outcome.

Quest uses padded "boffer" weapons to simulate medieval combat. These weapons are made from closed-cell foam with a fiberglass core, and are covered with duct tape and cloth. They are very safe — safer than the weapons used by most other live-action groups. (Previous players who have done fencing say they get bruises from fencing, but none from Quest.) Along with swords, there are daggers, spears, axes, maces — just about any medieval weapon you can imagine! There are also shields and armor (usually made of cloth, plastic or leather.)

The basic principle of combat is pretty simple: "whatever gets hit is wounded." If your arm takes a blow, your arm is wounded and you cannot use it. A leg wound means you can't walk on that leg; a torso wound knocks you unconscious. Take enough wounds, and you'll start bleeding to death. There's no counting of "hit points" or "damage modifiers" — or anything else that forces you to do fancy math in your head when you get hit!

Quest further ensures safety by giving training in our safety rules and conventions. Before each event, all participants will be checked to make sure they engage in combat safely.

Once It's Over

Once the game is over, you'll need to check out. You return anything you have borrowed from Quest — weapons, clothing, coins, spell books, and the other props.

If You've Played a Role-Playing Game Before

Every role-playing game, and every gaming group, is different; some of the conventions used at other games or groups may not be true at Quest. Check out our New Player Guide at www.quest.org/newplayer for more details.



Character Creation

This section details the traits you'll use to generate a character for Quest events. New characters begin with 14 points.

You don't need to read every entry in this chapter! The only skills you need to learn are the ones *your* character has. (So if your character doesn't have Alchemy, you don't need to learn the rules on the Alchemy skill.)

Character Generation Reference	12
Skills	14
Weapon Skill	19
Disadvantages	20
Advanced Magic	23



Character Generation Reference

Skills	Point Cost	Disadvantages	Point Cost
Alchemy	2.5 per level	Charity	-0.5
Awareness	1 per level	Complete Honesty	-1
Battlecast	6	Courage	-0.5
Brawling	1 per level	Cowardice	-0.5
Exceptional Strength	2	Foolhardy	-1
First Aid	0.5	Gullible	-0.5
Immunity to Poison	2	Hemophilia	-1
Initiation, any type	1	Honesty	-0.5
Innate Power	1 or more	Honor, Courtly	-1
Locks	1 per level	Honor, Heroic	-0.5
Lore	1 per level	Illiteracy	-0.5
Magic, any type	3 per level	Lame	-2
Persuasion	1.5 per level	Law-Abiding	-0.5
Poison	1 per level	Law-Enforcing	-1
Rapid Healing	2	Missing Arm	-3
Sage	3.5	Mute	-2
Status	1 or 2	Overconfident	-0.5
Stealth	2 per level	Pacifism	-2
Superior Clotting	2	Peaceful	-0.5
Traps	1 per level	Phobia	-0.5
Wealth	1 per level	Poverty	-1
Weapon Skill	varies	Stigma	-0.5 or -1
Will	1 per level	Stubbornness	-0.5
		Sycophant	-1
		Uncivilized Behavior	-0.5
		Weakness	-1



Weapon Skill

General Weapons

<i>Points Allocated</i>	<i>General Weapons Allowed</i>
0	Dagger (to 20")
3	All above, plus Short Sword (to 28"), Crossbow
6	All above, plus Plain Sword (to 38"), Short Flail (to 38"), Spear (thrust only, to 72"), Bow
9	All above, plus Long Sword (to 46"), Plain Flail (to 46"), Pike (thrust only, to 84"), Glaive (to 50")
12	All above, plus Bastard Sword (to 52"), Long Flail (to 52"), Halberd (to 60")
15	All above, plus Great Sword (to 60"), Poleaxe (to 70")

Florentine Weapons

<i>Points Allocated</i>	<i>Florentine Allowed</i>
3	Short Florentine only
5	Short or Long

Shields

<i>Points Allocated</i>	<i>Shields Allowed</i>
3	Small Shield (elbow to wrist), Blocking Staff
6	All above, plus Medium Shield (chin to navel)
9	All above, plus Large Shield (chin to crotch)

Armor

<i>Points Allocated</i>	<i>Armor Allowed</i>
0	0 hits (cloth, leather, chain, plate)
3	1 hit (leather, chain, plate)
6	2 hits (chain, plate)

Thrown Weapons

<i>Points Allocated</i>	<i>Thrown Weapons Allowed</i>
4	All thrown weapons

24 character points total in Weapon Skill (among all categories) makes the character a Weapons Master.

Measurements for weapons are the total length of entire weapon.

Swords, glaives, halberds and poleaxes with stabbing tips are considered to add 4" to length for purposes of determining cost.

Polearms with buttspikes require 3 more points than normal (e.g. a 9-point polearm with a buttspike becomes a 12-point weapon).

Dagger, short sword, plain sword, long sword, bastard sword, shields, blocking staff, armor, and thrown weapons require no approval to use. Other weapons require prior safety approval from a Weapons Marshal.

Players may reallocate Weapon Skill points among the categories between events.

Skills

Some skills may have a *prerequisite*. This means that you cannot purchase the skill unless you have also purchased the prerequisite.

If you buy a skill that has a prerequisite and then later get rid of that prerequisite, then all the skills that depended on the prerequisite become useless.

Alchemy (2.5 points per level)

You can manufacture and identify potions and poison. There is no limit to the number of the levels of this skill you may purchase.

You may manufacture potions whose effects are equivalent to some spells. (See the “Potions” table on page 45 to see the list of possible potions.)

You create your potions in “batches” which consist of a number of potions whose total spell levels are less than or equal to three times your level of Alchemy. The most powerful potion you can make is one whose spell level is twice your level of Alchemy. (Thus, a second-level alchemist could manufacture a batch consisting of one fourth-level potion and one second-level potion, or two third-level potions, or three second-level potions, etc.)

Alchemy Level	Total Spell Levels	Max Level of Spell
1	3	2
2	6	4
3	9	6
4	12	8

All potions must be consumed by the person they affect. (That is, a *Charm* potion must be consumed by the person to be charmed, not by the person performing the charming.) Potions whose effects are Test of Will (TOW) spells have an effective Will equal to your Alchemy level. For more information on how potions work, see page 36, under “Using Items.”

When you make a potion, you write a difficulty number less than or equal to your level of Alchemy on the outside of the potion. Any alchemist whose level is greater or equal to that number can then read the state-of-being scroll without consuming the potion, using the knowledge of alchemy to identify the potion’s effects. All potions placed by GMs will also have a difficulty number assigned to them. (Potions without an assigned number are assumed to have a difficulty of one and thus may be identified by anyone with Alchemy.)

You may also make poison as if it were a second-level potion. (Poison, unlike a potion, will not “go bad.”)

You may create one batch of potions before each game (during “check-in”). At multi-day games, you may create another batch of potions every morning.

Normal potions have no “shelf life,” and become inert immediately after their game of creation, whether or not they were brought into the game. By spending one mark per level of a potion (for “preservatives”), you can create an “enduring” potion, which can be brought to any five games before becoming inert. By spending two marks per level of a potion, you can create an “extra-enduring” potion, which can be brought to any 10 games. You pay the cost when you create

the potion (at check-in, and every morning at a multi-day game).

Potions created before a game need not be brought to that game, although potions created during a multi-day game are automatically brought to it.

Awareness (1 point per level)

You can spot characters who are using the Stealth skill and other hidden things. Awareness is measured numerically with a minimum of zero (no points spent on Awareness) and no maximum (you can spend as many available points on Awareness as you wish).

Battlecast (6 points)

You have special training or ability in casting, such that you do not need to have your arms free of weapons while casting a Combat spell (i.e., you may ignore the “hands-free” rule). You may cast Combat spells while carrying a weapon during the casting. *Exception:* Combat spells cast through the Cleric Magic skill can be used freely with weapons in hand, and do not need Battlecast.

Brawling (1 point per level)

You are skilled in fighting in hand-to-hand (weaponless) combat with another unarmed character. Before an unarmed combat begins, all players announce their Brawling levels; the combatant with the highest level of Brawling wins any ties in the paper-rock-scissors contest. Thus, the best brawler has a two in three (rather than one in three) chance of success. Also, the number of blows you can take in a brawl is equal to three plus your Brawling level.

Exceptional Strength (2 points)

You are much stronger than average. When successful in a Brawling contest, you do double damage (one win takes away two brawling hits). In addition, your grip is so strong that nothing may be ripped out of it (as with the *Strong Grip* spell). Lastly, you count as two ordinary people when performing strenuous activity such as carrying people, heavy lifting, pushing, moving, etc.

First Aid (0.5 points)

You can temporarily prevent someone from bleeding to death. To do so, you must place both hands on the critically bleeding target, and repeat the words “first aid.” This pauses the target’s bleeding. If you remove your hands, the target’s bleeding resumes where it left off (the time it takes to bleed to death is not reset by First Aid).

First Aid requires the full use of your arms; you may not do anything else with them (such as fight, use a spell book, or carry the target) while using First Aid. If one of your arms is injured, you can perform First Aid with your uninjured arm; otherwise, you must use both arms. If both of your arms are injured, you can not perform First Aid.

Immunity to Poison (2 points)

This skill grants complete resistance to any poison, ingested or contact. You may still be wounded by poisoned weapons but will not suffer the effects of the poison.



Initiation, Cleric (1 point)

You have an intense spiritual connection to a deity (or other equivalent entity). Normally, this Initiation accompanies priesthood or other religious involvement. At certain times, you may be granted special advantages, such as Lore-like knowledge, the ability to read ancient languages, in-game information or abilities specific to clerics, and the use of certain magic items.

This skill is the prerequisite for Cleric Magic. It is required for anyone playing a member of the clergy, even if you do not have Cleric Magic.

Initiation, Mage (1 point)

You have completed study of the half-art, half-science that is formal magery. This study covers many arcane subjects, derived from ancient traditions and teachings. At certain times, you may be granted special advantages, such as Lore-like knowledge, the ability to read ancient languages, in-game information or abilities specific to mages, and the use of certain magic items (such as scrolls).

This skill is the prerequisite for Mage Magic.

Initiation, Mystic (1 point)

You have a unique mystical attunement which can provide access to magical powers outside of the standard Cleric and Mage abilities. At certain times, you may be granted special advantages, such as Lore-like knowledge, the ability to read ancient languages, in-game information or abilities specific to mystics, and the use of certain magic items.

This skill is the prerequisite for Mystic Magic.

Innate Power (1 point per spell point)

You have magical or special skills possessed by a non-human race, or you have an unusual background (though you may wish to use Mystic Magic instead).

Innate Powers allow you to “cast” a specific spell a certain number of times per day without a spell book. The cost of this skill is 1 point per level of the spell times the number of times per day the spell can be cast. Thus, a Pixie who wishes to have the ability to cast *Blink* (a third-level spell) twice per day would have to pay 3 (the spell level) x 2 (times/day), or 6 points.

Notes on Innate Powers:

- Players should have a full understanding of the spells they choose and how they are affected by other spells, since they will not have a spell book handy to use as a reference.
- Innate Power does not automatically include Battlecast. An Innate Power that is a Combat spell is still bound by the “hands free” restrictions on holding a weapon, unless you buy Battlecast.
- Innate Power may be purchased after character creation, but only if permitted by your racial kit or unusual background proposal.
- Innate Power does not require an Initiation.
- Innate Powers recharge at sunrise.
- Users of an Innate Power whose spell description involves the caster’s Magic level must instead use the level of that spell. For example, someone with the Innate Power to cast *Mass Aversion* (a fifth-level spell) could affect up to five people.

- Innate Powers cast on oneself (such as *Blink*) cannot be countered with counterspells such as *Nullify* or *Reflect*.
- Instead of using an Innate Power to cast a spell, you can choose to use it as a *Nullify* on one casting of that spell. (This still uses up your Innate Power for the day.)

You may *only* purchase or improve Innate Powers defined in your racial kit or unusual background proposal (these require approval from the Game World Committee for Continuing Games or from the GM(s) for one-shot games).

Locks (1 point per level)

You can pick locks. There are three levels of this skill. When you see a lock during an event, it will have a card with a number attached to it. If your level of Locks is equal to or higher than the number on the card, then you may open the lock. (Not every lock at an event may be pickable with this skill.) Picking a lock will normally take some amount of time to accomplish, as specified on the card.

Lore (1 point per level)

You have knowledge of a particular subject. There are three types of Lore at any given event (often “Monster,” “Area,” and “Item,” but these subjects may vary from event to event). You will be informed of the subject matter of each Lore type for that event.

For each level of Lore, you may pick one of the three subjects. You should pick the Lore type(s) most appropriate to your background. You then receive a sheet of paper for each area of Lore containing your knowledge on that subject. The sheet is out-of-game; it represents knowledge in your head.

Magic (3 points per level)

Prerequisite: an Initiation

You can cast spells. You may have one or more of three skills: Cleric Magic, Mage Magic, and Mystic Magic (See “**Magic, Cleric**,” “**Magic, Mage**,” or “**Magic, Mystic**” for details on these individual skills). Each skill is purchased in a number of levels. Each level grants access to a number of new spells.

Each level also grants “spell points” per day in that area of magic (typically 4 points per day at a tavern night, and 6 per day at a weekend-long event). These spell points are used when casting spells; casting a spell uses up a number of spell points equal to the level of the spell.

You may cast *any* spell in your spell book whose level is equal to or less than your level of Magic, provided you have the spell points available to do so.

There is also one special exception to the above: “up-casting” spells. *Once* per day, you may cast *one* spell that is *one* level higher than your present level of Magic. Up-casting this spell will fatigue you for five minutes. (This works like any fatigue—you cannot fight, run, or cast spells for five whole minutes.)

There are nine levels of each Magic skill (Mage, Cleric, and Mystic) available to PCs. The ninth level of each Magic skill costs 6 points instead of the normal 3.

Magic Level	Total Cost	Spell Points Per Day (1-Day)	(Weekend)
1st	3	4	6
2nd	6	8	12
3rd	9	12	18
4th	12	16	24
5th	15	20	30
6th	18	24	36
7th	21	28	42
8th	24	32	48
9th	30	36	54

Magic, Cleric (3 points per level)

Prerequisite: Cleric Initiation

You are a spell caster whose powers are bestowed on you by your deity. You have a large, fixed canon of spells which you may cast. These spells are primarily concentrated in the areas of healing and active defense. You only have a few offensive spells, some of which are at higher levels than normal, but in return you do not need the Battlecast skill—all of your spells can be cast with weapons in hand. You also have cheaper versions of some offensive spells which affect only undead and/or unholy beings. You may also choose to take a clerical “kit,” depending upon your deity, which may grant additional powers. See the Advanced Magic section for details.

Magic, Mage (3 points per level)

Prerequisite: Mage Initiation

You are a spell caster who has learned to cast spells through arcane study. You have a large, fixed canon of spells which you may cast. This includes a wide variety of offensive spells, a number of defensive spells that can be cast before a conflict, and powerful countermagic spells. However, you have no healing capability, except for being able to dispel magical effects.

You may also choose to take a mage “kit,” reflecting a form of magic that you have chosen to specialize in. See the Advanced Magic section for details.

Magic, Mystic (3 points per level)

Prerequisite: Mystic Initiation

You are a spell caster who uses one of a variety of unclassifiable means to cast spells. You can customize your spell book to fit your own needs, but in exchange you get fewer spells than mages or clerics and the spells are sometimes more expensive. See the Advanced Magic section for details.

Persuasion (1.5 points per level)

You are more persuasive than normal: you are silver-tongued, intimidating, or charming. Each calendar day (resetting at sunrise), you may use this skill once per your level of Persuasion. To use the skill, make a conversational attempt to persuade someone, and then display the “Persuasion” Card. Those around you must go along with what you say, within reasonable limits.

Persuasion will not make victims kill or injure themselves, violate most deeply held beliefs, or violate a direct order from legitimate authority. Persuasion will make them overlook loopholes, see exceptions, take bribes, and accept any reasonable story.

Others should react to Persuasion as they would to anyone making a persuasive story.

Poison (1 point per level)

You have facility in working with poison. (This means only the ability to *use* poison; this skill does not allow creation of or aid in acquiring poison.)

Level	Ability gained
1	May poison food
2	May apply poison to weapons

Poisoning Food

One dose of poison is sufficient to poison one food item or drink. To simulate this, place a piece of green tape on the bottom of the plate or cup (or in the food itself). Anyone who eats or drinks from it will become poisoned. If someone sees you attaching the green tape, you have been seen poisoning the food.

If you wish to preserve anonymity, a good way to inform someone that they have been poisoned is to tell a staff member out-of-game that a certain dish has been poisoned. The staff member will then tell the person(s) who ate the food to look under their plate, or will make a general out-of-game announcement. Keeping an eye on who actually consumes the poison is a good idea, as it is easy to lose track of what one ate.

Due to the slowness of the digestive process, you may wait up to two minutes before informing someone that they have been poisoned.

Poisoning Weapons

One dose of poison can poison weapons requiring up to 6 points of Weapon Skill to wield. (Zero-point weapons, traps, arrows, and crossbow bolts all count as requiring 1 point of Weapon Skill for this rule.) For example, someone with two doses of poison could poison a bastard sword; two plain swords; or two short swords, a throwing dagger, an arrow, and four traps.

Poison applied to a weapon wears off after being used in one combat—after that it dries out and becomes harmless. Poison applied to a trap remains active until the trap is sprung. Poisoned arrows and crossbow bolts lose their poison after one shot—they may not be reused while the green tape is still attached to them. (They may be re-poisoned, or the tape may simply be removed.)

You can have fractional doses of poison in your possession, but they are only useful in poisoning weapons and traps, and cannot be used to poison food.

Rapid healing (2 points)

This lets you heal one limb wound quickly. Once per hour, even if unconscious, you may “accelerate” healing on a limb as if *Knit Limb* had been cast upon it.

Sage (3.5 points)

You have all three levels of Lore, plus additional Sage information.



Status (1 or 2 points)

This skill is not available at “One-Shot” games.

You have standing in society. You command respect and your position may grant special rights or privileges. Status comes in two sub-types: **Prominence** and **Social Distinction**. For standard Continuing Game characters, both types of Status require approval from the Game World Committee. For CG Unique events, Status requires approval from the GM of that event.

Status: Prominence (2 points)

You have a form of standing among “polite” society. Your Status includes:

- the right to protection from the authorities in the event of danger
- the right to preferential treatment from the authorities
- the right to bear arms where others cannot (where appropriate to the locale and to your character concept)
- the right to have a bodyguard or champion bear arms (where appropriate to the locale and to your character concept)
- the right to refuse an honorable duel without dishonor
- the right to have someone fight on your behalf in a duel
- immunity to search without reasonable suspicion
- immunity to legal prosecution without reasonable suspicion
- the right to be treated as a generally honest person by the legal authorities, unless there is reasonable doubt
- Merchants and innkeepers will usually give you a discount of several marks per purchase, which makes most meals effectively free.

You must be *publicly* respectable and upright to take Prominence; otherwise the authorities would not treat you with kindness and concern.

Status: Social Distinction (1 point)

You receive special treatment from the “common folk,” though not necessarily recognition from high society. Your Status includes:

- the right to preferential treatment from the authorities
- the right to bear arms where others cannot (where appropriate to the locale and to your character concept)
- immunity to legal prosecution without reasonable suspicion
- the right to be treated as a generally honest person by the common folk, unless there is reasonable doubt
- Innkeepers will usually give you a discount of a couple of marks per purchase, which makes most meals effectively free.

Social Distinction can come from: (1) a general reputation among the common folk, usually through visible heroism or other impressive acts; *or* (2) being conferred some form of lesser rank by the ruling authorities. For instance, a sheriff or king’s ranger might have these rights. Sniveling cowards or obnoxious boors should not take Social Distinction, but neither should upper clergy or nobles.

Stealth (2 points per level)

You carry a “Stealth Card” (an out-of-game item) with a number equal to your level of Stealth. You hold up the card whenever you do not want to be seen or heard (such as sneaking past some sentries or losing a pursuer). If your Stealth level is greater than the Awareness of the person trying to spot you, then you go unnoticed. The would-be spotter must role-play not seeing you. However, if the spotter’s Awareness is equal to or greater than your Stealth, then the spotter may act normally (and role-play seeing you sneaking by).

When you use Stealth in this manner, you must make a reasonable effort to hide behind obstructions and in shadows as much as possible. You may *not* simply stride up a well-lit road holding your Stealth Card before you. Also remember that in order for the Stealth Card to work, *the number on the card must be visible* to those around you.

The Stealth skill also gives you the ability to pick pockets. You must get near your mark, flash your card, and announce which pocket or pouch you are picking. Again, if your Stealth exceeds your victim’s Awareness, the theft goes unnoticed. You make your first lift from an individual at your actual Stealth level, but each subsequent lift *from the same individual* during an event lowers your effective Stealth by one *for that victim*. (Keep coming back to the same individual, and sooner or later you *will* be caught.) You may not steal items that are so large or unwieldy that the victim would instantly notice that they were gone, nor may you steal items that are under the direct attention of the victim, such as a sword held in the victim’s hand.

If someone witnesses a theft attempt, sees the number on the Stealth Card, and has an Awareness lower than that number, they *must* role-play that they did not see the crime. Otherwise, they did witness the crime and may act as they wish.

Stealth also grants you the ability to “sap,” or knock victims unconscious in a sneak attack. To sap someone, sneak up behind the victim and flash the back of your Stealth Card in the victim’s face. (To perform multiple sap hits, move the Stealth Card rapidly up and down from the elbow. Each time it crosses the victim’s eyes, it is considered another hit.) The victim will immediately fall over unconscious for five minutes. Because sapping represents a special type of attack, you need not carry a weapon to be able to sap someone. Either a full helm (covering both head and neck) or magical protection is effective against sap hits. Because sapping represents a precision strike, any armor with less coverage is bypassed. If you are attempting to hide while sapping, your victim’s body can serve as cover provided you follow all other rules for using Stealth to hide.

Superior Clotting (2 points)

You have a superior constitution which increases bleeding times. If you receive *three* limb wounds or one good torso wound, you would normally fall unconscious immediately and bleed to death in two minutes. This skill increases your ability to tolerate wounds so that you will not fall unconscious until you receive one torso wound or *four* limb wounds (wounded area[s] are still unusable). It also reduces the blood loss so that you will die in 10 minutes instead of 2 minutes. You need not do anything, or even be conscious, since the body will slow the bleeding automatically.

Traps (1 point per level)

You can work with and set harmful traps. Each level of the skill lets you set increasingly fatal traps; higher levels of Traps cause damage to higher numbers of limbs.

Level	Trap Ability
1	Annoyance trap
2	May disarm traps
3	Minor trap, wounds one limb
4	Severe trap, wounds two limbs
5	Lethal trap, wounds three limbs
6	Psycho trap, wounds four limbs

Trap Damage

Traps cause damage like weapons do; protection (armor or magical protection) protects against them. Anyone (including the setter) who triggers a trap for *any* reason after it has been set will be affected by it.

An “annoyance trap” causes no damage, but is still bothersome. (E.g., “You smell like rotten garbage for 15 minutes. No one can stand to be near you” or “A bucket of cold water falls on your head.”)

You may set a trap to affect more than one person, spreading the damage between multiple targets. A four-limb trap might read “You and the nearest three people, within 15 feet, each take one limb wound.” If there are fewer than the specified number of people present, the extra damage is wasted.

You may also “convert” two limb wounds into one torso wound, so that a four-limb trap could cause one torso wound and two limb wounds, or two torso wounds.

Placing Traps

To place a trap, first write the effects of the trap on a piece of paper and attach the paper to the box. The effects of your traps are dictated by your Traps level (the higher the level, the more damaging the trap). You may wish to make a more vivid description of exactly what the trap is and what its effects are (e.g., a spear trap, a pit trap, etc.).

If you like, you may specify what limb(s) will be affected by your trap, and in what order they are affected (otherwise, the target picks undamaged limbs in any order).

Traps that affect multiple people must specify a reasonable area of effect: “You and the nearest three people, within 15 feet, each take a limb wound” is acceptable; “Within 100 feet” is not.

Finally, place the box where you want it, set the trigger, and flip the switch to “on.”

Disarming and Resetting Traps

Traps can be avoided by anyone who sees them, but only someone with Traps level two or greater may disarm one.

To disarm a trap, simply walk up to it and switch it off.

The character who originally set the trap may disarm it and move it to a new location at any time, even if it has been triggered.

Traps may not be taken or moved except by their original setter, but anyone with a Traps level equal to or greater than a given trap may reset a trap in its original location.

Wealth (1 point per level)

You receive three extra marks per event per level of Wealth. Wealth levels are cumulative. You *will* receive this amount of money at *every* event.

For “One-Shot” games and CG Unique Events:

One-shot games usually award five marks to start. You receive five extra marks per event per level, cumulatively. Thus, level one awards five extra marks, level two awards $(5) + (5 + 5) = 15$ marks, level three awards $(5) + (5 + 5) + (5 + 5 + 5) = 30$ marks, and so on.

Will (1 point per level)

Your Will is your ability both to cast Test of Will (TOW) spells and to resist them. When a TOW spell is cast, the caster announces their Will. Only if this is greater than the target’s Will does the spell have any effect. Will is measured numerically with a minimum of zero (no points spent on Will) and no maximum (you can spend as many available points on Will as you wish).





Weapon Skill

Weapon Skill consists of five categories: **General Weapons**, **Shields**, **Armor**, **Thrown Weapons**, and **Florentine Weapons** (as detailed on the Weapon Skill table, page 13).

You allocate the points you have spent on Weapon Skill among these five categories. For each category, you may use any weapon, armor or style in that category whose cost is less than or equal to the number of points you have allocated into that category. Between events, your character can re-train, letting you re-allocate the points among the categories.

For instance, suppose you have spent 12 points on Weapon Skill. At one event, you might choose to allocate 9 points to General Weapons and 3 points into Shields. This would let you use any General Weapon that costs 9 points or less, and any Shield that costs 3 points or less. At another event, you might choose to put all 12 points into General Weapons, or put 6 points into General Weapons and 6 points into Armor, and so on.

Some weapons require you to have passed a safety inspection by a Weapons Marshal before you can use them.

Once you have spent 24 character points on Weapon Skill, you are a **Weapons Master**, and may use any weapon, armor or style on the list. (You will still need to pass a safety inspection to use a weapon that requires inspection.)

General Weapons

Stabbing Tips

A stabbing tip increases the effective length of a weapon by four inches (except for spears). This may add to the cost of a weapon, since longer weapons require more character points. For example, a 36" sword is ordinarily considered a plain sword (6 points), but if it has a stabbing tip, it is considered a 40" weapon (a long sword) for purposes of cost, and therefore costs 9 character points rather than 6.

Special Weapons

The Weapons Manager will determine the cost of any weapon not listed on the Special Weapons table (p.13) such as mahdu, shotel, bolas, left-handed can-openers, etc.

Shields

A shield must be held in the hand by a handle or strap (thus restricting weapons use in that arm). A bracer or wrist-guard is not considered a small shield; it is considered armor.

Blocking Staff (3 points)

Blocking Staff is a defensive Weapon Skill treated as a *shield* skill. It allows you to use a padded boffer staff, but not to attack—only to parry blows. Its only permissible use is to plant one end of the staff on the ground and swing the staff back and forth to block shots. For rules purposes, it is considered a shield, and it may be combined with another weapon without the Florentine skill. Also, because mages are attuned to staves, they may use this skill *without* the Battlecast skill and suffer no penalty. This skill costs only 3 points, so it is ideal for mages and/or pacifists who wish to increase their defensibility in melee.

Armor

Armor must be a reasonable facsimile to qualify as valid. A cleverly spray-painted T-shirt does not qualify as plate mail or chain mail.

Thrown Weapons (4 points)

Thrown Weapons gives you the ability to throw weapons. You may throw any weapon that you have purchased the Weapon Skill for and that has been approved for throwing safety. (All approved throwing weapons will be labeled with yellow tape).

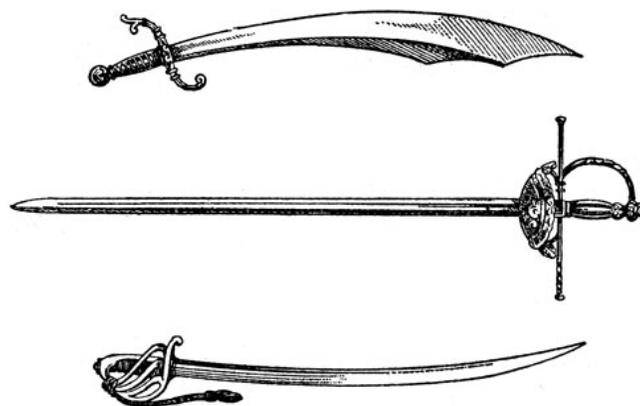
Florentine Weapons (3 or 5 points)

“Florentine” is the term for using two weapons at the same time, one in each hand. “Short Florentine Weapon” grants you the ability to use a second weapon that costs 3 points or less, while “Long Florentine Weapon” grants you the ability to use a second weapon that costs 6 points or more.

Restrictions: the primary weapon must be no longer than 52" (bastard sword length), and the second weapon must be no longer than 38" (plain sword length). The second weapon may be of any type that you can use as a primary weapon.

Florentine Weapons requires approval by a Weapons Marshal.

Example: you spend 6 points on General Weapons, letting you use weapons such as a “Plain Sword”, and you also take “Short Florentine” (for 3 points). You may use a General Weapon that costs 6 points or less as your primary weapon, and a General Weapon that costs 3 points or less as your secondary weapon.



Disadvantages

Adding disadvantages to a character awards points to be spent on other skill. It is imperative that disadvantages are correctly, thoroughly, and *consistently* role-played. Make sure that any chosen disadvantage fits well with the conception of your character; *do not* (and we repeat) *DO NOT merely choose a disadvantage to get the points!*

Similar disadvantages (e.g., Charity and Poverty, or Courage and Overconfidence) cannot be purchased together. Similarly, disadvantages that conflict with other disadvantages (e.g., Cowardice and Overconfident) or that conflict with skills (e.g., Hemophilia and Superior Clotting) cannot be purchased. Disadvantages may be acquired at any time (e.g., you may choose to take a vow of poverty sometime during your career).

Any disadvantage may also be eliminated by “buying it off.” To do so, you must spend points equal to the amount of the disadvantage. This ensures that you have enough character points to pay for all your skills. Once you have bought off a disadvantage, you *may not* take that disadvantage again.

There is a limit to the number of points you may take through disadvantages. This limit is 1 point plus an additional 0.5 point for every 5 character points your character has (rounded down), up to a maximum of 4 points of disadvantages. Thus, at 10 points, you may only take 2 points’ worth of disadvantages; at 20 points, you may take 3; and at 30 points, you may take 4. The one exception to this rule is that if you take only a *single* disadvantage, it may then be of any point cost.

Special disadvantages may be granted with the GM’s permission. If you think you have a valid disadvantage not listed here, then seek GM approval. However, even if GM permission is granted for that event, if you wish to carry this disadvantage to other events in the Continuing Game world, you will need to get the approval of the Rules Committee.

Charity (–0.5 point)

This disadvantage is not available at CG Unique Events or “One-Shot” games.

You do everything you can to get as much money as possible from your adventures, but then give all of your surplus wealth (over 10 marks) to your liege, religious figure or other charity. You may use the surplus money in pursuing your charity’s goals, but you must give it all away by the end of any event. In *no case* may you donate money to another player; the money must be given to the GM or a suitable NPC. Also, it must be given away; you cannot leave it with companions “for safekeeping.”

Complete Honesty (–1 point)

You cannot ever tell a lie, misdirect, or even omit part of the truth. When asked a direct question, your only choices are to remain silent, to refuse to answer, or to answer fully and completely. If you realize that you have accidentally lied at any point in the game (e.g., because you were going along with your party’s story or were forced to lie by magical means), you must do everything possible to rectify the situation. This would include finding the person who’s been lied to and explaining the complete truth. It may also include an offer to perform some favor to correct for the dishonesty.

Courage (–0.5 point)

Once you have entered a battle, you will not retreat or surrender unless your allies have already made it to safety (or their surrender has been accepted by the enemy). Before retreating, you must make a reasonable effort to rescue downed allies, but hopeless efforts are not required. You are also permitted to exercise your best judgment on how to save as many allies as possible. (In other words, if Joe needs defending, you don’t have to abandon Joe to go rescue Tom.)

You may participate in a simultaneous retreat (or surrender). You may also choose not to enter a battle in the first place.

Cowardice (–0.5 point)

You will never fight (or engage in any other potentially dangerous activity) unless you are confident that you can do so without being physically injured, by having protection. If you lose enough hits of protection to become wounded by another strike, you will disengage from combat, and will flee or yield if attacked. If it is not possible to flee and your enemy will not honor a surrender, you will fight only until you have an opportunity to run away.

Foolhardy (–1 point)

You will immediately engage in combat with anything you would like to see dead, regardless of its strength or the circumstances. You will not retreat from battle for any reason unless the combat is truly turning into a slaughter against your side. You will also act without regard for your own health (e.g., volunteering to test all potions, walking far ahead of the party, etc.).

Gullible (–0.5 point)

You believe everything you are told unless you have evidence to believe otherwise. For example, if someone tells you, “I just saw the princess up by the lake,” you will believe this is true and probably go investigate because you have no reason not to believe the statement. However, if a known evil wizard says, “Don’t kill me—I’m your friend,” you will not believe the statement because you already believe that the evil wizard is your enemy.

Hemophilia (–1 point)

Your blood has a reduced ability to clot. Thus, you will fall unconscious and begin critical bleeding after *two* limb wounds and you will bleed to death after *one* minute of critical bleeding.

Honesty (–0.5 point)

This is a weaker version of Complete Honesty. You may never tell a direct lie but may omit parts of the truth when questioned or may refuse to answer. As with Complete Honesty, if you ever realize you have told a lie, you will do whatever you can to rectify the situation.

Honor, Courtyly (–1 point)

You will never attack someone by surprise or participate in a combat when the enemy is outnumbered or outclassed, and will always grant mercy if the enemy wishes to surrender. You believe that a fair duel is the only fair method of combat between two members of the same race. You are “sportsmanlike” in battle, are loyal to companions, give mercy to all sentient creatures who ask



for it, and will demand lawful behavior from yourself and from your comrades.

Honor, heroic (–0.5 point)

You have a system of beliefs that limits your actions and you will choose to *die rather than compromise your beliefs*. If, by chance, you find you have inadvertently violated a tenet of your code, you will immediately make amends for it by means of a meaningful, in-game penance (either in money, service, or deeds).

What constitutes a code of heroic honor is left open in order to allow for greater role-play, but must be set down in your character sheet and must be approved at character creation (by the Game World Committee and Rules Committee for Continuing Game characters, or from the GM(s) for One-Shot games). Players are encouraged to get approval *before* playing the character.)

A code of honor must be limiting enough to be worth the character points. A code of honor that states “I must protect my own life and enrich myself” is not acceptable. Typically, heroic honor is exclusionary; it applies to one class of people but not another.

Illiteracy (–0.5 point)

You cannot read. You are not allowed to read anything that you encounter in-game. Out-of-game text, such as state-of-being scrolls and other instructions, you (the player) can still read.

Lame (–2 points)

You cannot run. This means the fastest you can move is a brisk walk. This is defined as the character having one foot on the ground at all times—dragging your foot is a good way to make sure you’re following through on this.

(This disadvantage represents injury beyond the range of normal healing, such as an inborn handicap. Therefore, you should not buy it off without a good backstory or in-game justification.)

Law-Abiding (–0.5 point)

You obey common law at all times and must encourage others not to break the law. You will be upset by (and will not participate in) any plan that goes against the law and will insist that others not go along with the plan. If you learn of a crime, you will report it to the authorities. Should you break the law, you will atone if possible.

Although you must show respect to any local law authorities and any reasonable local ordinance, the law that you follow is the common law of the civilized races. That law prohibits any assault (not in self-defense), blackmail, manslaughter, murder, slavery, theft, treason, vandalism, and anything else that is clearly illegal. See the information on law and society in Continuing Games on the Quest Web site for more information and definitions of some of the above crimes.

Law-Enforcing (–1 point)

You obey the law at all times, *and* you endeavor at all costs to keep others from breaking the law. You will take active steps to stop crimes. You will not participate in any plan that involves breaking the law, and will insist that others not go along with the plan as well. If you learn of a crime, you will report it to the authorities; if you are in a lawless area or if the authorities are unavailable, you *will* enforce the law yourself. If you discover you

have broken the law, you will turn yourself in and atone for the crime. You must turn in *anyone*—even your friends—who you know to be guilty of a crime and you will not withhold information from the authorities about any crime.

You follow the common law of the civilized races. That law prohibits assault (not in self-defense), blackmail, manslaughter, murder, slavery, theft, treason, vandalism, and anything else that is clearly illegal. However, you must also follow any local laws unless they directly conflict with the laws of the civilized races (in which case the common law of the civilized races supersedes local law in your eyes). See the website information on law and society in the Continuing Game for more information and definitions of some of the above crimes.

Missing Arm (–3 points)

You are missing an arm. The missing arm should be placed behind your back and played as if it were completely missing (i.e., you cannot strap shields to it and weapon hits to it will behave exactly as body hits). It cannot be regenerated or healed.

If you are a spell caster, you may use the “missing” arm to hold your spell book (which technically does not exist in-game).

(This disadvantage represents injury beyond the range of normal healing, such as an inborn handicap. Therefore, you should not buy it off without a good backstory or in-game justification.)

Mute (–2 points)

You cannot talk—or even whisper—at any time for any reason. Mouthing words is acceptable, unless you are psychologically mute rather than physiologically (i.e., struck silent by trauma as opposed to a damaged larynx).

Being mute does not prevent you from being a spell caster.

Overconfident (–0.5 point)

You will never back down from any opportunity to fight an enemy, even when outnumbered or without the support of a party. You may flee, however, if you realize you are definitely losing the fight.

Pacifism (–2 points)

You will never physically harm anyone with spell or with sword. You will never advocate physical harm nor will you ever order or ask that someone else harm anyone. If you ever actually harm someone (e.g., by accident or because of coercive magic) you will do whatever you can to rectify the harm. (“Harm” includes non-damaging attacks that remove protection, such as from subdual, Brawling, and *Stun* spells.)

Peaceful (–0.5 point)

You will never initiate an attack with either spell or weapon, will only use force in self-defense, and can never sap someone.

Phobia (–0.5 point)

You have a complete fear of a certain situation or object. Example: if you are phobic of bodies of water, you will not willingly cross a bridge (although your party might knock you unconscious and drag you across). If you are phobic of insects, you will flee whenever you see one.

Only certain phobias are severe enough to count as a disadvantage. These are: heights and ledges (including bridges and balconies), water, dead bodies, crowds (more than seven people

at once), poison (the character will test all food and run from poisoned weapons in terror), being alone, squeamishness (fear of bugs, worms, and “icky stuff”), non-divinely-powered magic items (including potions), and spells cast by mages.

If you feel there is a valid phobia missing from the above list, you must have approval to take it as a disadvantage. For One-Shot games and CG Unique Events, you will need approval from the game's GM. For regular CG characters, you will need approval from the Rules Committee; your disadvantage will be usable immediately, and will be added to this list in subsequent editions of this rulebook.

(You are always free to roleplay phobias that aren't on the list without approval; you just don't get points for them.)

Poverty (–1 point)

A vow of poverty prohibits possession of coins, jewels, or other valuables that are worth more than the amount needed to buy a day's food (about three marks). You may carry no jewels, riches, or fancy garments. (You must *look* poor as well as *be* poor to receive this disadvantage.) Similarly, luxurious magic items (rings, necklaces, fancy cloaks, etc.) are to be avoided, and any remaining magic items may not be traded or bartered. You must give any money you acquire not to your friends but rather to the poor or to a needy cause (which may be an NPC). This disadvantage also includes the social stigma of being poor in medieval society.

Characters with Poverty are created with only one mark to start.

Stigma: Disliked Group (–0.5 points)

You are a member of an easily recognizable species, ethnicity, or other group that is known and disliked by the dominant culture of the game. You are treated with suspicion and hostility by all you meet. This includes:

- Although you are normally protected by the law, authorities will often treat you badly if they feel they can get away with it.
- You will be immediately suspected in any crime investigation.
- Innkeepers and merchants will usually charge you more than normal.
- Most common folk will distrust you and will not value your word.

Half-orcs, half-grum, Dosanese, and self-evident Rosheni and Kahla-Ranites have this Stigma as a racial/group disadvantage.

Stigma: Hated Group (–1 point)

You are a member of an easily recognizable species, ethnicity, or group that is known and hated by the dominant culture of the game. Everywhere you go, no matter how you try to disguise yourself, people will identify and revile you. This includes:

- To a significant extent, the law does not protect your rights, property, or life. Authorities will treat you badly but will not normally act against you without some (albeit trifling) reason.
- You will be immediately suspected in any crime investigation.

- Innkeepers and merchants will usually charge you more than normal. There may be a fee for simply being allowed in the inn. Merchants occasionally refuse to sell to you at all.
- Your word and honor are devalued by most people you meet. You are generally assumed to be untrustworthy.

Orcs and grum have this Stigma as a racial disadvantage.

Stubbornness (–0.5 point)

If you make up your mind about something, you will not change your mind unless provided with *overwhelming* evidence that shows your opinion incorrect. After being shown this evidence, you will acquire a strong grudge toward whomever presented the counterargument (since you do not like to be proven wrong).

Sycophant (–1 point)

This disadvantage is not available at “One-Shot” games.

You fawn and/or suck up to people higher up the social ladder and you *must* role-play this. You cannot attack anyone with Status for any reason. In the presence of a character with Status, you must obey their commands, run away in fear and awe, or cower before them. You will do your best to impress those with Status, to garner their attention, and to earn their respect. (You will do the same to anyone who acts important or impressive.)

Uncivilized Behavior (–0.5 point)

You do not obey or understand the basic unwritten rules of society. Your behavior will produce a strong negative reaction in most civilized people you encounter. Your behavior generally includes a combination of acting rude, violent, and slovenly, although any actions that produce the same overall effect are fine. Uncivilized behavior is usually explained by you having been raised by barbarians, animals, or monsters. (Remember not to act in ways that would violate the Player Conduct code.)

Orcs have this as a racial disadvantage. Grum, half-orcs, and half-grum often have this, too (it depends upon their upbringing).

Weakness (–1 point)

You are much weaker than average. When successful in a Brawling contest, you do no damage at all. In addition, any time you are hit with a weapon, you fall backwards until your torso touches the ground (as with a *Slip* spell). Finally, you are completely unable to perform any sort of strenuous activity, such as carrying people, heavy lifting, pushing, moving, etc.

Advanced Magic

These concepts are for players who wish to explore some more advanced options for the Magic skill. (We recommend you first have a decent understanding of Quest’s magic system before you try these.)

Cleric and Mage “kits”

These kits are not available at “One-Shot” games.

“Kits” are optional bundles of rules that someone with Mage or Cleric Magic may choose in order to give their character some powers that are particularly appropriate to the clergy of their deity, or to their magical specialization:

- Characters with **Cleric Magic** may choose to take the cleric kit associated with their patron deity. The description of each god (in the Pantheon section) includes the details of that god’s kit.
- Characters with **Mage Magic** may choose to specialize in the magic of one of the five Elements, or to specialize in Void (the absence of any element). There are six specializations: the three opposing pairs of Fire/Water, Earth/Air, and Aether/Void. They are detailed below.

By choosing a kit, the spellcaster gains the bonuses listed, but must accept the limitations:

- The kits may require that you purchase skills or take disadvantages. While you do receive the points for any disadvantages you take as part of a kit, they do not count towards your character’s disadvantage total.
- If a kit lists a spell as “allowed,” that means that a spellcaster with the kit gains access to that spell as if it were a spell of their type the same level. Clerics casting Mage combat spells that are “allowed” share the clerical exception to the “hands-free” rule (see page 34), and the cleric may use countermagic on them normally. Mages casting “allowed” cleric combat spells are still subject to the “hands-free” rule, and they may use countermagic (including the mage-specific Reflect and Redirect countermagic) on them normally.
- If a kit changes a spell’s *cost*, its *level* stays the same. That is, you still require the same level of Magic in order to be able to cast it; it just costs fewer spell points when you do so. Changing a spell’s cost also changes the costs of metamagic on that spell.
- If a Combat spell normally available is prohibited, this also means that the spellcaster may not use countermagic on that spell (as it is no longer in their spell book).
- If the kit says you get a spell “free,” then you may cast that spell the specified number of times per day without having to spend any spell points. However, you must be a caster of at least the same level as the free spell in order to use this bonus.
- If you choose to take a kit, you should note it on your character sheet.

Cleric “kits”

Cleric kits are listed in the Pantheon section; the details of each god’s kit are listed under the entry for that god.

You can’t “shed” a Cleric kit without good reason (such as renouncing one’s god, which is apt to get you in a whole other mess of trouble anyway).

Mage “kits” (specializations)

Pyromancer (Fire mage)

- 1 free Ignite Fire per day
- Cleric spells Stop Bleeding (cauterizing flame. It’s painful.) and Strengthen Will allowed.
- Heat Item and Heat Metal cost 2 spell points less
- No Slip or Poison spells.
- Fire is impulsive and greedy: Must take either Overconfidence or Stubbornness.

Hydromancer (Water mage)

- 1 free Slip per day
- Cleric *Cure Poison* and *Revive* spells allowed, *Poison* costs 2 points less.
- No *Heat Item* or *Heat Metal* spells.
- Water is purifying follows the easiest path: Must take either Honesty (or Complete Honesty) or Cowardice.

Geomancer (Earth mage)

- *Rootfoot* and *Stoneskin* cost 2 points less. Cleric spell *Magic Wall* allowed.
- No *Wraith Form* or *Blink* spells.
- Earth respects order: Must take one of Peaceful, Pacifist, Law-Abiding, or Law-Enforcing

Aeromancer (Air)

- *Blink* costs 1 point less. *Wraith Form* costs 2 points less.
- No *Barkskin* or *Stoneskin* spells.
- Air is curious and impetuous: Must take either Gullible or Foolhardy

Aethermancer (Ether mage)

- *Mana Gift* costs 1 point less (it’s free aside from the gifted points). *Reflect* and *Redirect* countermagic costs 2 spell points less.
- May not cast any spells on an unwilling target (note that they may still freely apply metamagic to spells)
- Aether is intellectual and insubstantial: Must take Weakness and at least one level of Lore (or Sage)

Nihilimancer (Void mage)

- Cleric spell *Mana Vortex* allowed.
- *Dispel Magic* costs 1 point less.
- *Nullify* metamagic costs 1 point less (to a minimum of 1).
- No *Mana Gift* spells.
- No beneficial spells may be cast on anyone but yourself (*Barkskin*, *Stoneskin*, *Spell Immunity*, *Trap Resistance*, etc)
- Void is nasty and oily: Must take either Uncivilized Behavior or Sycophant.

Mystic Magic

Magic, Mystic (3 points per level)

Prerequisite: Mystic Initiation

A mystic is a different form of spell caster from a mage or cleric. You are guided by an internal, intuitive process rather than through rituals and memorization. You invoke your powers through unusual methods or even your own power.

Unlike mages or clerics, mystics do not have a large list of spells they can cast at each level. Instead, you have a fixed spell list, which you must choose. With each level, you add more spells to your spell book. Moreover, mystic spells are divided into *paths* to reflect your particular training and background; as such, you should have a thought-out character history for the mystic.

You may place three spells into your spell book per level of Mystic Magic. However, you may take a spell on a path only if you already have all the lower-level spells on that path. That is, you may not take the third-level spell on a particular path unless you already have the first-level and second-level spells of that path in your book.

You must have at least one path in which you have taken a number of spells equal to or greater than your level of Mystic Magic.

Notes about Mystic Magic

- You must manufacture your own personal spell book, since the standard spell books are inadequate for a mystic's spell lists.
- You may take spells that are one level higher than your level of Mystic Magic. However, these spells are only available through up-casting.
- The spell point cost for casting a mystic spell is equal to the level of the spell on the mystic paths, *not* the level on the mage or cleric lists.
- Your spells retain all of the characteristics that they normally have when cast through Mage or Cleric Magic, except their level. (They retain their original name, effect, range, etc.)
- You can fortify or nullify any spell in your spell book according to the rules for meta-magic.
- PC mystics may not have *Safe Retreat* spells or healing spells of seventh level or higher.

Customizing Mystic Paths

If one of the spell paths does not include a spell that is appropriate to your character concept, you may substitute it for one currently on the path lists. The spell must be placed in an appropriate list and cannot duplicate a spell in another list. The level of the spell on that path must be at least one level higher than the mage or cleric version of that spell. (So if you wish to add a fifth-level cleric spell, it must be placed at level six or above on a mystic path.) If no path seems appropriate for the spell, you must place it in the Path of the Mystic.





Races and Ethnicities

This option is not available at “One-Shot” games.

There are several notable human ethnic groups and several non-human races available to Continuing Game characters, each explained in the Player Races section (page 76) and at length in materials available on the Quest website (see www.quest.org/cg/).

To play a member of one of these groups, you purchase a “package”—a collection of advantages and disadvantages, all at once. The cost of each package is equal to the sum of the advantages and disadvantages, so they neither save points nor cost extra. The disadvantages included within do not count towards a character’s disadvantage maximum, and may not be bought off, ever. Also, don’t forget to write your race or ethnicity on your character sheet in the “Race” blank.

To play a member of these groups, you must purchase the full package. For instance, you cannot elect to play a mahiri without Mahiri Honor, or a dwarf without Potion Resistance.

Dwarf (2 points)

- Immunity to Poison, 2 points’ worth of any of these skills: Lore, Traps, Brawling, Superior Clotting, Rapid Healing, Locks, Will
- Dwarven Clan Honor, Miserliness, Potion Resistance

Mahiri (Elf) (1 point)

- Charity, Honor (Mahiri)
- one level of Will, one educational skill (one level of Lore or an Initiation)

Rosheni (–0.5 points)

- Stigma (Rosheni)

Yamamotoans (–0.5 points)

- Stigma (Yamamotoan)

Fixed-Point Characters

This option is not available at CG Unique Events or “One-Shot” games.

If you wish, instead of playing a normal Continuing Game character with 14 points, you may create a “Fixed Point Character” (FPC) with 18 points. FPCs start with more points, but then will always remain fixed at 18 points’ worth of skills, no matter how many events they attend.

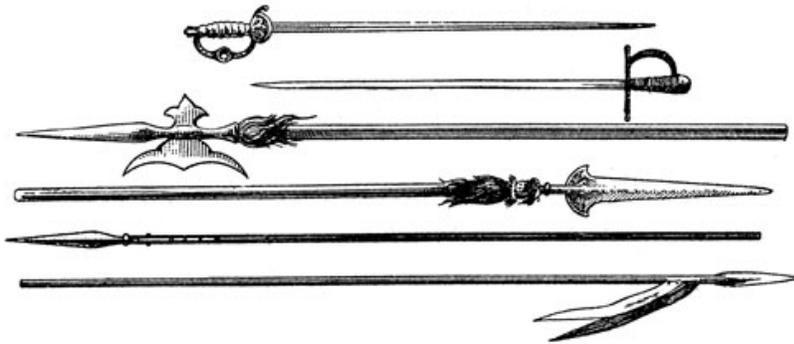
An FPC differs from a regular character in the following ways:

- FPCs start with 18 character points.
- FPCs *do* earn experience. They may use it to buy off disadvantages, convert experience points into money, or move skills around (see “Experience Limits,” page 55). Their overall power may not increase past 18 points.
- FPCs cannot spend points in any other fashion (e.g., from NPC experience), staying fixed at 18 points at all times.
- FPCs get only one Miracle.

FPCs are primarily intended for times when a player has an intriguing character idea, but only wishes to play that character once—or does not care if the character advances.

Rules of Gameplay

Rules of Combat	27
Rules of Magic	32
Reacting to Skills	35
Using Items	36
Theft	37
Other Effects	38
What's in-Game	40



Rules of Combat

Conduct in Combat

Participation

In order to take part in Quest activities, all participants must be eighteen years of age. They must agree to follow Quest's rules and conventions. Refusal to do so, or deliberate flouting of these rules, is grounds for being banned from Quest combat and from all other Quest activities.

Safety Words

The primary safety words used to regulate combat are "Hold," "Freeze" and "Lay on."

- **Hold** is used to stop *all* combat and action. Upon hearing the word "hold" all players must *immediately* cease activity and kneel until the lay on command is given.
- **Freeze** is used if a local stop is required for a rules dispute, minor injury, etc., that does not require stopping all action. There is no "moving through" a frozen zone; if someone outside the zone enters it, they must stay until the issue is resolved. Anyone within the zone may call a general hold if they believe the freeze will be unfair to one side or the other.
- **Lay on** resumes activity after a hold or freeze. Only the person who called the hold or freeze may dictate the lay on.

Self-Control

All participants must maintain control of themselves and their tempers when on the field and remove themselves from a combat situation if they become angry.

Temporary Bans

The Weapons Manager or designated Weapons Marshals may, at any time, pull a participant from fighting and issue a temporary ban from Quest combat. This may be done for either safety or health reasons. A temporary ban may last for no more than one day. A ban may be appealed to the Weapons Manager, but his or her decision is final for the duration of the event. Quest may issue a permanent ban from Quest events.

Permanent Bans

The Weapons Manager may, at his or her discretion, issue either written or verbal Formal Warnings to a participant for unsafe fighting. Three Formal Warnings in the space of one year automatically result in a permanent ban. Permanent bans may only be lifted by the Board of Directors. A participant has the right to bring any grievances regarding Quest procedures or officers to the Board of Directors.

Combat Courtesies

Lighting

You may not intentionally position yourself so as to direct sunlight or other bright light into an opponent's eyes.

In addition, participants are *not* to fight in poorly lit areas, particularly at night. If combat ensues in a darkened area, the combatants should all go out-of-game, move to a sufficiently lit area, and then continue the combat.

Corkscrewing

You may not "corkscrew" an opponent who is on their knees. This means that you should not circle such an opponent repeatedly, forcing them to move painfully about on their knees.

Exception: during a line battle, you may freely circle around a line of fighters (and their support).

Courtesy Strike

You should not hit someone full strength *if the target does not have a weapon, cannot defend against you, or seems to be unaware of your presence*. Instead of hitting the target full force, deliver a light version of the strike you might otherwise have performed. Then indicate that you intended that to be a killing blow by stating "courtesy strike." Each time you hit the target that way, it counts as a single good blow. Since the target may have magical protection, you may wish to "hit" them several times. In this case, you are required to say "courtesy strike" on the first hit, but you are only required to say "strike" on the subsequent hits.

You may *not* use Courtesy Strike if you could *not* have delivered a blow at full calibration.

If someone performs a Courtesy Strike upon you, you must take the strike as a good hit so long as it was possible for the person to deliver a killing blow on you at that time.

Note: do not use Courtesy Strike while you are engaged in a melee with someone. If the target is aware of you and taking defensive action, strike them normally.

Note: failure to use Courtesy Strike on someone who obviously cannot take defensive action is considered over-calibration, and will be dealt with by the Weapons Marshals accordingly.

Multiple Opponents

No more than four opponents may fight one person at a time. Any more than this is unsafe and makes the solitary fighter get "battered" unnecessarily.

Exception: when attacking a *line* of fighters (and their support), the restriction on multiple opponents does not apply. A line is considered to be a single entity, so everyone in a line may attack freely.

Blow Recognition

Even when role-playing, it is a good idea to let your opponent know which blows were good and which were not. Saying "Hah, you only broke the skin" can prevent a lot of conflicts later on.

Addressing Problems

If you're having problems with any part of an opponent's fighting style—blow strength, blow calibration, blow delivery, etc., *tell them so* in a *prompt* and *courteous* manner. Instead of saying “That &@#-ing blow was too hard!” try, “Ow! Could you please lighten your blows?” Instead of “That blow was &@#-ing good, you rhino!” try “Was that blow good?”

Striking a Blow

Legal Target Areas

Legal target areas for combat shall be from the ankle bone on up the leg, from the wrist bone on up the arm, and from the neck on down. The head, hands, and feet are not legal target areas and blows landed there do no count. (*Exception: Stun Bolts, Lightning Bolts, and Holy Bolts* may be legally targeted at these areas and do count. However, these must be thrown underhand to be valid.)

- Participants are prohibited from deliberately striking the neck or crotch area, but if a blow does land there by chance it is to be taken according to its merits (light, killing, etc.).
- An accidental head shot will result in an immediate local hold (freeze) between the fighters involved until the recipient signals that they are ready to lay on.
- Three head shots in the same combat causes the offender to forfeit the fight.
- Athletic cups for men and sports glasses for all who wear glasses are highly recommended, but not required at this time.

Blow Calibration

All participants are to maintain their blows at a level judged “good” but are not to put any more force into them than is necessary for the blows to be judged good. Furthermore, all weapons shall be used in accordance with the rules of their class.

Arc Of Swing

In general, no weapon may be power-swung through more than 120 degrees of arc, and no great or pole weapon may be power-swung through more than 90 degrees of arc. If a thrusting tip is used, it *may not* be used with a full-force lunge, nor may the elbow be locked at any time during a thrust.

Thrusting

A participant has the right to request that an opponent stop using a thrusting tip if several of the thrusts have gone wild, particularly towards the face, or if the participant has reason to believe that the tip is being used in an unsafe manner.

Effects of Blows and Wounds

Judging Blow Effectiveness

All participants will maintain an experiential knowledge of what constitutes a good blow and will promptly and *courteously* inform an opponent if their blows are consistently too heavy or too light. When struck by a blow, you will take into account:

- the type of weapon that struck
- the force of the blow
- the location of the blow
- any obstructions the weapon encountered, such as other weapons, shields, branches, etc.
- any armor worn
- any protective spells the target may have

From these criteria, you then judge whether the blow was good or not. If the blow was good, you immediately take its effects.

For safety reasons, stabbing weapons and projectiles should strike much more lightly than other weapons. This amount of force should be treated as enough to cause damage; it would be unsafe for these weapons to strike with the force of a normal blow.

Acknowledging Ineffective Blows

If a participant receives a blow that would otherwise be good, but which was nullified by one of the above conditions, the target of the blow will promptly and courteously let their opponent know why it was not good.

If the blow was light, the target should at least say “light,” or otherwise verbally acknowledge that the blow was not sufficiently solid.

If the blow was negated because of protection (armor or magical protection), the target must at least state “protection” to acknowledge that the blow was good but has been negated. The target need only say “protection” and need not tell the opponent the *nature* of the protection.

If the blow had absolutely no effect (not even removing protection), and further identical blows will have no effect as well, the target should at least state “no effect” or otherwise verbally acknowledge that the blow did no damage at all.

Various forms of protection and defensive spells and abilities may be used at the same time; these include (but are not limited to): magical protection (*Barkskin* and *Stoneskin*); natural protection (*Toughness*); normal protection (armor); the skills of Will, Immunity to Poison, and Exceptional Strength; and the spells of *Magic Absorption*, *Poison Absorption*, *Iron Will*, *Strengthen Will*, *Spell Immunity*, and *Strong Grip*. It is completely up to individual players to choose which will absorb any blow or spell aimed at them.

If a combatant falls to the ground forgetting that they have protection, that protection does *not* count, and they are judged to be dead, regardless of the number of hits that they could have absorbed had they remembered the protection.



Protection

Protection allows characters to ignore the effects of a specified number of sword blows (and some magical spells). When hit, they must explain this by announcing that they can absorb the blow or spell due to protection. For example, they might say, “protection,” or perhaps, “Hah! Your sword bounces off my armor!”

One way to gain protection is through armor. Armor protects only the areas that it covers and regenerates after each combat or encounter. For example, suppose that during a battle, your armor absorbs its full capacity, but then your party dispatches the foes. If you encounter more enemies five minutes later, then your armor will once again be fully effective.

Another way to gain protection is through magical protection spells (*Barkskin* and *Stoneskin*). Magical protection covers the entire body, but does not regenerate: after being used, it is gone. Protection spells are noncumulative and are incompatible with one another—you cannot have more than one protection spell at a time.

In addition, certain races can have “Toughness,” which simulates a creature’s natural defenses, such as scales or a tough hide. This type of protection covers the entire body and regenerates after each combat or encounter. It is very rare for PC races to have this ability; normally Toughness is used by large animals, monsters, and undead.

Safe

The Safe spells (like *Safe Retreat*) provide complete immunity from blows and spells. (See the section on Safe spells on page 33.)

Role-Playing Wounds

Participants are expected to role-play wounds as if they have been caused by real weapons. This does not always mean that a limb, for example, has been hacked off. However, a good blow will always cause the limb to be useless for combat purposes. If the blow was one of sufficient strength, the player may decide that it has been removed, but this is a personal judgment.

Limb Wounds

A good blow to an arm removes the use of that arm. If it was a weapon arm, the weapon may be shifted to a free hand, if available. Otherwise, the weapon falls to the ground. If the blow is to a shield arm, the shield may be dropped or allowed to dangle, as the player chooses, but it may not be moved consciously in any way. The arm is *useless*.

A good blow to a leg removes the use of the leg. You may, if desired, hop *twice* to remove yourself from danger or to a better position, but after that you must go down on your knees and crawl or knee-walk from then on.

After you receive three limb wounds, you fall unconscious. If you have three bleeding limbs (that is, none of your three wounds get bandaged or tended to), you begin critical bleeding (see below).

Torso Wounds

After you receive a good blow to the torso, you fall unconscious. A bleeding torso wound causes critical bleeding (see below).

At the victim’s discretion, a torso wound may be instantaneously fatal (e.g., heart, lung, neck, or spine wounds).

Critical Bleeding

Once you begin bleeding critically, you will die in two minutes unless you receive First Aid or healing.

Merely stopping the bleeding of an unconscious person will not revive them; all but two limbs must be healed before they reawaken.

Example: Ethward the Incompetent is gut-shot by an arrow. He immediately falls unconscious. His party drives off the archer; it has been about a minute since he fell. Ethward is pale and slipping fast, but still alive. The party’s priest uses healing magic and Ethward’s life is saved. Later, however, the party tangles with an ogre who sinks good blows into both of Ethward’s legs and one of his arms. Ethward once again falls. The ogre continues to battle the party for almost five minutes before they kill him. By that time Ethward is a cold corpse. His party raises him, however, and they continue on. Out jumps a thief, who plants his dagger full to the hilt in Ethward’s incompetent heart. The thief is slain within seconds, but the wound was immediately fatal and Ethward is once again dead. His party refuses to waste more magic on the wretch, and his soul floats off to the GMs to learn its fate, while his body is food for foxes and vultures.

Unspecified Wounds

Characters may end up taking wounds from traps, spells, or other game effects that do not explicitly specify the region to be struck. For instance, a trap may say that the trap inflicts “two limb wounds” on its victim. If the target area is not specified, it is up to the victim to choose which regions are affected, but the victim should pick areas that are not already wounded.

Instant Death

If your character has a weapon of some sort, you may elect to slay an unconscious body. This is done by holding the weapon to the chest or neck of the person you wish to slay and indicating that you are performing “Instant Death.” If the character is not interrupted for 10 seconds, then the formerly unconscious body is now dead. You may not perform Instant Death upon a conscious person under any circumstances. Performing Instant Death takes concentration and cannot be performed while you are defending yourself, nor can it be performed “as your last act” as you slip into unconsciousness.

Although it actually takes quite a while to kill someone with medieval technology, this rule is provided for dramatic effect. Also note that performing Instant Death is quite gruesome and is generally frowned upon.

Death

Dead characters should remain in place (this is called “role-playing a corpse”) until the battle ends. *Exception:* if a corpse is in the way and creating a safety hazard, a hold or freeze should be called so that the corpse-player can move.

Non-lethal Combat

Hand-to-hand (Brawling)

Initiation

To begin a brawl, the initiator touches the victim and declares “brawling.” Once a brawl has begun, the two are compelled to at least one contest (see below), even if the victim already has a weapon drawn.

No more than *two* persons may be involved in a single brawl at one time, but one person may be involved in multiple brawls at once!

Conduct

Each combatant declares their level of Brawling. The person with the higher level wins all ties in “paper-scissors-rock.” (If there’s a tie and the Brawling levels are the same, the contest ends with no one being hit.)

The two then conduct a contest of paper-scissors-rock. The winner delivers a blow to the loser. If, within a five-minute period, anyone receives a number of blows equal to 3 plus their Brawling level, they are knocked unconscious for five minutes.

If one person flees, the other person *may* chase and, if they tag the fleeing party, may initiate a new contest.

Defense

Protection (armor or magical protection) will absorb three punches per hit of protection. For example, three punches will cancel out leather armor or a *Barkskin* but leave the person untouched. Two-hit armor or *Stoneskin* will absorb six blows.

(“Leftover” fractions against magical protection are ignored once the combat ends. For instance, if you have a *Barkskin* and take one hit during a brawl, this blow is ignored once the combat ends and your *Barkskin* will be intact. If you later enter another brawl, you will need three, not two, hits to cancel the *Barkskin*.)

Subdual

In combat, a player may choose to cause only temporary, rather than lethal or permanent, damage. This is known as “fighting to subdue.” In real combat, this would be caused by hitting with the flat of the sword, leaving the sheath on, hilt-bashing, using blunt-tipped arrows, etc. (However, none of these things are really Quest-safe.)

Subdual hits work as normal, except:

- They don’t cause critical bleeding. You will still fall unconscious when you take enough wounds.
- If you go for five minutes without taking any more subdual hits, the damage ends and you fully recover from all subdual wounds.
- The *Revive* spell will heal all subdual wounds.
- You must call “Subdual” as you strike.

A subdual strike can be combined with a Courtesy Strike to disable someone who is unaware of your presence. To do this, strike your opponent lightly on the back (as with a regular Courtesy Strike), and say, “subdual courtesy strike.” If you wish to strike them more than one time (in case they have magical protection, for example), you need only say “strike” on subsequent hits.

Characters with the Stealth skill may subdue opponents by sneaking up on someone, and waving their Stealth Card in front

of their opponent’s face. This action is the equivalent of a subdual Courtesy Strike to the torso. This type of subdual is sometimes referred to as “sapping.”

To perform multiple saps, move the Stealth Card rapidly up and down from the elbow. Each time it crosses the victim’s eyes, it is considered another hit. Armor including a full helm (covering both the neck and head) and magical protection both work automatically against sapping.

Archery

Playing an Archer

Archers are subject to a number of rules and customs due to the fact that they cannot always control where their arrows will strike. Before a player uses a bow in combat, they must be trained in its use. Archers are trained to aim at backs in preference to fronts, legs and arms in preference to chests. This is to minimize the danger of an arrow going into the face. While we have never had a serious injury, face shots are uncomfortable and all players and archers must work together to keep things as safe as possible.

Archer Responsibilities

- To see that all equipment is in good repair, and to constantly inspect all arrows for signs of wear.
- To immediately break any arrow that is unsafe and cannot be repaired.
- To refrain from shooting if they do not have a safe target.
- Not to shoot at night unless in a well-lit area or under an exceptionally bright moon.
- To shoot at less-easily injured parts of the body in preference to shots which could conceivably hit the face.
- To vary the draw of their arrows so as to put only the amount of force in them necessary to reach the target.

Player Responsibilities

- To be aware of and try to avoid “ducking into” a shot, and to try to keep shields angled in such a way that arrows are deflected down, not up.
- To avoid stepping on arrows, and to toss them to a safer place if they are in harm’s way.
- To save broken arrows, or to at least save the arrow tips (since the tips are the hardest to make or replace).

Getting hit By An Arrow

In the interest of safety, our arrows fly much slower and hit much softer than a real arrow would. To keep things fair for the archers, these rules apply when you are hit:

- There are no light hits from arrows. Even if an arrow hits a padded part of your costume such as your cloak, it still counts as a hit. Similarly, arrows that ricochet off of the ground, a wall or a shield still hit.
- You cannot bat or parry an arrow with a weapon; you can only block an arrow with a shield. To discourage the parrying of arrows, if an arrow strikes a weapon in hand, the weapon must be dropped immediately, even if the player has *Strong Grip* or Exceptional Strength.
- Do not use your arm as a “living shield” so that the arrow hits your arm rather than your torso. If your arm is in front



of your torso and is hit by an arrow, the arrow is considered to have hit both the arm *and* the torso. (Only standard arrows and bolts do this damage, not darts or similar projectiles.)

- In many cultures, shooting someone in the back is considered dishonorable. However, since getting hit with a prop arrow in the back is much safer than getting hit in the front, we want to encourage back shots. So under our rules, shots to the back are not considered dishonorable.

Arrow Gathering

Only archers may pick up arrows. A non-archer may toss one to a safer place, or may pick one up to deliver it *immediately* to an archer friend. Non-archers *may not* gather up arrows to keep them out of archers' hands. (The reason for this rule is that a military quiver would hold 36 bodkin-pointed arrows, while the average Quest quiver is bursting with 6 or so.)

Arrows are semi-common property among archers. You *may* take someone else's arrows. However, if the archer is dead, they must be given at least two and preferably four arrows to go to the resurrection point with.

Example: Fred the archer sees Mike the archer, and fires all four of his arrows at Mike. Mike, who has not fired any of his own arrows, picks up all of Fred's and waves goodbye, leaving Fred with no arrows. *This is legal.* Later, Fred and Mike meet again. Fred has found an arrow somewhere and kills Mike with it. Mike has ten arrows in his quiver. Fred may loot Mike's body of six of them, leaving Mike's corpse with four.

Equipment

Color Codes

Weapons are color-coded according to their game effects and the method in which they may be used:

White: Thrusting

A white sword sock indicates that a weapon has been judged safe for thrusting by a Weapons Marshal. Thrusting with any weapon that is not marked with white, *even if the attack does not hit*, is illegal.

Exception: weapons without a hard core (such as daggers, which are made only from foam) *may* be used for thrusting even if *not* white, provided the weapon is so approved.

Black: Swinging only

Black weapons are not safe for thrusting actions and may never be used in such a manner. They may only be swung.

Green: Poison

A weapon that is green or bears green tape is poisoned. (See the section on Poison on page 38.)

If you are hit with a poisoned weapon, you will be poisoned. Even a light scratch is enough. Blows absorbed by protection (and light hits taken while you have protection left) will not poison you.

Blue: Magic

A magic sword penetrates protection extra effectively (so treat a magical sword blow as two blows from a normal sword for this purpose). A light blow from a magic sword is good. A scratch burns like fire.

A magic weapon should be role-played as hitting harder and causing more damage than it otherwise would. A magical weapon is more difficult to parry—try to role-play this.

Standard magic swords are immune to offensive spells such as *Drop Item*, *Fling Item*, *Heat Item*, and *Heat Metal*, and will harmlessly absorb Touch and Missile range spells that hit them. They also resist all damage that can normally be inflicted by a PC. Specific magic weapons may also have specific powers, detailed on a note on the weapon.

Arrows (or other projectiles) fired from a magic bow (or other launcher) will do damage as if they were magic weapons, but will not themselves be enchanted (e.g., they will not be considered magic weapons if picked up and re-used by another launcher).

Yellow: Throwing

Yellow tape indicates a weapon that has been approved safe for throwing. Characters with the Throw Weapon skill may throw these weapons; they do damage no matter what part of them actually hits the target. No unmarked weapons may be thrown under any circumstances. As projectiles, thrown weapons do damage even if they hit lightly.

Gold: Holy

A holy weapon acts like a blue-sock magic weapon, but only against undead and unholy beings. To everyone else, it acts like a normal weapon (and can thus be affected by their spells).

Just as magic weapons resist offensive spells, holy weapons resist those same spells, but *only* when those spells are cast by the undead or unholy.

Other

Other colors may have other meanings, depending upon the event. The GMs will notify you if this is true. You may not place other colors on your sword unless given the right to do so by the GM or the game plot.

Terminology

Projectiles

Arrows, crossbow bolts, thrown weapons, and other free-flying weapons are referred to as “projectiles.”

Rules of Magic

The Magic System

The basics of the magic system are:

1. You **mark** off the spell points you are using to power the spell.
2. You **open** your spell book to the correct page.
3. You blow a **whistle** if you're casting a Combat spell.
4. You **read** the spell incantation from your spell book.
5. You **end** with the word "Initium!"

Using Spell Points

Mages, clerics, and mystics (but *not* those with Innate Power) have a number of spell points based on their level of the Magic skill. These spell points are spent by casting spells.

Before you can begin a spell, you must mark off the spell points that the spell will use up. There are two ways to do this:

Standard Method

Check off the spell points that the spell uses up (equal to the level of the spell) on the tally sheet in your spell book.

Pre-Casting

For convenience and/or speed during rapid combat, a spell may be "pre-cast." Pre-casting means that the you need not take the precious seconds during combat to check off the spell points on your tally sheet.

To pre-cast a spell, first check off the number of spell points equal to the level of the spell, (as if it were actually being cast). Then, place a marker (such as a Post-it note) on the spell page. When the spell is cast, remove the marker rather than mark off points on the spell tally.

Once a spell is pre-cast, its spell points may be reclaimed and the points may be moved to pre-cast a different spell. Any number of spells may be pre-cast (provided you have enough spell points), and a spell may be pre-cast more than once.

Spell points used in pre-casting a spell are considered unspent until the spell is cast—pre-casting is merely a notational convenience.

Finding the Spell

Once the spell points have been marked off, you must open your spell book to the page with the desired spell. The spell book must be in hand. At that point, the spell may begin.

Beginning the Spell

Noncombat spells are cast in real time and do not interrupt action. The caster begins the spell by touching the target(s) (if the spell is touch range) and beginning to read the spell.

Combat spells, by contrast, stop activity, because they are instantaneous. When the caster blows their whistle, all activity ceases.

If not everyone needs to know about a Combat spell, then you don't have to blow your whistle full-blast. For example, in a mass-combat scenario, if you're casting *Shatter Limb* at an opponent right in front of you, you can blow the whistle lightly (or simply say "Tweet!") and then conduct a "local spell freeze." This way, all the other players aren't stopped in mid-action by your spell freeze.

Reading the Spell

For *Noncombat* spells, the caster simply reads the spell aloud. If the spell is being cast on someone other than the caster, the caster *must be close enough* to continuously touch the target during casting (although usually casters only need to touch the target once to prove this). If the casting is interrupted, then the spell fumbles.

For *Combat* spells, the caster reads the spell during the spell freeze, also throwing a missile component or touching the target if necessary, making sure to return to their original position afterwards.

Casters need not follow the incantation in the spell book word-for-word. They may add personal color to the description, as long as the spell's effects are still clear.

Ending the Spell

Noncombat spells take effect when the caster begins to say "initium." If the spell has not been interrupted by that point, then it is successful.

Combat spells conclude, their effects occur, and action resumes when the caster says "initium."

Appropriate Combat Spells

Spell casters should choose their *Combat* spells and their time to cast them carefully. Try to avoid turning a battle into a game of "red light, green light" if you can. Remember, spell freezes often help an enemy by giving them time to think! Instead of throwing a whole lot of nuisance spells, throw a few spells timed for maximum effect, and when you do cast a spell, cast it quickly and efficiently so that the battle can continue.

Also, remember that if not everyone needs to know about the spell, you don't have to blow your whistle full-blast.

Casters may leaf through their spell books, mark off points, etc., during spell freezes. Doing so can cut down on wasted time and make casting faster.

Spell Effects

Fighters should become familiar with the effects of most mage and cleric spells so that mid-battle explanations are unnecessary. Most spell phrasings describe the effects well enough, but if there is any doubt, a full and straightforward description can be found in the spell glossary.

Lasting effects from multiple castings of spells with the same effect are *not* cumulative. For example, if you are shrunk and another *Shrink* spell is cast on you, then you do not become any smaller and the first spell does not continue to have a discernable effect. You merely become unshrunk once the second spell wears off. Spells with variable effects, such as *Emotion*, can be cumulative (i.e., more than one can affect a single target), as long as the effects differ. Spells with functionally identical effects (*Barkskin* and *Stoneskin*) are noncumulative with themselves or each other. Targeting the same person more than once with a "Mass" spell will not produce *any* additional effects.

Any exceptions to these rules will be explained in the spell descriptions.



Magic Resistance

Certain large or powerful beings can resist the effects of some magic spells. Generally speaking, higher-level spells are more likely to work than lower-level spells, and spells that remove hits of protection are more likely to work than spells that don't.

Special Spell Types

Missile Spells

Missile-range spells (such as *Stun Bolt* or *Lightning Bolt*) have an additional procedure. During the spell freeze, after reading the incantation, the caster tosses a thrown component (e.g., a small “Koosh” ball or lightweight cloth ball) underhand at the intended target. (Overhand tosses are considered a spell fumble.)

If the component hits a hand or foot, it counts as a hit on the relevant limb. If it hits the head, it counts as a torso hit. (However, do *not* aim for the head.) If it hits an item held in a hand (i.e., shield, weapon, etc.) it affects the relevant arm. If it hits someone besides the intended target, then that person becomes the target of the spell. If it misses completely, then the spell fails and the spell points are wasted.

After tossing the component, the caster should retrieve it before action resumes.

Touch Spells

Some Combat spells are touch range (e.g., *Wounding Grasp*). These are cast as follows:

During the spell freeze, after reading the incantation, the caster must touch the target. The caster must keep one foot rooted to the casting location while attempting to touch the target. If the caster cannot reach a target without moving both feet, then the spell fails and the spell points are wasted. As with missile spells, touching an item held in a hand affects that arm. Do not touch the target in an inappropriate area, including the head, neck, armpit or groin.

After touching the target, the caster should return to the original position before action resumes.

Test of Will Spells

Some spells are designated “Test of Will” (or TOW) spells. These are *not* always successful, even if cast correctly.

When a caster performs a TOW spell, they must state their level of Will (as defined by the Will skill) during the casting. If this level of Will is *higher* than the target's Will, then the spell succeeds. But if the caster's level of Will is *equal to or less than* the target's Will, then the spell fails. The target may ignore the spell completely, or announce that the spell has failed. The target cannot choose to allow the spell to work (and therefore cannot be forced to allow it to work).

If a caster fails to state their Will during the casting of a TOW spell, the spell fumbles.

Safe Spells

Safety is an aura of magical protection granted to clerics. For as long as characters are under the protection of a Safe spell, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

Safe spells protect the caster and one or more other people. Those targets must be touching the caster—or, in the case of a

Safe Circle, inside the circle—at the time of casting. A target who leaves the safety (that is, stops touching the caster or leaves the circle) may not return. If the caster leaves the safety (for example, to attack or cast spells on targets outside the protection), the spell ends.

To represent the aura of safety, the caster should wave a piece of gold or yellow cloth or rope overhead, wear the cloth or rope on the head, or, if in a *Safe Circle* spell, stand inside a circle of yellow rope placed on the ground. The player must say “safe” whenever near combat so that everyone is alerted to the magical aura (and does not believe that the safe character is just ignoring spells and attacks). When in the middle of combat, a player should repeat “safe” frequently (sometimes constantly).

A Safe spell grants its aura of safety from the moment casting begins. A caster may begin a new Safe spell while one is currently running and, through multiple castings, may maintain a continuous aura of safety.

Curse Spells

“Curse” spells are cast in a special method. The spell page for Curse spells will list a number of afflictions. During the spell freeze, the caster chooses the desired affliction, and reads it to the target.

Each Curse spell will have one or two standard afflictions. If casters wish to personalize their characters, they may replace the spell's standard afflictions with up to three afflictions per curse spell which may be chosen from a list of afflictions pre-approved by the Rules Committee (the Curse List). Each affliction found on the Curse List is available to all casters. The Game World Committee of the game world (or the GM of a one-shot game) may provide recommendations on how players may use the afflictions to better integrate their characters with the game world. Once chosen, each affliction should be attached to the spell page(s) in the character's spell book, providing up to three different choices of afflictions when casting a Curse spell. Casters may change their selection in between games, choosing new curse afflictions from the Curse List, as long as they do not exceed the maximum of three options per curse spell per game. The Rules Committee will handle proposals to add, subtract, or modify afflictions on the Curse List, which can be found on the Quest Web site at www.quest.org/rules/spells/curses.shtml.

For Continuing Games

Clerics of the gods in the CG pantheon will have a recommended set of afflictions, based on what god the cleric follows. These can be found on the Quest Web site at www.quest.org/cg/curses.shtml.

Meta-Magic

Meta-magic is special Combat magic that affects normal Combat spells. There are two types: counterspells (*Nullify*, *Reflect*, and *Redirect*) and *Fortify*. Clerics and mystics may only use *Nullify* and *Fortify*; mages may use any meta-magic they wish. You must be able to cast a spell to be able to use meta-magic on it.

Counterspells stop or alter Combat spells. They are begun *during* the casting of the spell to be countered. For example: Alfred begins casting a *Rootfoot* spell. Beth wishes to counter the *Rootfoot* with a *Nullify* counterspell. Beth marks off her spell points, blows her whistle *during* Alfred's spell freeze, reads her counterspell, and thus Alfred's spell is nullified.

Fortify prevents any counterspells from being used on a Combat spell that you cast, but it fatigues the caster for five minutes (see the section on fatigue, page 38), thus making them unable to stand, fight, walk unassisted, or cast spells for five minutes. *Fortify* is not cast separately, but is conjoined to the spell to be fortified. For example, one might say "I cast the fortified spell of *Disintegrate*. Let thee now be disintegrated, and may this spell be immune to countermagic. Initium."

The cost of meta-magic depends upon the level of the spell to be affected. *Nullify* costs as many spell points as it would to cast the spell; *Reflect* costs the casting cost plus two; and *Redirect* costs the casting cost plus four. Casting a fortified spell costs twice as much as it would cost to cast the spell.

Restrictions on Casting

(the "Hands-Free" rule)

Combat spells (but *not* Noncombat spells) require the hands and arms to be free of weapons while casting. A spell caster may not cast a Combat spell while holding weapons or shields, cradling a weapon in the arms, or having a weapon on lanyard from the wrist, etc. The arms must be totally free when the whistle is blown (although weapons and shields may be sheathed or dropped before the whistle is blown). If a spell caster violates the "hands-free" rule, the spell automatically fumbles.

The exception to this rule is if the spell caster has the Battlecast skill. Spell casters with Battlecast can cast Combat spells while holding weapons and shields. (They must still use spell books.) Combat spells cast via Cleric Magic are also free of this restriction.

Arm wounds do not count as "restrictions" on that arm.

Spell Fumbles

A spell fumble only occurs when:

1. One of the five steps is omitted (or)
2. The steps are performed out of order (or)
3. The spell was a Noncombat spell and was interrupted (or)
4. You literally *cannot* understand what the spell was or who it was supposed to affect. If you can understand what the caster *meant* (not what they said, what they meant) then the spell succeeds.

The caster need not follow the exact wording of the spell (although it is recommended). As long as the meaning of the spell is clear, the caster may ad-lib or shorten the reading. Errors in dictation, pauses, or the occasional "um" or "ah" do *not* cause the spell to fail.

When a spell fumbles, the spell points are *not* used up.

Examples of Spell Fumbles

- (Mage blows whistle, then starts flipping through book to find spell.) The spell fumbles, because the spell was not ready.
- (Mage blows whistle, reads spell "I cast *Charm* upon thee, initium!") The spell fumbles because the spell is Test of Will and the caster's Will level was not stated.
- (Mage blows whistle, reads spell "I cast the spell of *Disintegrate*, initium!") The spell fails because it is not targeted and it is impossible to tell who should take it.
- (Mage blows whistle, reads spell correctly, but is across the battlefield and thus too far away for the spell to be decently heard.) If the victim cannot hear the spell, or would have to yell "What?" in order to hear against whom the spell was targeted, etc., then the spell fumbles.
- (Mage blows whistle, crosses off spell points from tally, and then reads the spell correctly.) The spell fumbles because the mage must mark off the points before blowing the whistle.

Up-Casting

Spell casters may not cast a spell whose level is greater than their level of magic, with one special exception: up-casting spells.

Once per day (recharging at sunrise), spell casters may cast (or fortify or counter) *one* spell that is *one* level higher than their present level. Casting this spell fatigues casters (see the section on fatigue, page 38), making them unable to stand, fight, walk unassisted, or cast spells for five minutes.

If the spell's active effect is one that takes place after the word "initium" (such as *Speak with Spirit*, *Safe Retreat*, or *Interrogate*), then the fatigue occurs *after* the spell's real effect. For example, if you up-cast to *Interrogate*, then you would not weaken until *after* the questioning was done.

Recharging and Spell Renewal

All three Magic skills regain lost spell points at a certain time of the day, called "spell renewal." Spell renewal is a time (or times) when a GM will announce that all spell casters gain back a certain number of spell points per level. (Unless the GMs say otherwise, you may never have more spell points than you started the game with.)

Innate Powers, magic items, and the ability to up-cast a spell all recharge at sunrise.



Reacting to Skills

Persuasion

The Persuasion skill represents a character being especially convincing in conversation. If you are conversing with someone and they flash a Persuasion card at you, you must go along with what they say, within reasonable limits.

Persuasion attempts must be within reason: saying “I’m a friend of the innkeep and he asked me to fetch some stuff for him from the storeroom” is near the limit of the use of Persuasion. “Your lives are depressing. You should kill yourselves” or “I’m a nice guy. Give me all your money” are completely out of the question.

Stealth

Characters with Stealth get a Stealth Card that bears a number equal to their level in the Stealth skill. The card is held up whenever the character does not want to be seen or heard (such as sneaking past some sentries or losing a pursuer). If the person is making a reasonable attempt to hide (e.g., hiding behind obstructions, staying in the shadows) and flashes their card at you so that you can see the number on the card, then compare the number on that card to your Awareness. If your foe’s Stealth level is greater than your Awareness, then you must role-play that you did not see the character.

Stealth also grants the ability to pick pockets. A foe will pick your pocket by standing next to you, flashing the Stealth Card, and announcing which pocket or pouch is being picked. Again, if your foe’s Stealth level exceeds your Awareness, then you will not notice the theft attempt and must hand over the contents of that pocket or pouch. However, each subsequent time that same foe attempts to pick your pocket at the same event, their effective level of Stealth drops by one. So the second time a foe tries to pick your pocket, the effective Stealth drops by one; the third time, effective Stealth drops by two, etc.

Stealth also grants the ability to sap. This is the ability to knock someone unconscious in a sneak attack. If someone comes up behind you and flashes the back of a Stealth Card in front of your face, you have been sapped. Each time the card crosses your eyes, it is considered another hit. You will immediately fall over unconscious for five minutes. Either a full helm (covering both head and neck) or magical protection is effective against sap hits. Because sapping represents a precision strike, any armor with less coverage is bypassed. While you can see someone fall down when they have been sapped, the sapper may hide behind their victim's body if they follow the other rules for use of Stealth to hide.

Status

Status is represented physically with a *purple* card, upon which is written the type of Status. Characters with **Social Distinction** have special standing among the common folk, either through official position (e.g., knight, sheriff) or popular reputation. Characters with **Prominence** have a standing in high or “polite” society.

Once you are aware of someone’s Status and that person flashes a Status Card at you, you should role-play accordingly, based on how your character reacts to persons in positions of authority or influence. However, Status does *not* explicitly grant a character the right to command or push others around simply by virtue of the Status skill!

Status does not necessarily equal reputation; just because you have Status does not mean that everyone may recognize your name or your face. When you use your Status Card, you should role-play an introduction so that the other person realizes why you have Status and understands your social standing or reputation. For example, a knight of the king has Status, but an innkeep may not recognize her on sight alone. But when she introduces herself as “Dame Gertrude, knight of the king,” the innkeep will realize that she is deserving of respect and will react appropriately.

The authorities may give preferential treatment, within reason, to those with Status. In a civilian setting such as a tavern, priority goes to those with Prominence, then Social Distinction, then average characters, and then those with a Stigma. In a military setting, the order is Social Distinction, Prominence, average, then Stigma. Those with a Stigma may not take Status.

Status will not grant rights in *obviously* inapplicable locations. For example, some places may frown upon battlefield weapons such as battleaxes, even if you have the right to bear arms, and kings and dignitaries may request that no one come before them armed; knights of one kingdom may have no privileges in a hostile kingdom during war; someone with Social Distinction for being a courageous orc-slayer will be frowned upon by the orcs themselves; and no one may bear arms inside the mahiri Temple of Remembrance.

Also, if your character’s behavior is inappropriate to your Status, the Status may be taken away. For instance, Prominence requires public respectability. Being found guilty of murder may result in revocation of Prominence.

Stigma

A character with the Stigma disadvantage is someone who is disliked or hated by most characters. The GMs may point out before the event starts which characters have a Stigma.

You should react to characters with Stigma appropriately with disdain, disgust, fear, or wariness. (Remember, it’s okay to do so; these players have *chosen* to take the disadvantage. If you don’t react negatively, the disadvantage is useless!)

Using Items

Magic Items

Every magic item (including a potion) will have a piece of paper attached to it. This is called a “state-of-being” scroll. When your character uses the item, you open the scroll, read its effects, and then carry them out. Do not read the scroll aloud, because its effects may be secret.

“Using” an item depends upon what kind of object it is.

Things that are worn (rings, jewelry, clothing) are used as soon as they are worn but are not used if they are carried. Things that are consumed (potions, other food) take effect when swallowed. Magic weapons are used as soon as they are wielded. Other items (such as wands) are used only when the object is held in the hand and concentrated upon.

Rechargeable magic items (that is, items whose powers are useful a certain number of times per day) regain their charges at sunrise.

Potions

Administering a Potion

Potions are magic items that are used by consuming their contents. All potions must be consumed by the person they affect. That is, a *Shrink* potion must be given to the person to be shrunk, not to the person who wishes to see them shrunk.

Naturally, potions work regardless of the willingness or the awareness of the subject. However, potions will not work if they are mixed with another liquid.

Potions can be administered to a corpse provided it still has a mouth, throat, and stomach.

Each potion will have a difficulty number written on the outside of the potion or state-of-being scroll. Persons with a level of Alchemy equal to or greater than that number may open the scroll and read it without consuming the potion, thus using their skill with alchemy to determine the potion’s effects. A potion without a number is presumed to be Alchemy 1 and may be identified by any alchemist.

Potion Types

Spells have both a caster and a target, but potions have only a target (the person who drank the potion).

First Sighted

First Sighted potions are for spells where the “caster” interacts with the target. After consuming the potion, the first person who the character sees is considered the “caster” of the spell.

Body

Body potions are for spells cast on a spirit or a body. Body potions may only be used successfully when both the body and the spirit are present. (The body must be fed the potion.)

Programmed

Programmed potions are for spells that require additional instructions to complete the spell casting. These instructions must be written into the potion’s state-of-being scroll at the time of creation. (For instance, the instructions on a *Suggestion* potion would have to detail what the suggestion is.) These instructions may be arbitrarily complex; however, if the instructions do not apply, the potion has no effect.

Example. If a *Hallucination* potion has the instruction “The 40 soldiers in front of you appear to be trees,” the potion will have no effect if there are only 39 soldiers in front of the victim.

Self

Self potions treat the consumer of the potion as both the caster and the target of the spell. For example, if you consume a *Determine Enchantment* potion, the nature of any enchantments you are under is revealed to you.

Treasure Chests

Treasure chests are boxes with cards on them stating that they are locked. The *only* acceptable way of opening these boxes is to have someone with a sufficient level of the Locks skill open the lock, and then open the chest. Do *not* break these boxes open, unscrew their hinges, or in any other way pry the box open.

Traps

Traps are small boxes with a switch and a trigger of some sort (usually a small piece of fishing line extending from one side). When the switch is flipped to “on,” triggering the trap will cause it to emit a buzzing sound, which indicates that the trap has been activated.

When you hear a buzzing sound, figure out who has stepped on the line or otherwise set it off. That person then follows the sound to its source, switches off the trap, and reads the piece of paper attached to the box. That piece of paper describes the effect of setting off the trap.

Protection (armor and magical protection) reduces the damage from traps as if in combat. For example, a three-limb trap against someone wearing two-hit plate mail would result in the wounding of only one limb.

When you activate a trap, leave it where you found it, unless you have the Traps skill. (Only people with Traps may re-use a trap.)

Theft

Only in-game public items may be stolen. Personal items and/or items specifically assigned to a player (i.e., the sword they received at the beginning of game) may not be stolen. Also, a significantly large item such as a sword cannot be stolen, since the item is too large for the victim not to notice. However, such items may be looted.

Out-of-game items such as spell whistles, Reality Flags, Stealth Cards, spell books, and Lore sheets do not exist in-game and thus cannot be stolen.

In-game items must be kept in a “decent” location (i.e., no stashing cash in your underwear).

Stealing

Characters may steal items in two ways:

1. Actually stealing the item. This, however, is not recommended unless you are *certain* the item is permissible to steal.
2. Using the Stealth skill. The thief must show their Stealth Card to the victim, and *must* specify what location is being stolen from (i.e., belt pouch, left pocket). If the thief's Stealth level is higher than the victim's Awareness, the victim must give the thief the contents of the looted area. Otherwise, the thief is caught in the act.

Thieves who are successful with their Stealth Card attempt may *not* immediately make another pickpocket attempt, but must wait until another encounter with the same victim. Remember that, this time, the thief's effective Stealth level against that victim will be reduced by one.

Looting

Anyone, regardless of Stealth, may loot an unconscious or dead body. The location must be specified as with stealing, and thus you cannot loot an entire body in a single instant.

The looting of humans and other civilized races is often considered a crime by local authorities. (Items found on the dead belong to next of kin.) It is, however, appropriate to loot monsters.

A character's spell book does not exist in-game but is often a convenient place to store maps and pieces of paper. Thus, if the victim of looting is a spell caster, any items being stored in their spell book are *instantly* found during a looting attempt. For example, if you are a dead spell caster, and someone states they are looting your pouch, you must give them the contents of your pouch *and* any items stored in your spell book.



Other Effects

Invisibility

A character who is invisible places their hands on the sides of the head, thumbs touching the head and pinkies pointed outward in an “antlers” gesture. So long as the hands remain on the head, the character is invisible and must be role-played as such. Once the hands are removed (such as to cast a spell or swing a weapon), the invisibility ends.

Invisible characters may not do *anything* with their hands, including holding weapons, opening doors, eating food, etc. (although they may attempt to perform these activities with other parts of the body). The only ability they may actively use is Awareness; other abilities may only be used passively (for example, defensive Will). The hand gesture represents intense concentration, which makes many activities extremely difficult or even impossible. Thus, unconscious people, inanimate objects, and mundane animals are incapable of maintaining invisibility.

Invisible characters are *not* perfectly silent and may still be heard, smelled, etc.

Safe Spells

Characters who are under the protection of a *Safe* spell cannot be harmed by physical or magical means. The caster of a *Safe* spell holds a yellow or gold piece of rope or cloth overhead, or stands in a circle of yellow rope on the ground. Targets of a *Safe* spell must be touching the caster or inside the circle, and if they stop touching the caster or leave the circle, they are no longer safe and may not return to the safety.

Safe Circle and *Safe Journey* spells can be dispelled; *Safe Retreat* spells cannot.

Characters protected by a *Safe* spell cannot attack or cast spells on anyone outside the safety. This also applies to physically aggressive behavior: characters protected by the spells may not push, shove, force their way past, tie up, grapple with, or brawl others. Similarly, no one may do those things to someone protected by the spells. Think of the spells as a passive defense, not as a way to play rugby without being hurt.

However those in a *Safe Journey* spell may block the path of (and have their path blocked by) others. As a guideline, those in the spell should avoid approaching within arms’ length of any enemy, and vice versa. (This is for a purely physical blockade—those protected by *Safe Retreat* should never be this close to an enemy if they can help it.)

It is permissible to block the retreat of those in a *Safe Retreat* spell. Persons under the spell should stay safely outside melee weapon range of an enemy, even if they have no other means of escape. If an enemy comes within range of them, they must either remain still or redirect their path of flight away from the new enemy. If they can’t flee without moving into the range of another enemy, then they cannot move at all (other than to equalize the distance between enemies). However, if there are large undefended gaps between their enemies, they can slip through and continue their retreat.

Fatigue

When fatigued, a character cannot fight, cast spells, stand, perform any strenuous activity, or *even walk unassisted*. The character may crawl, but their stomach must be touching the ground.

This fatigue applies to any type of fatigue that occurs in Quest, such as “spell fatigue” from up-casting, *Knit Torso* spells, etc. The *Revive* spell does not affect fatigue; however, *Restore Health* will cure its target of fatigue.

Dazed

A character who is dazed is knocked down to the ground for a time. During that time, you may not get up or attack (which includes dealing blows and casting Combat spells), but may defend yourself (which includes blocking blows and casting Noncombat spells).

Certain spells may cause you to become dazed; they will state so in their descriptions. Poison (below) will also cause you to become dazed.

Unconsciousness

A character who has been rendered unconscious (such as by losing a Brawling contest) cannot be awakened by any means other than a *Revive* spell. Shaking, pain, water splashed in the face, etc., will not work.

If your character is unconscious, you should role-play it—lie still, and (unless you’re in mid-combat and in danger of being stepped on) don’t look around at the situation.

Poison

A character may become poisoned by being hit by a poisoned weapon, by ingesting poison, or by being the target of a *Poison* or *Poisoned Grasp* spell. After being poisoned, you will collapse and be dazed for two minutes due to pain. During this time, you may not get up or attack (including dealing blows and casting Combat spells), but may still defend yourself (including blocking blows and casting Noncombat spells). After two minutes have elapsed, you will pass out, and you will die two minutes after that unless the poison is cured.

Poison is painful and should be role-played as such.



Dead/Spirit

When characters die, they become “spirits.” Players place a white sheet of cheesecloth (called a “spirit veil”) over the head to represent this. Spirits are immaterial; they cannot carry anything, cannot cast spells, cannot swing weapons (even if they could carry them), and cannot speak or touch anything. However, they also cannot be wounded and are immune to all spells, save the ones that specifically affect spirits (e.g., *Speak with Spirit*). Spirits resist TOW spells with the base Will they had when alive. Spells in place at the time of the character's death, magic items in the character's possession, and any physical effects (such as drunkenness) do not apply. Basically, all spirits can do is gesture and walk.

As a spirit, you are free to wander about for up to 30 minutes. If this time is up and you have not been raised, or you simply choose to depart, you should go out-of-game and locate a GM (unless otherwise instructed). At the GM's preference, you may be allowed to play another player character, join the event staff, or have something game-specific happen to you.

If you are resurrected after these 30 minutes have expired (or after a *Spirit Speed*), the return to the mortal realm will inflict severe psychological trauma on the character. For the remainder of the game (and beyond, if applicable), you will suffer the effects of Resurrection Trauma, as described in the Continuing Game rules.

Resurrection and Restore Life

When characters are resurrected, raised, or magically called from beyond, they will not remember the last ten minutes of their lives. Effectively, you will not remember who or what killed you. You can, of course, be told by someone else—but they could be lying. The shock of returning to life also removes any memories of life as a spirit.



What's In-Game

Something that's "in-game" is what your *character* experiences, while something "out-of-game" is something that a *player* experiences but a *character* does not. Here are some clarifications on what is and is not in-game.

Showing That You're Out-of-Game

There are multiple ways to show that someone or something is out-of-game. The oldest Quest method is the "Reality Flag," a strip of tacky-patterned cloth. Someone holding one of these, or an object with a Flag tied to it aloft, is out-of-game.

Many Quest players also indicate out-of-game status by holding a weapon (or even just placing a balled fist) on the top of the head. This is legal, but Reality Flags are preferred.

Locations

Don't put in-game stuff in an out-of-game location. For instance, at a weekend event, the inside of your cabin is an out-of-game location, so it's not fair to stash in-game items in your cabin. Stash them in a place where other players can legally get at them—at the very least, *under* your cabin.

Stealth and Awareness

Someone using Stealth cannot be seen in-game unless you have an equal or higher Awareness! It doesn't matter if your friend can see them; your eyes are not keen enough.

Props

All props used to cast spells (spell books, spell pages, bells, whistles) are out-of-game. You should not look at a character and say, "He can cast spells. I can see his spell book." Instead, you should role-play that you are unaware of his abilities—at least, until he starts to cast a spell.

Other props used to perform a skill (Persuasion cards, Stealth cards, Status cards) are also transparent. You will not be aware that the person has that skill until you see them *use* the skill.

Verbal Cues

Verbal cues that must be spoken to show the in-game status of something are themselves out-of-game. Characters in a *Safe* spell are not saying the word "safe" in-game, even though the players must repeat it to make it clear that they are safe. The assassin sneaking up behind the Baron and stabbing him in the back is not saying "courtesy strike" in-game; you only hear the assassin if they make some other sound.

Skills and Skill Levels

The Magic skills have levels in-game. A character might say someone "is of the fifth circle," and you can describe a spell's level in a similar fashion. However, we encourage you to role-play it more elegantly. Instead of this:

"What level Mage are you?"

"Oh, I'm fifth."

"Great, you can cast a *Barkskin* on me!"

Try this:

"Have you studied magic long enough to cast protective spells?"

"Why, yes, in fact, I have! This one I know will protect you from the next blow you receive."

The Alchemy *skill* does not have levels in-game, nor do *potions*, but alchemists can describe the level of the spell whose effects they can duplicate. (That is, you wouldn't say, "I'm a third-level alchemist," but you might say, "I'm a skilled alchemist. I can make potions that duplicate the effect of sixth-circle spells.")

No other skill has levels in-game.

Instead of saying "I have Awareness 3," try saying, "I have a pretty sharp eye." Instead of saying "I have fourth-level Traps," try saying "I can make traps that will wound both your arms." Describe what in-game abilities the skill gives you, instead of naming the skill itself.

And no other skill exists in-game.

Once again, describe the ability, not the skill. Don't say "I have Monster Lore"; instead, say that your character is well-versed in the beasts that inhabit the area.

Other skill-related effects are also not in-game.

Characters do not have "spell points" in-game—although you might say "I am feeling very taxed and do not think I can perform much more magic." The concept of "mana" exists in-game, but it doesn't have points. Just as you wouldn't finish a marathon and say, "Wow, I'm tired. I'm down to two fatigue points," you wouldn't say, "I have two spell points." But you could say, "I'm feeling rather low on mana."

Magical "levels of protection" don't have levels either, at least not with that term. Instead of saying "I have two hits left," say, "I can absorb two more wounds safely."



Spells and Spell Effects

Casters' spell books are not in-game; they represent casters' knowledge base. Ditto the spell whistles. However, a person reaching for a whistle or standing there with an open spell book is performing the in-game actions of the gestures and preparatory work indicating that a spell is about to be cast. So while you cannot see or interact with the whistle or book, a ready whistle and book (out-of-game) do signify a person who is readying to cast (in-game).

If a spell affects everyone within "hearing range," that's an out-of-game way of saying it's an area-effect spell, and the range of the caster's voice is the easiest way to model that. Thus, you can't plug your ears and claim the spell didn't affect you. (Remember that Quest's code of conduct asks that you go with the spirit of the rule.) Similarly, you can't plug your ears and claim that a spell fumbled because you couldn't hear it.

Spell Names

The spell names in the Rulebook are mainly so that everyone has a common out-of-game name for the spell, and so that both caster and target know what spell is being cast during a spell freeze. In-game, you *may* use the Rulebook name of the spell, but you may also use more creative names, as is appropriate to your character.



Spell List and Glossary

Mage Spells

First Level

Ignite Fire	TN
Mana Gift	TN
Memorize	PN
Strong Grip	TN
Stun Grasp	TC

Second Level

Aversion (TOW)	SC
Determine Potion	TN
Drop Item	SC
Slip	SC
Spell Block (TOW)	SC
Stun Bolt	MC
Trap Resistance	TN

Third Level

Awareness	TN
Barkskin	TN
Blink	PC
Camouflage	TN
Fling Item	SC
Forget (TOW)	SC
Shrink	TN
Thunderclap	SC

Fourth Level

Charm (TOW)	SC
Lightning Bolt	MC
Poison Absorption	TN
Rootfoot	SC

Fifth Level

Dispel Magic (TOW)	TC
Hallucination (TOW)	SC
Heat Item	SC
Identify	TN
Interrogate (TOW)	TN
Mass Aversion (TOW)	SC
Mass Thunderclap	SC
Spell Immunity	TN
Suggestion (TOW)	SC

Sixth Level

Invisibility	TN
Lightning Strike	SC
Poison	SC
Shatter Limb	SC
Stoneskin	TN

Seventh Level

Command (TOW)	SC
Heat Metal	SC
Piercing Bolt	MC
Wraith Form	TN

Eighth Level

Magic Absorption	TN
Mass Hallucination (TOW)	SC
Mass Rootfoot	SC
Paralysis	SC
See Invisible	TN

Ninth Level

Disintegrate	SC
Teleport	PC

Meta-magic

Fortify	C
Nullify	C
Redirect	SC
Reflect	C

C	Combat (Spell is cast with a whistle and stops action.)
N	Noncombat (Spell is cast in real time and may be interrupted.)
M	Missile (Spell uses a thrown component which must strike the target to be effective.)
P	Personal (Spell affects the caster only.)
S	Sight (Spell may affect any target within line of sight of the caster.)
T	Touch (Spell requires the caster to touch the target during the casting.)



Cleric Spells

First Level

Avert Undead (TOW)	SC
Cause of Death	TN
Detect Enchantment	TN
Knit Limb	TN
Mana Gift	TN
Revive	TN
Spirit Speed	TC
Stop Bleeding	TN

Second Level

Heal Limb	TN
Martyrdom	TN
Safe Retreat	TN
Soothe	TC
Speak with Spirit	TN

Third Level

Cure Poison	TN
Emotion (TOW)	SC
Holy Weapon	TN
Knit Torso	TN
Mute	SC
Strengthen Will	TN
Wounding Grasp	TC

Fourth Level

Charm (TOW)	SC
Fear (TOW)	SC
Heal Torso	TN
Holy Bolt	MC
Honesty (TOW)	TN
Magic Wall	TC
Mana Block (TOW)	SC
Poisoned Grasp	TC
Safe Circle	AN

Fifth Level

Command Undead (TOW)	SC
Curse	SC
Determine Enchantment	TN
Dispel Magic (TOW)	TC
Heal Wounds	TN
Mass Safe Retreat	TN
Regenerate	TN

Sixth Level

Delusion (TOW)	SC
Iron Will	TN
Nightmare	SC
Piercing Grasp	TC
Restore Life	TN
Safe Journey	TN

Seventh Level

Holy Banishment (TOW)	SC
Magic Bandage	TN
Mana Vortex	AC
Mass Safe Circle	AN
Restore Health	TN

Eighth Level

Mass Fear (TOW)	SC
Mass Heal Wounds	TN
Reveal	TN
Truth (TOW)	TN

Ninth Level

Divine Wrath	SC
Mass Curse	SC
Mass Safe Journey	TN
Resurrect	TN

Meta-magic

Fortify	C
Nullify	C

- C** Combat (Spell is cast with a whistle and stops action.)
- N** Noncombat (Spell is cast in real time and may be interrupted.)
- A** Area (Spell affects multiple targets at once, provided the targets are near one another.)
- M** Missile (Spell uses a thrown component which must strike the target to be effective.)
- P** Personal (Spell affects the caster only.)
- S** Sight (Spell may affect any target within line of sight of the caster.)
- T** Touch (Spell requires the caster to touch the target during the casting.)

Meta-Magic Spells

Action	Cost
Cast Spell	Spell Level
Cast Fortified Spell	Spell Level x2
Nullify Spell	Spell Level
Reflect Spell	Spell Level +2 (mages only)
Redirect Spell	Spell Level +4 (mages only)

Mystic Spell Paths

(See appropriate mage or cleric glossary entry for descriptions and details.)

Level	Path of Vengeance	Path of the Protector	Path of the Seeker
1	Stun Grasp	Strong Grip	Cause of Death
2	Drop Item	Trap Resistance	Detect Enchantment
3	Thunderclap	Barkskin	Speak With Spirit
4	Lightning Bolt	Poison Absorption	Honesty (TOW)
5	Mass Thunderclap	Safe Circle	Identify
6	Poison	Stoneskin	Determine Enchantment
7	Shatter Limb	Safe Journey	Interrogate (TOW)
8	Paralysis	Magic Absorption	See Invisible
9	Disintegrate	Mass Safe Circle	Reveal
Level	Path of the Healer	Path of the Mystic	Path of the Mind
1	Stop Bleeding	Ignite Fire	Memorize
2	Knit Limb	Soothe	Aversion (TOW)
3	Heal Limb	Blink	Emotion (TOW)
4	Knit Torso	Martyrdom	Charm (TOW)
5	Cure Poison	Curse	Suggestion (TOW)
6	Heal Torso	Dispel Magic	Delusion (TOW)
7	Heal Wounds	Wrath Form	Command (TOW)
8	Regenerate	Holy Banishment (TOW)	Mass Fear (TOW)
9	Restore Life	Mana Vortex	Mass Hallucination (TOW)

Alchemy Potions

The following list shows which spells have equivalent potions. Characters with the Alchemy skill can make such potions. If a spell is not listed below, an alchemist cannot manufacture a potion equivalent for that spell.

First Level		Fifth Level	
Detect Enchantment	S	Curse	P
Knit Limb		Determine	S
Memorize		Enchantment	
Revive		Dispel Magic	
Stop Bleeding		Hallucination	P
Strong Grip		Heal Wounds	
		Interrogate	FS
		Regenerate	
Second Level		Spell Immunity	P
Aversion	FS	Suggestion	P
Heal Limb			
Soothe		Sixth Level	
Spell Block	P	Delusion	P
Trap Resistance		Invisibility	
		Iron Will	
Third Level		Nightmare	FS
Awareness		Restore Life	B
Barkskin		Stoneskin	
Blink			
Camouflage		Seventh Level	
Cure Poison		Command	P
Emotion	P	Restore Health	
Forget	P	Wraith Form	
Knit Torso			
Mute		Eighth Level	
Shrink		Magic Absorption	
Strengthen Will		Reveal	S
		Paralysis	
Fourth Level		See Invisible	
Charm	FS	Truth	FS
Fear	FS		
Heal Torso		Ninth Level	
Mana Block		Teleport	
Poison Absorption			

- FS** First Sighted (The first person seen after consuming the potion is considered the “caster” of the spell.)
B Body (Both the body and the spirit must be present; the potion is administered to the body.)
P Programmed (The potion must contain a preset description of its effects.)
S Self (The person who consumes the potion is considered to be both the “caster” and the “target” of the spell.)

Mage Spell Glossary

Aversion (TOW)

Any creature that this spell is cast upon whose Will is less than that of the caster will instantly feel a strong aversion to the caster. The target will not approach or attack the caster and will back off if the caster approaches. This effect lasts for five minutes.

Awareness

This raises the target's Awareness by five for one hour.

Barkskin

This spell gives the target one hit of magical protection. The next *one* blow that would otherwise affect the target is absorbed without damage. The target must acknowledge being hit by announcing that the blow was absorbed through protection.

Spells such as *Stun Bolt* will cancel out this spell, while *Lightning Bolt* (since it delivers two hits) will cancel the spell and allow one hit to penetrate.

This spell lasts until one hit is absorbed (as above) or until 48 hours pass.

Blink

This spell causes everyone in the area except the caster to close their eyes while one of them (caster's choice) slowly counts to five. During this period the caster may move to anywhere within line of sight of their original position, as long as the destination is not within six feet of another animate creature. At the end of five seconds, everyone opens their eyes and play resumes. The caster must remain in the same posture during this spell (i.e., whistle in mouth and spell book in hand).

Blink is a spell that allows fast motion, not teleportation. *Blink* cannot be used to travel through keyholes, up floors, through walls or solid objects—anywhere the caster cannot run to in five seconds. Moreover, the caster is not freed from movement restrictions such as lost legs or the *Lame* disadvantage. For example, if the caster would ordinarily have to crawl to pass through a space, they must crawl while in the *Blink* spell.

Camouflage

This spell makes the target invisible, provided that the target is standing next to a large object during the casting. To remain invisible, the target must keep both feet still and hold both hands up in the "invisible" sign.

Once the target moves either foot or drops the invisible sign to attack, pick pockets, cast spells, etc., the spell is negated. In other words, once you remove one of your hands from your head to do anything, or move from the spot where the spell was cast on you, the spell ends. The spell expires regardless after 48 hours.

Remember also that this spell makes you invisible but not silent.

Charm (TOW)

This spell lets the caster charm any one sentient creature whose Will is weaker than the caster's. The target will honor and adore the caster and be friendly and helpful, assisting the caster in any reasonable request. This spell ends if the caster orders the

charmed target into danger or to do something that strongly conflicts with the target's moral values.

The spell ends after five minutes, and the target will leave the spell with a positive opinion of the caster. If this spell is successful, the target will be unaware that it was cast.

Command (TOW)

This spell lets the caster issue any two-word command of the form "[verb] [object]" that the target must perform if the target's Will is lower than the caster's. For example, the caster might order "Stay here," "Kill them," or "Obey me."

This will affect any creature regardless of language difficulties. This spell will not cause instant death.

Profane words or concepts will result in a spell fumble. (Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

This spell effect wears off in one hour, whether or not the command has been completed.

Determine Potion

When this spell is cast on a single potion, it allows the caster to read the state-of-being scroll on the potion *without* drinking the potion. The caster may not show the state-of-being scroll to anyone else.

Disintegrate

This spell utterly destroys the target and everything that the target was carrying, leaving nothing behind but a thin layer of black dust. The target's spirit is unaffected and may roam normally. This spell can also destroy inanimate objects, up to the mass of a large human. It will not affect certain magic items (e.g., blue-sock swords).

Dispel Magic (TOW)

This spell removes the lasting effects of all non-TOW spells affecting the target (including beneficial spells such as *Stoneskin*, *Strengthen Will*, and *Wraith Form*). It will remove the lasting effects of all TOW spells (such as *Mana Block*) that were cast with a Will less than or equal to the caster's Will. It will *not* cancel out *Safe Retreat* spells, *Mana Vortex*, or any other "immune to magic" spells or effects. This spell has no effect on most magic items.

Drop Item

This spell causes all items in the target's hand (left or right, specified by the caster) to be dropped to the ground immediately after the spell is cast. This spell is ineffective against any item strapped to the body, such as a shield. (Also, it may not be cast on spell books, as spell books are not in-game.)

Hling Item

This spell causes all items in the target's hand (left or right, specified by the caster) to be flung several yards away (being careful not to hit anyone) immediately after the spell is cast. The caster may specify where the item(s) are to be flung. If any item was strapped to a limb, the limb will be broken (and thus wounded) by the *Fling*. (Also, this spell may not be cast on spell books, as spell books are not in-game.)



Forget (TOW)

This lets the caster specify one event, period of time (no more than five minutes) or piece of information (no spells or skills) that the target must forget. This forgetfulness lasts until a successful *Dispel Magic* is cast.

If this spell is successful, the target will be unaware that it was cast.

Hallucination (TOW)

This spell lets the caster create a hallucination in the mind of any one sentient creature with a lower Will than the caster's. The hallucination must seem to be external to the target (i.e., targets can not be made to hallucinate that they are wounded or physically altered). The target will experience the hallucination completely and react appropriately; the hallucination may involve all of the senses. *It is essential that the target role-play reacting as if the hallucination actually existed.*

The spell lasts for five minutes. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Heat Item

This spell causes all items in the target's hand (left or right, specified by the caster) to become *hot*. Hot items are unbearably painful to be near, and must be dropped before any other action can be taken. This effect lasts for five minutes or until dispelled (snow, water, and other mundane means will not help).

Heat Metal

This spell causes all metal on the target to become *hot*. Hot items are unbearably painful to be near, and must be dropped or removed before any other action can be taken. (Exception: the target does not have to remove basic clothing, such as shoes with metal parts.) This effect lasts for five minutes or until dispelled (snow, water, and other mundane means will not help).

Identify

This lets the caster read the state-of-being scroll on any item without actually using the item. The caster may not show the item description to anyone else.

Ignite Fire

This creates a magical fire that will ignite any one flammable item. The fire will consume an object within one minute unless the fire is put out. Corpses will burn to a crisp within five minutes. Magic items (except scrolls) will not burn. The caster should take any "burnt" item to the GMs as soon as is convenient; of course, it may not be stolen in the meantime.

Interrogate (TOW)

If the caster's Will is greater than the target's, this spell lets the caster ask three yes/no questions that the target must answer truthfully. If the target's Will is equal or greater, the target may choose to pretend that the spell took effect but answer the three questions with either answer. Action does not stop for the questions to be asked (thus, this spell would be difficult to use effectively in combat). The target *will* be aware that of the interrogation, even if the Test of Will succeeds.

Invisibility

This spell allows the target to move around an area without being seen. To signify you are invisible, make "antlers" on your head with your hands: with each hand in a fist, put your thumbs to your temples, and point your pinkies up. Attacking, attempting to pick pockets, casting spells, or any such action requiring your hands will negate the spell. In other words, once you remove one of your hands from your head to do anything, the spell ends. Remember also that this spell makes you invisible but not silent.

Invisibility lasts until canceled (as above) or when 48 hours pass.

Lightning Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is damaged. If it hits the torso, the torso is wounded. This spell counts as two hits toward protection (e.g., it cancels out a *Stoneskin* or removes two hits from armor).

(Material component: a large beanbag or other approved item)

Lightning Strike

This spell causes lightning to fly from the caster's hand and strike the target's chest, causing a torso wound. This spell counts as two hits towards protection (e.g., it cancels out a *Stoneskin* or removes two hits from armor).

Magic Absorption

This spell causes the next offensive spell (even spells such as *Dispel Magic*) that would otherwise affect the target to be absorbed without effect. In the case of spells that affect multiple targets, only the target of the *Magic Absorption* will be protected—all other targets of the spell will be affected by it normally.

This effect will fade after 48 hours if no offensive spell is cast at the target.

Mana Gift

This spell transfers spell points, of a number equal to or less than the caster's level, from the caster to the target, who must be a willing spell caster of the same type (mage, cleric, or mystic) as the caster. This spell will not allow the target to have more than their maximum number of spell points; any extra spell points given are wasted.

Mass Aversion (TOW)

This spell acts as *Aversion* but affects one target per level of the caster, provided the targets are all near one another.

Mass Hallucination (TOW)

This spell acts as *Hallucination* but affects one target per level of the caster, provided the targets are all near one another. As with regular *Hallucination*, any targets upon whom the spell is successful will be unaware of the fact that the spell was cast upon them.

Mass Rootfoot

This spell acts as *Rootfoot* but affects one target per level of the caster, provided the targets are all near one another.

Mass Thunderclap

This spell acts as *Thunderclap* but affects one target per level of the caster, provided the targets are all near one another.

Memorize

This spell lets the caster memorize information by using a pen and paper to record it. A single casting of this spell allows the caster to memorize up to five minutes' worth of experiences. The caster may only memorize written material as fast as the player can read the words out-of-game (e.g., you can not quickly memorize an entire book by flipping its pages). Since the notes the caster makes represent memories, they may not be stolen or given or shown to anyone. Such memories last for 48 hours.

(Anyone who is not illiterate may write and take notes; this spell allows for "notes" that cannot be stolen.)

(Material component: pen and paper)

Paralysis

This spell causes the target to be entirely motionless. In this state, the target is completely vulnerable. This spell effect wears off in five minutes.

Piercing Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is severed. If it hits the torso, the torso is wounded. Severed limbs can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores armor and magical protection, and counts as five hits towards the natural protection of certain large or powerful beings.

(Material component: a large beanbag or other approved item)

Poison

This spell causes the target to be poisoned.

Poison Absorption

This spell causes the next dose of poison that would otherwise affect the target to be absorbed without harm. This effect will fade after 48 hours if the target is not poisoned.

Rootfoot

This spell causes one of the target's feet to remain rooted to the spot for five minutes. The target may not walk as the foot is *rooted* to the ground.

See Invisible

This spell lets the target see invisible creatures within sight range. This spell works for as long as the target holds both hands to their eyes, making "binoculars." The spell ends when the target removes their hands from their eyes or when 48 hours expire.

Shatter Limb

This spell shatters the bones in a caster-specified limb of the target, rendering it unusable. Shattered limbs are treated like severed limbs, and can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores all protection.

Shrink

This spell causes a willing target to be shrunk, represented by the target being forced to their knees. (The character's legs are not

actually wounded, but the player must walk about on their knees while the spell lasts.) The target may be able to fit into smaller places, be more easily carried, etc. The spell lasts until the caster or target end it, but no more than five minutes.

Slip

This causes the target to slip and fall backwards immediately after completion of the spell. Once lying completely supine (i.e., back touching the ground), the target may get up at will. Be careful with this spell—the target should not fall backwards if standing in an unsafe location.

Spell Block (TOW)

The target of this spell may not cast a single caster-specified spell (Combat or Noncombat) for five minutes. It affects all types of spell casting, but has no effect on magic items or the target's ability to use them.

Blocking a spell will block the Mass or fortified version of that spell, but not other similar spells.

Spell Immunity

This renders the target completely immune to all castings of a single caster-specified spell (even spells such as *Dispel Magic*). In the case of spells that affect multiple targets, only the target of the *Spell Immunity* will be protected—all other targets of the spell will be affected by it normally. This spell effect wears off after one hour.

An immunity to a spell will provide immunity to the Mass or fortified version of that spell, but not to other similar spells.

Stoneskin

This spell gives the target two hits of magical protection. The next *two* blows that would otherwise affect the target are absorbed without damage. The target must acknowledge being hit by announcing that the blows were absorbed through protection.

Spells such as *Stun Bolt* will only cancel half of this spell, leaving the target with one remaining hit of protection, while *Lightning Bolt* (since it delivers two hits) will cancel the spell completely.

This spell lasts until two hits are absorbed (as above) or until 48 hours pass.

Strong Grip

This spell makes the target immune to all *Drop Item* and *Fling Item* (but *not Heat* spells) spells and prevents anyone from forcibly removing items from the target's hands. This effect is temporarily neutralized for a hand if the target loses consciousness, becomes fatigued, or the arm is wounded. This spell effect wears off in one hour.

Stun Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is stunned and unusable for 30 seconds. If it hits the torso, the target will be stunned and unconscious for 30 seconds. This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

(Material component: a small beanbag or other approved item)



Stun Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is stunned and unusable for 30 seconds. If the caster touches the torso, the target will be stunned and unconscious for 30 seconds. This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

Suggestion (TOW)

This spell lets the caster instill a one-sentence belief into the mind of a target with a Will less than the caster's. This belief will last until a *Dispel Magic* spell is cast or evidence that contradicts the suggestion is clearly presented to the target.

If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Teleport

This spell allows the caster to travel instantaneously from the casting location to any location the caster knows by sight.

If the destination is an in-game location, the caster must proceed immediately towards it, not stopping for anything along the way. The caster reenters play immediately upon reaching the spot. While out-of-game, the player should display a Reality Flag. Parts of the game may remain in the spell freeze while the caster is in transit (to simulate the instantaneous effect of the spell).

If the destination is an out-of-game location, the caster has effectively left game play and must inform a GM. The character may not return in-game for the rest of the event without special GM permission. *Teleport* spells are less effective if the destination is not well-known or is very far away. If your destination is an out-of-game location, a *Teleport* may not work if your acquaintance with the destination is brief (less than a few days) or if the destination is more than 200 miles from your current location. In these cases, no spell points will be used up in the failed attempt. If you are using a potion to teleport, your intended destination can be no more than 50 miles. (Note: these limitations may not apply at "One-Shot" games.)

Thunderclap

This spell causes the target to be knocked fully down, onto the back. Furthermore, the target will be *dazed* for 10 seconds. (During this time, the target may not get up or attack (including dealing blows and casting Combat spells), but may still defend (including blocking blows and casting Noncombat spells).)

Trap Resistance

This spell partially protects the target against all traps during the next one hour. If the target triggers a trap, they will receive one less limb wound than stated on the trap.

Wraith Form

This spell renders the target misty and insubstantial (like a spirit), represented by placing the grey spirit veil component over the target's head. Characters in wraith form cannot be harmed or affected by spells (even by others in wraith form). They may move about, speak, and continue to carry equipment; however, they may not fight, cast spells, pick up or drop items, or interact with the physical world in any way. (They may interact with food at mealtimes.) Like spirits, wraiths are not affected by winds, but may not pass through the soil—they stay on the ground and walk normally upon it.

This effect ends when the target wishes, when dispelled (i.e., by *Dispel Magic*), or when 48 hours pass.

(Material component: a grey spirit veil)



Cleric Spell Glossary

Avert Undead (TOW)

This spell acts as the mage spell *Aversion* but is only effective against undead.

Cause of Death

When cast on a dead creature, this spell causes the target to state to the caster (out-of-game) the cause of the target's death.

Charm (TOW)

This spell lets the caster charm any one sentient creature whose Will is weaker than the caster's. The target will honor and adore the caster and be friendly and helpful, assisting the caster in any reasonable request. This spell ends if the caster orders the charmed target into danger or to do something that strongly conflicts with the target's moral values.

The spell ends after five minutes, and the target will leave the spell with a positive opinion of the caster. If this spell is successful, the target will be unaware that it was cast.

Command Undead (TOW)

This spell acts as the mage spell *Command* but only works on undead.

Cure Poison

This spell cures the target of all poisons and mild diseases.

Curse

This spell allows the caster to call a curse down upon one individual, giving that person a disadvantage or other affliction. (If the curse gives the target a disadvantage, it will take full effect even if the target has the "opposite" skill or disadvantage; for example, someone with Exceptional Strength who is cursed with Weakness loses all the benefits of Exceptional Strength and gains all the penalties of Weakness.)

This spell is cast as a Curse type spell. The standard afflictions cause either Peacefulness or Weakness (per the disadvantages of those names), and last until dispelled.

Delusion (TOW)

This spell lets the caster plant a belief in the target's mind which the target believes implicitly (e.g., "I can fly"). This spell effect wears off in one hour. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Detect Enchantment

When cast, this spell causes the target to inform the caster (with a yes or no) whether the target's mind is being influenced by any spells (e.g., *Suggestion*, *Charm*, *Delusion*, *Interrogate*, *Truth*). The exact name of the enchantment is *not* revealed with this spell, rather only *whether* the target is under a spell. (If the target is only under non-mind-influencing spells, e.g., *Barkskin*, the answer is no!)

Determine Enchantment

The spell allows the caster to determine what, if any, enchantments are on a particular person or creature. This will

give the name(s) of the spells affecting the target, but not details. For example, it will reveal that the target is under a *Suggestion*, but will not reveal what that suggestion is.

Dispel Magic (TOW)

This spell removes the lasting effects of all non-TOW spells affecting the target (including beneficial spells such as *Stoneskin*, *Strengthen Will*, and *Wraith Form*). It will remove the lasting effects of all TOW spells (such as *Mana Block*) that were cast with a Will less than or equal to the caster's Will. It will *not* cancel out *Safe Retreat* spells, *Mana Vortex*, or any other "immune to magic" spells or effects. This spell has no effect on most magic items.

Divine Wrath

This spell calls down the fierce wrath of the caster's deity upon the target. This creates a curse whose effects are best described as "a fate worse than death." This curse may not be removed by any means except death and resurrection, unless otherwise stated in the curse.

Certain large or powerful beings can withstand this spell, but the enormous effort will cost them six hits of natural protection.

This spell is cast as a Curse type spell. The standard affliction kills the target painfully and prevents *Restore Life* from working.

Emotion (TOW)

This implants in the target one emotion, which may be felt toward a caster-specified object or group. This will not cause the target to act against their nature, although it will produce a visible reaction of some sort. This spell effect wears off in five minutes. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Fear (TOW)

This spell causes the target to flee the caster's presence at the fastest possible rate. Once safely away from the caster, the target may act normally, but may not return near the caster, and will flee again if the caster approaches. This effect lasts for five minutes.

heal Limb

This spell will heal one wounded limb on the target. It will not help other wounded limbs, a wounded torso, poison, spell effects, or lost limbs.

heal Torso

This spell will heal the target's wounded torso. It will not help wounded limbs, poison, spell effects, or lost limbs.

heal Wounds

This spell will heal all wounds on the target. It will not help poison, spell effects, or lost limbs.



Holy Banishment (TOW)

This spell is a battle of wills between the caster and the target. It is only effective against undead and unholy beings. If the caster wins the Test of Will, the target is banished from the material plane and is forcibly sent to where it belongs. Purely physical targets, such as reanimated corpses, are normally destroyed outright.

Holy Bolt

This spell acts as the mage spell *Lightning Bolt* but is only effective against undead and unholy beings.

(Material component: a large beanbag or other approved item)

Holy Weapon

This spell causes the specified weapon to become a holy weapon. A holy weapon acts like a blue-sock magic weapon, but only against undead and unholy beings. Arrows (or other projectiles) fired from a holy bow (or other launcher) will do damage as if they were holy weapons, but will not themselves be enchanted (i.e., they will not be considered holy weapons if picked up and re-used by another launcher).

If it is not possible to color code the weapon gold, its user must state “holy weapon” before striking with it for the spell to have any effect. This spell effect wears off in five minutes.

(Optional material component: gold color coding)

Honesty (TOW)

When cast on one subject, this spell lets the caster ask one question that the subject must answer as if under the Honesty disadvantage: the target may never tell a direct lie, but may omit parts of the truth.

Iron Will

This spell makes the target immune to the next Test of Will spell that would otherwise affect them. This effect fades after 48 hours.

Knit Limb

This spell acts as *Heal Limb*, but it takes 20 minutes before the limb is usable. In all other respects (stopping bleeding in the limb, restoring consciousness, and being undispellable) this spell acts just like *Heal Limb*.

Knit Torso

This spell acts as *Heal Torso*, but it takes 20 minutes before the target is completely recovered. During this period, the target is fatigued and may not fight, cast spells, walk unassisted, or perform any strenuous activity. In all other respects (stopping bleeding in the torso, restoring consciousness, and being undispellable) this spell acts just like *Heal Torso*.

Magic Bandage

This spell causes a specified piece of cloth to become a magic bandage. A magic bandage, while placed on a wounded limb, will in effect “heal” that limb, stopping its bleeding and allowing it to be used normally. However, the limb is not actually healed, and removing the bandage will cause any bleeding, unconsciousness, and/or loss of function to resume. This spell effect wears off in 48 hours or when directly dispelled.

If a bandaged limb is wounded again, the magic bandage must be removed and reapplied to have any effect. Although a magic bandage may be used on different wounded limbs, it will only affect the one limb it is presently wrapped around.

(Material component: a strip of white cloth)

Magic Wall

This spell creates a vertical plane of magical force up to nine feet wide and as high as the closest overhead obstacle. The wall does not move, but remains fixed. If cast in a space smaller than its maximum dimensions, the wall will fill a vertical area up to those dimensions. It will touch floor, ceiling, and walls along its edges without gaps, but will not extend into the floor, ceiling, or walls. If cast in an open space, the wall is too high to shoot arrows or throw spell components or other objects over its top.

The wall is visible as a shimmer, but can otherwise be seen and heard through as empty space. The wall can not be scaled or otherwise climbed, and will not support weight (e.g., you can’t lean a ladder on it; the ladder would slide down or fall away). The wall is impervious to spells and attacks in either direction; nothing may pass through the wall except clean air. Sight-range spells are stopped by the wall if the caster can only see the target through the wall.

The wall requires the proximity of the caster to persist; the caster must remain within one step of the wall (that is, able to touch it by moving only one foot), or the wall will vanish. The caster may speak, cast other spells, and otherwise act normally while maintaining the wall. The spell lasts for one hour or until the caster wishes it to end. A caster can only maintain one magic wall at a time.

To indicate the magic wall, the caster must place a nine-foot length of yellow or gold rope on the ground.

(Material component: nine feet of yellow or gold rope)

Mana Block (TOW)

This spell blocks a spell caster’s ability to cast spells (even pre-cast ones) for five minutes. It affects all forms of spell casting, including Mage, Cleric, and Mystic Magic, and Innate Powers. It has no effect on magic items or the target’s ability to use them.

Mana Gift

This spell transfers spell points, of a number equal or less than the caster’s level, from the caster to the target, who must be a willing spell caster of the same type (mage, cleric or mystic) as the caster. This spell will not allow the target to have more than their maximum number of spell points; any extra spell points given are wasted.

Mana Vortex

This spell prevents *all* casting of spells that are of 9th level or lower (whether cast by spell casters, magic items, etc.) in the area of the spell freeze for five minutes. This area surrounds all creatures within the spell freeze who can clearly hear the caster, and is generally considered to extend past them for up to 50 feet. This spell does not dispel or suspend lasting spell effects (i.e., magic swords still do extra damage), and may not itself be dispelled.

This spell affects an area, not individuals. Those who enter the area of the spell freeze may not cast spells; those who leave may resume casting spells, as long as their spells do not affect anything within the area of the spell freeze. *Magic Absorption* and *Spell Immunity* will not protect you from the effects of *Mana Vortex*; you will still be unable to cast while inside the spell area.

Persons inside *Safe* spells may only continue to cast spells as long as they and their spell effects remain inside the zone of safety.

Martyrdom

This spell transfers a single caster-specified harmful effect from a willing target to a willing martyr. The caster must touch the target and then the martyr (either of whom may be the caster) while casting the spell. This will work on any one wound, lost limb, poison, disease, harmful spell effect, or even recent death (provided that both the spirit and the healed (or knitting) body are present), but not on a *Divine Wrath*.

The martyr must not be suffering from an identical or worse effect. The transfer bypasses all natural and magical defenses and immunities, and all time limits stay exactly as they were for the target at the time of the transfer. If recent death is transferred, the martyr's spirit is immediately taken from the mortal plane (as with *Spirit Speed*).

Mass Curse

This spell acts as *Curse* but affects one target per level of the caster, provided the targets are all near one another. All targets of this spell suffer the same curse affliction.

Mass Fear (TOW)

This spell acts as *Fear* but affects one target per level of the caster, provided the targets are all near one another.

Mass heal Wounds

This spell acts as *Heal Wounds* but affects one target per level of the caster, provided the targets are all near one another. The caster must specify the targets during the casting.

Mass Safe Circle

This spell acts as *Safe Circle* but creates a nine-foot diameter circle and protects the caster plus one additional target per level of the caster.

(Material component: 27 feet of yellow or gold rope)

Mass Safe Journey

This spell acts as *Safe Journey* but protects the caster plus one additional target per level of the caster.

(Material component: gold cloth)

Mass Safe Retreat

This spell acts as *Safe Retreat* but protects the caster plus one additional target per level of the caster.

(Material component: gold cloth)

Mute

This spell renders the target unable to speak for five minutes. The target may not talk or whisper, although mouthing words is allowed. This does not affect the target's ability to cast spells.

Piercing Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is severed. If the caster touches the torso, the torso is wounded. Severed limbs can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores armor and magical protection, and counts as five hits towards the natural protection of certain large or powerful beings.

Nightmare

This spell acts as *Fear* but is not Test of Will.

Poisoned Grasp

During the spell freeze, the caster attempts to touch the target. If the caster succeeds, the target is poisoned.

Regenerate

This spell will restore one lost limb completely.

Restore health

This will completely heal a willing target of all wounds, lost limbs, poisons, diseases, spell effects, unconsciousness, fatigue, etc. In other words, it will heal almost anything but death or a *Divine Wrath*. In some cases, there may not be enough of the body left to be healed (skeletons, for example).

Restore Life

This spell will bring someone back from the dead, provided they have been dead for less than 30 minutes and the body and spirit are both present when the spell is cast. It will not work on simply a spirit, no matter how recently it died. It will *not* restore lost limbs or heal wounds, poison, curses, etc. The caster may heal the corpse before casting *Restore Life* so that the target does not immediately die again.

The dead person must be willing to return to life and may choose to decline the spell; this will consume the spell points anyway. Persons revived from the dead will not recall their time as a spirit.



Resurrect

This spell will bring back one person from the dead. They will be completely healed of all wounds, lost limbs, poisons, diseases, spell effects, *Divine Wraths*, etc. (The target will, however, suffer from Resurrection Trauma if its spirit has passed to the afterlife by *Spirit Speed* or if more than 30 minutes have passed since death.)

A body or object is not necessary if the person is recently dead. (Long-dead persons may require a body or relic at the GM's discretion.) However, if the spell is cast without the body present, the resurrected character will appear in basic clothing without any money, weapons, items, or personal effects. (All of these are still physically with the old body.)

A creature may refuse to come back from the dead if it so wishes. When cast on NPCs, this spell may fail at the GM's discretion. Persons revived from the dead will not recall their time as a spirit.

Reveal

This spell reveals all of the details about any enchantments acting on the target creature. It reveals the name of the spells and any details about the spells. It also reveals the true form of the target, if hidden from view by magical spells or magical disguises.

Revive

This spell will wake the target up from sleep and normal unconsciousness (such as from brawling, subdual, or sapping). It will heal all subdual damage, and “reset” the number of Brawling hits the target can take. It will also lift the effects of all *Stun* spells.

It will not revive the target from fatigue or from unconsciousness due to wounds (the target would instantly become unconscious again).

Safe Circle

This spell creates a three-foot diameter circle around the caster and one additional target, both of whom must be inside the circle at the time of casting. The circle is impervious to spells and attacks going either in or out; nothing outside the circle may enter it. The circle does not move, but remains fixed. If the caster leaves the circle (or dies), it is dispelled. The spell lasts one hour or until the caster wishes it to end. To indicate the *Safe Circle*, the caster must place a nine-foot length of yellow or gold rope on the ground.

(Material component: nine feet of yellow or gold rope)

Safe Journey

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

The spell lasts one hour or until the caster wishes it to end.
(Material component: gold cloth)

Safe Retreat

This spell creates an aura of magical safety around the caster and one additional target. For as long as the safety lasts, they are impervious to harm by any magical or physical means. They may talk and move around during the spell, but may not attack or cast spells on targets outside the spell's protection.

During the course of the spell the targets may either stand still or retreat from danger. If the targets choose to remain where they are, they should avoid being an obstruction and move out of the way of combat. If the targets choose to retreat, they must proceed to a known safe location without approaching combat or danger including foes, traps, acid pools, etc. If the targets are surrounded by enemies (or other dangers), they must remain where they are since they cannot move through a dangerous zone to escape. (Note: you cannot *approach* danger, so running between a pair of monsters under *Safe Retreat* is not ok.)

The spell lasts five minutes or until the caster wishes it to end. Due to the brief and intense charge of the deity's power, the protection of this spell cannot be dispelled by an ordinary *Dispel Magic* spell.

(Material component: gold cloth)

Soothe

This causes the target, before a combat, to cease being belligerent and to calm down. During combat, however, this spell is useless.

Speak with Spirit

This spell, when cast on a spirit, lets it communicate with the living for five minutes. Spirits do remember the last few minutes of their lives (such as who killed them—unless they were surprise backstabbed, of course). A spirit under the influence of this spell *can* be affected by *Honesty*, *Interrogate* and *Truth* spells. The spirit can resist these spells with the base Will it had when alive.

Spirit Speed

This spell forces any spirit of the recently dead, plus normal wandering spirits, to depart the mortal plane. The spirit must immediately go out-of-game and depart for good. The spirit may not speak with its killers, etc. The target will suffer from Resurrection Trauma if later restored by spell or Miracle.

Stop Bleeding

All current wounds on the target stop critically bleeding. After one hour, unhealed wounds resume bleeding. If this spell is cast multiple times on the same target, the target's wounds will resume bleeding one hour after the most recent casting.

Strengthen Will

This spell increases the target's *defensive* Will by five for a duration of one hour. That is, the target's Will is increased by five when defending against TOW spells, but is unchanged when casting them.

Truth (TOW)

When cast on one subject, this spell lets the caster ask one question that the subject must answer completely and truthfully. No information may be deceptively left out.

Wounding Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is wounded. If the caster touches the torso, the torso is wounded.

This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

Meta-Magic Glossary

Fortify

This meta-magic prevents the use of any counterspells upon a single Combat spell that you cast. (Defensive spell effects, such as *Magic Absorption*, will still work against the spell.) After casting a fortified spell, the caster will be fatigued for five minutes—fatigued characters are unable to fight, cast spells, or even stand.

Fortify is not cast as a separate spell, but is conjoined with the spell to be fortified.

Nullify

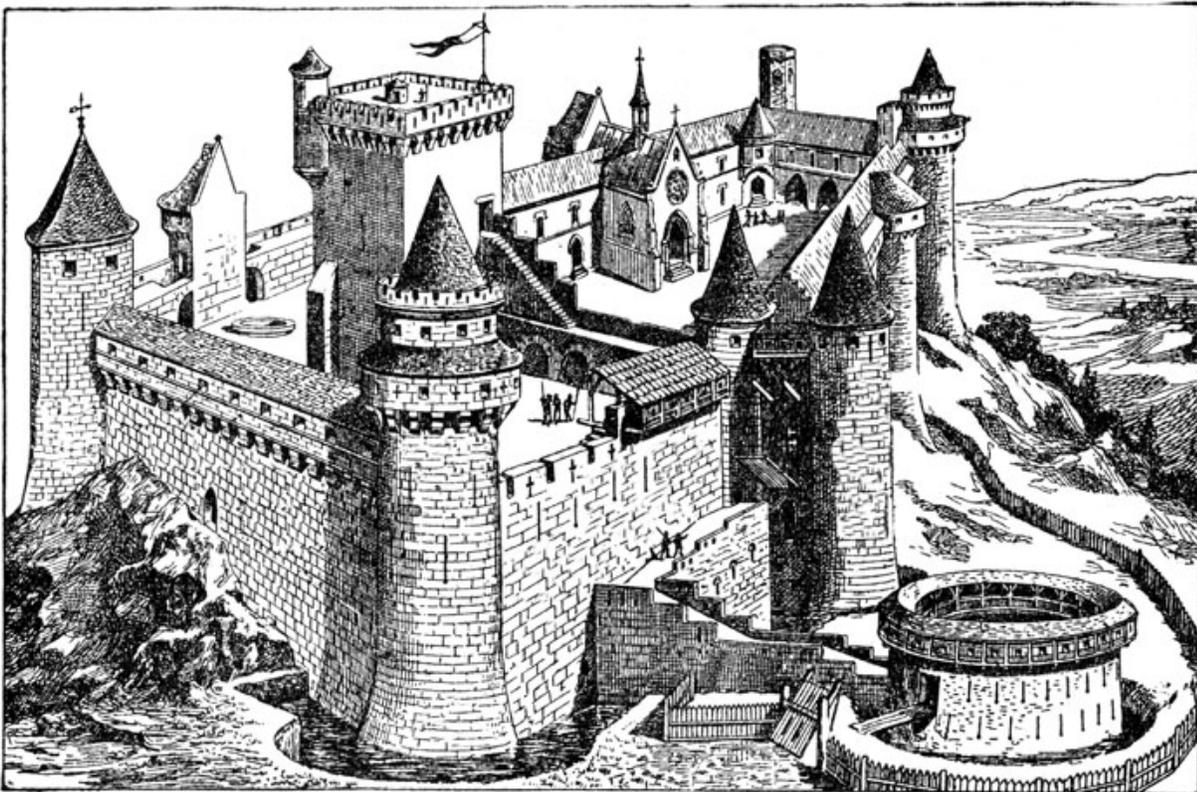
This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, completely negates the effect of that spell. You may not use counterspells directly on other counterspells (e.g., you cannot nullify a *Reflect*, although you can nullify a spell that was reflected).

Redirect (Mages Only)

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, changes the target of that spell to any target of your choice, as if the original spell were Sight range. In the case of spells that affect multiple targets, the caster must abide by any restrictions of the original spell (e.g., that the targets must be near one another).

Reflect (Mages Only)

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, changes the target of that spell to the spell caster who was interrupted by the *Reflect*. In the case of spells that affect multiple targets, the reflected spell will affect the previous spell caster and the creatures nearest that caster.



Between Events

Experience

Characters gain experience as they move from event to event. As your character survives an event, the character earns experience points that you can then spend to buy new skills or improve existing ones.

Experience Points

Characters earn experience points (XP) when they attend events. The longer and more dangerous the event, the more experience it's worth.

- “One-day” events are primarily indoor events. They feature some combat but are primarily fueled by role-playing and problem-solving. They usually run about five hours. They are worth 1 XP.
- “Two-day” events feature twelve to sixteen hours of play; often some of this is outdoor adventure. Some combine an introductory section on one night with a day-long outdoor adventure the next day. They are usually worth 2 XP total.
- “Weekend” events run from Friday night until early Sunday afternoon. These are at an outdoor campground. They are worth 3 XP.

Game Masters and staff also receive full XP for the events they run or staff.

Spending Experience Points

Characters with a “lower version” of an ability who wish to purchase a “higher version” can automatically convert the points invested in the lower ability into points spent on the higher ability when purchasing the higher ability. For example, someone with 2 points spent on Lore would only need to spend 1.5 points to buy Sage, and someone with Social Distinction would only need to spend 1 point to buy Prominence (though they would still have to go through the normal Status procedure again). Characters can also “buy down” an ability from a higher to a lower version, in the same manner as moving skills (see “Experience Limits,” page 55).

Buying off Disadvantages

Buying off a disadvantage requires paying the cost of the disadvantage, in normal (“growth”) XP (see “Experience Limits”). This ensures that you have enough character points to pay for all your skills. Once you have bought off a disadvantage, you *may not* take that disadvantage again.

Experience Limits

In order to keep character balance fair, experience changes as your character grows more powerful. Once characters reach 25 points, they may only spend 4 points per calendar year on adding or improving skills. When a character reaches 35 points, this limit becomes 1 point per calendar year. So a character who begins the year with 33 points may only advance to 36 over the course of a year.

By being on a game staff or playing near the end of the year, you may be able to earn points in a given year without getting a chance to spend them. You can apply points to a previous year's quota so long as those points were earned in or before the year they are applied to.

Your character will continue to *earn* full experience at all games; only your ability to *spend* it is limited. This may mean you earn more experience than you can spend. You may choose to store this leftover, “non-growth” XP and spend it during following years, or it may be used in the following ways:

- Converting XP into Money: You can always convert XP into money, even if you've spent your full total of points for the year.
- Moving Skills: Characters may move points from one skill into another, at the cost of one non-growth XP for each XP moved. For instance, you could get rid of a 2-point skill and move those 2 points into another skill. This move would cost you 2 points of non-growth XP as a “tax.” (Moving points from a skill into buying off a disadvantage will incur no tax—only moving points from one skill to another skill does this.)

Rules Changes

Characters in the Continuing Game world are kept from game to game, but Quest's rules may change after a character's date of creation. If Quest changes a rule or skill that applies to your character, you may alter your character to compensate. For instance, if a disadvantage is changed and no longer fits your character concept, you may change it to another disadvantage. Similarly, if you have a skill that is changed and no longer works for your character, you may "reclaim" the points from that skill to use elsewhere. If a skill (even a free one) becomes more expensive, you can either shift points into the skill from some other skill or discard the skill and use its points elsewhere. However, unless you have special authorization from Quest, you may not reclaim points from unchanged skills to purchase changed skills.

Mystic paths must be rebuilt using the new paths and the standard rules.

If you have a potion of a spell that has changed level, been reworded, or been replaced by another spell, then your potion changes along with the spell. If this makes your potion more valuable, you do not have to pay more; similarly, if this makes your potion less valuable, you do not get a refund. This principle also applies to other magic items.

If you have a potion of a spell that has been removed, either entirely or just from the alchemy list, you may not keep the potion. As compensation, you get your choice of either the removed potion's purchase price in marks, or a number of potions whose spell levels are equal to that of the removed potion (your choice of new potions). This principle may not always apply to other magic items; for those, you should consult a Rules Marshal.

Points spent as a result of rules changes do *not* count towards your yearly expenditure total. For instance, if one of your skills got 1 point cheaper, you may spend that 1 point however you like and it will *not* affect your yearly spending maximum.

Living and Dying

Miracles

What are Miracles used for? Well, if your character is dead or suffering from a *Divine Wrath* at the end of a game (at check-out), you cannot normally play that character again. But if your character has a Miracle left, it's automatically used to allow you to play your character again, alive and whole (as if resurrected), if you so choose.

All characters get a number of Miracles at character creation. Normal (non-FPC) characters get three Miracles when they first start. If they haven't used a Miracle up by the time they reach 15 points, they automatically lose one then. This happens again at 25 points. If a character dies without having any Miracles left, additional Miracles can be purchased for 3 character points. These points can be shifted out of existing skills, or paid for by taking new disadvantages. Points spent towards buying Miracles count as spent XP, and as such apply towards a character's point cap.

Miracles can also be used between games to fix other problems, with the permission of the Game World Committee. Used in this way, they fix only the one problem in question.

Additionally, if a GM gives you permission, you can use a Miracle in the middle of a game, and resume playing your dead character. Your other choices are to bring in another character, join the event staff, or sit around and hope that your original character will be resurrected.

Roleplaying a Miracle

A Miracle is named that for a reason. Restoration to life should not be role-played lightly, and nobody should assume that a dead companion will spring back after a day or two!

You are free to make up your own story as to what the Miracle was: a common tale is that you were found and restored to life by Fendel, a mysterious and possibly divine being who shows mercy to adventurers whose missions go uncompleted. Perhaps your patron deity granted you a boon and returned you to Earth. Perhaps you just woke up, confused but fully healed, and you don't know what happened. Maybe a kind and powerful priest took pity on your dead form and brought you back himself. A player who saved the life of the Duke of Fnord but is killed in the process might decide that the Duke would use his considerable resources to have resurrection magic (an unbelievably rare and expensive spell to the average Joe) cast upon the character.



Resurrection Trauma

If your character dies without being returned to life within 30 minutes, or dies and then has a *Spirit Speed* cast on your ghost, the character has moved on to the afterlife. A return to the mortal realm, whether by Miracle or *Resurrect* spell, will inflict severe psychological (or physical) trauma on the character.

After returning to life, you must choose 1 point worth of disadvantages (except for Stigma) to reflect this trauma. You may not take a disadvantage that you already have, and you do *not* gain any points for taking the disadvantage(s). You must then role-play this trauma and keep the disadvantage(s) for the remainder of the current game and for the next 3 XP worth of games. (*Note:* only time spent playing that character counts for the “trauma clock.” Attending games as a staff person or another character does not count.)

If there are more than eight hours of game time left when you are resurrected or use a Miracle, you may consider the current game to be 1 XP worth of games toward your trauma clock. Similarly, if you have only 1 XP worth of trauma clock left while you are attending a long game, you may role-play “getting over your trauma” after 8 hours of game time.

If you die and are sent to the afterlife again *before* having finished your trauma, select an *additional* 1/2 point of disadvantages, and “reset” the trauma clock back to 3 XP of games. Thus, each time you return from the afterlife before fully playing out your trauma, you must select an additional 1/2 point of disadvantages and reset the clock. You must play this (increasingly) larger set of disadvantages until you have gone 3 XP worth of games without a round trip through the afterlife.

Each time you suffer Resurrection Trauma, you can pick different disadvantages, so by all means, adjust your character’s reaction to death each time. When selecting disadvantages, consider how your character would react to a return from the afterlife without any memory of what it was like. You could choose to play this as something that temporarily “breaks” your character until you get over it, or you could choose to make this a radical change of personality. In either case, once you get over the trauma, you are welcome to keep the disadvantages (and now get points from them) if they make sense for your character. (This is an exception from the normal rules that you cannot re-take a disadvantage that you have already bought off.) You may not, however, receive points for more than the maximum number of disadvantages, even if Resurrection Trauma caused you to exceed that threshold.

Some suggestions (with appropriate disadvantages in parenthesis):

- *Repentance:* You believe that Nen has allowed your return to give you a chance to live your life as a better person. (Charity, Honesty, Law-Abiding, Peaceful)
- *Trickery:* You believe you have escaped your just punishment through some trickery, and you are fearful to return to the afterlife. (Cowardice, Phobia, Sycophant)
- *Paradise Lost:* You believe that you have been wrenched forth from a world far sweeter than this mortal existence of dirt and suffering, and you long to return to paradise. (Courage, Foolhardy, Overconfident)

- *Healed Body, Broken Mind:* The return to mortal life has left you only a fraction of your true self. (Gullible, Phobia, Uncivilized Behavior)
- *The Mission:* You believe that Nen has allowed you to return to the mortal realm, but only so that you may fulfill some role or complete some task or mission. (Courage, Honor, Law-Enforcing, Poverty, Stubbornness, Sycophant)

healing

Characters do get healed between events, within limits. If at check-out your character is wounded but not critically bleeding (including if your wounds were being tended with First Aid when game action ended), it is assumed that your character spends part of the time between that event and the next finding a remedy.

However, limbs that are lost altogether are not healed automatically; neither are Curses or other enduring spell effects. These all require the character to go into Healing Debt (see “Purchasing Magical Services,” below).

Characters who are dead, critically bleeding, poisoned, or who have active *Divine Wrath* spells at the end of a game may only be played again through the use of a Miracle (see above).

The Between-Game Economy

Coins

The standard coin is the mark (M). New characters start with three marks (unless they have Wealth or Poverty). A character can never start a game below their initial money total. That is, if you lose all your money at a game, you will start the next game with three marks once again.

There is also a larger coin, called the crown (C), worth five marks. Smaller than the mark is the fivepence (F), sometimes called the “bit”; there are five fivepence to one mark. The smallest coins are the small pence (P); there are five pence to a fivepence, as the name implies.

25 pence = 5 fivepence = 1 mark = 1/5 crown

Finally, there is also a large gold coin, the ducat (D), worth two crowns or ten marks.

Purchasing Magical Services

Characters may require healing magic or other services between events. If the effects of a problem naturally dissipate within a specific time period, you need not worry about finding appropriate services. However, continuing problems (such as lost limbs or *Curse*, *Forget*, or *Suggestion* spells) will require hiring a mage or cleric to remove them (see “Healing Debt,” below).

Purchasing these services may only be done at the *beginning* of the next event attended. The cost is twice the level of the spell, in marks. These costs are for *all* characters, regardless of the fact that they may be able to perform these services themselves in-game.

Spells

- *Determine Potion*
- *Identify*
- *Regenerate*
- *Dispel Magic*

Healing Debt

Characters who finish an event with unhealed limb wounds (or a chest wound, if the bleeding is stopped in-game) will be able to find healing for these wounds for free. However, characters with lost limbs, curses, or other ailments will need to seek cures.

A character may go into “Healing Debt” *between* events, not during them. You can *only* take Healing Debt to purchase healing (including cures and removing curses), and *not* for identifying items or determining potions! If your character does not have enough money to pay for a healing spell, you can borrow the needed amount from a church or charity, but only enough money to pay for *one healing only*. Your character must then pay off the entire amount before being permitted to go into healing debt again. Paying off the debt will require *twice* the amount borrowed.

A character in debt must put all money earned towards the debt, minus their starting money total (three marks, or one mark if you have Poverty.) This may be done at the end of events, so that characters with Charity can pay off the debt quicker, but

characters with Poverty will need a long time indeed to pay off debts. If your character can find another character to pay for the healing, you may get a lower interest rate (plus some good opportunities for role-playing and making contacts with other players)!

Example: Samuel has 7 marks, and needs a Regeneration (a fifth-level spell) for healing, which costs 10 marks. He can then borrow 6 marks (he has 7 but must keep 3, so he has 4 available and needs 6 more), which gives him enough money to buy the spell. He then has a debt of 12 marks (double the amount borrowed).

Converting Experience into Money

At every game, you may convert up to 2 unspent XP into marks, yielding five marks per 0.5 XP you spend.

Commerce and Services

Poison

Poison costs 10 marks per dose. Poison antidote is purchased as if it were a *Cure Poison* potion.

Holy Weapons

You may buy a permanently Holy weapon from the upper clergy of your patron deity for 50 marks. The enchantment will only work for you. This purchase must be approved by the Game World Committee. (If you have no patron deity, you may not purchase a Holy weapon!)

Potions

Potions may be bought or sold at check-in only.

Selling

You may sell any enduring potion you own. Most potions sell for a number of marks equal to three times the level of the equivalent spell. If a potion has only two events left before it goes bad, the out-of-game merchant will only buy it back for two marks per level. If the potion has only one event left, the out-of-game merchant pays one mark per level.

Buying

You may purchase one enduring (but not extra-enduring) potion at check-in before each event. The cost of the potion is five times the level of the equivalent spell, in marks. The difficulty number and Will of the potion are the minimum level of Alchemy needed to create it.

Potion “Shelf Life”

Characters can carry enduring potions from one event to the next, but potions are inherently unstable and, if carried around, will eventually become inert. Once an enduring potion has been brought to a total of 5 games (or 10 games for an extra-enduring potion), it becomes useless. At check-in, you may decide whether or not to bring a potion into game—if you do not, you will not have it during that game, but its lifespan will not decrease.

If a potion is sold or stolen in-game, then it is the original owner’s responsibility (out-of-game) to tell whomever gets the potion how long it will last.



The Continuing Game

Introduction	60
The World of the Continuing Game	61
Religion in the Continuing Game	68
Player Races	76
Character Approval	78
Other Events	79



Introduction

The Continuing Game is actually a series of games, all of which occur in the same universe. The Continuing Game (CG) lets you play the same character from one event to the next. At the start of each event, your character has the same abilities, wealth, and items as at the end of the last one. The advantages to the CG universe are obvious: you invest more in your character, because you won't be discarding the role once the game is over. You'll make friends with other characters, and possibly make enemies too. Perhaps most importantly, you will watch your character evolve and improve game to game as you earn experience from each event and apply it!

Making Your CG Character

Station

Characters in the Continuing Game don't usually start off as nobles, high priests, or other influential, worldly types. You don't have to play a rustic peasant either (though you can, and it can be quite fun), but the CG universe is designed so that your character generally starts off lower-profile and builds up. At the start, your character may have some knowledge under their belt, yet they will not really be powerful or experienced either. As time progresses and you gain more experience, your character will become more influential.

Background

CG characters have the advantage of a fully fleshed-out game world and pantheon to pick from. See the next few chapters; maybe they'll help you flesh out your character, especially if you're going to be a member of the clergy.





The World of the Continuing Game

Introduction

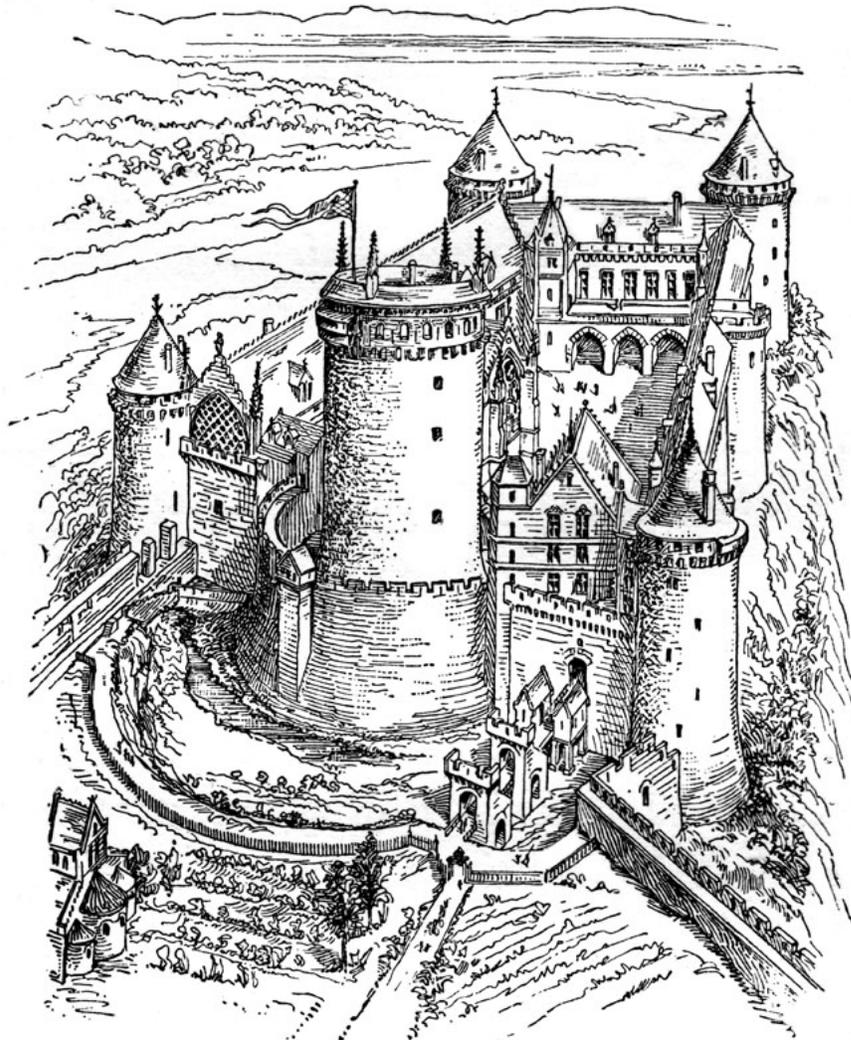
The Continuing Game world is a fantasy world, combining features of the late medieval period with magical and unearthly elements.

As a player, you don't have to know the whole world. The CG was designed to provide you with common cultural archetypes, so that if you are thinking "I want to play a Viking" or "I want to play a Spaniard," there is a country for your character (see below). But if your country of origin doesn't much matter, you can simply default to Allondell, which is a "generic fantasy" (that is to say, England-like) country.

Either way, you may wish to skim the information on the various countries. It might give you an idea for an interesting character, and many Quest games will incorporate elements of the game world into their stories and plots.

The main continent is known as Heskete, a term approximating to "Europe." It is a region stretching from the Great Wastelands in the west to the eastern horn of Iñarra, and includes all the nearby islands. The residents are referred to as "Hesketeines." The term "Hesketeine" includes mahiri and dwarves, since the civilized races of Heskete often have more in common with one another than they do with people from other continents.

While the Kiljuks and Marakhs might occupy part of the same continent, those from the so-called civilized or "Northern" countries are quick to separate themselves from these "Southern" lands.



Cultural Parallels

Country	Reminiscent of...
Allondell	English/“generic fantasy”
Bilgosh	southern Europe (Hungary, Romania, etc.)
Cadfaigh	Scottish
Chardreau	French
Delona	Italian, Greek, Maltese, other Mediterranean
Iñarra	Spanish, Portuguese
Kiljukan	Turkish/Ottoman
Kislevia	German
Kjoldnir	Scandinavian/Viking
Linneraigh	Celtic (Ireland, Wales)
Marakhin	Arabian
Ragnorack	(none—a cultural mix of German, Scottish, and Scandinavian)
Roudoigne	Belgian, Luxembourg
Shenga	sub-Saharan African
Steinlands	Austria/Prussia/Czech
Tamplonia	Spain/France border regions: Catalonia, Navarre, Roussillon, etc.
Valenne	Northern France with British influence: Normandy, Brittany, Calais, etc
Yamamoto	Japanese
Zdunarova	northern Slavic (Russia, Poland, etc.)



The Kingdoms of Hesketh and the Known World

Allondell (*ALL-onn-dell*)

Allondell is the “central” kingdom of the world, with a culture similar to England and its neighbors. Allondell’s terrain varies from bustling cities to grassy fields to forests that would rival Sherwood. For most characters, Allondell will be the “center” of civilization. Allondines are not known for favoring any particular deity, and temples to all the different gods dot the Allondine countryside.

Tolbury, the country’s capital, is one of Hesketh’s largest cities, full of both prosperous merchants and hardened street folk.

Bilgosh (*BEEL-gohsh*)

A land much like southern Europe, Bilgosh is the source of many legends of the darker creatures—werewolves, vampires, and the like. In 1008, these creatures even took over the country, with a vampire and his minions now ruling the land.

Perhaps because of this, its people, particularly the peasants, are very superstitious. In their faith, Bilgoshmen are known to particularly revere Brinnig and Perinnia.

Cadfaigh (*CADD-fay*)

This Scotland-like kingdom stretches from the rocky Highlands in the west to the Lowlands of the coast. As with Scotland, there is a slight cultural divide between the Lowlanders (who tend to be more urbanized and “civilized”) and the Highland clans (who tend to be more rural and “rough”).

In addition, scattered through the kingdom are pockets of Caelti (CALE-tee), the descendants of the former rulers of the land. For centuries, the Caelti have practiced a secret art, “blood magic”, in which humans are sacrificed to power magic rituals. Many Caelti, especially the blood mages, use these powers to try to re-establish Caelti supremacy over the land.

Cadfaigh’s recent history has been troubled. The Caelti rebelled in 993, and the country fell into a three-way War for the Throne in 996 when the previous king’s legitimacy came into question. The victor of that war, Queen Marilyn, is finally bringing stability back to the land. She is married (and allied) to King Dmitri of Ragnorack, who fought on her side in the civil war.

For more information on Cadfaigh’s history, see www.quest.org/cg/countries.

Chardreau (*shar-DROH*)

A kingdom much like medieval France. Chardreau is a land of lush fields and bountiful vineyards, neither of which have gone unnoticed by its merry residents. . . . The Chardrois are a festive people, and are notable worshippers of Sarana, Majenir, and Dorial.

Delona (*del-OH-nah*)

This archipelago is not a united country, but rather contains eighteen different independent states, mostly principalities and duchies. It includes not just a large chain of islands, but also a peninsula of mainland north of Iñarra. Delonan culture is reminiscent of Italy, Greece, Malta, and other Mediterranean lands.

Due to Delona’s reliance upon the sea for its well-being, Kyta is a popular god. Sarana and Ubrialla are also favorites, though particular focus varies from state to state.

Yamamoto invaded Delona in July of 997, and made quick work of many of the eastern islands, conquering the Duchy of Napermo and several other islands, naming them the province of “Seiguntou.” There is now an uneasy peace in eastern Delona.

The Grendarr Mountains (*GRENN-dahr*)

Not a kingdom, but a region of almost unbelievably steep mountains that only the stout dwarves seem to be able to cross with any efficiency.

On the surface of these mountains reside not only many fierce beasts, but also tribes of human “barbarians,” who trade furs with the agoraphobic dwarves for weapons and armor to use in raids against the nearby kingdoms. Rannash and Zotra, naturally, are favorite gods of these people.

Iñarra (*een-NYAH-ah*)

A somewhat dusty land, where El Cid and even Don Quixote would be right at home.

Iñarran culture places high value on family ties, and thus Perinnia features prominently in their worship. A romantic fondness leads to affection for Alia, and a conscious mortality (as well as fear of ghosts and undead) fuels worship of Tralados.

Kiljukan (*KEEL-jook-kahn*)

Vaguely resembling the medieval Ottomans/Turks, the Kiljuk Empire remains only loosely united by its supreme king, whom the Kiljuks call “sultan” (sool-TAHN). The country’s politics remain a consistent struggle between the lords (or “pashas”) for the power to rule “behind the throne.

Kiljuks are known for the reverence they show Sarana, goddess of music and poetry. The Kiljuk cities are dotted with coffeehouses, where storytellers and musicians delight the crowds. Many of these establishments double as Saranan temples! The many scholars and vast schools of the Empire provide many worshippers for Elune.



Kislevia (*kiss-LEH-vee-ah*)

A country similar in flavor to Germany. While agriculture can be limited in its mountainous terrain, Kislevia serves as the gate between Allondell and the lands to the west, and profits well from the trade. Kislevia also acts as the primary gate for Ragnorackan traders, who head through the kingdom's mountain passes.

Kjólnir (*kee-YOHL-neer*)

The Norse kingdom, whose king barely maintains the loyalty of the numerous lords or “jarls.”

Kjólns are a vibrant, blond people, who fish the northern seas extensively and also send their vast ships southward to raid. Tales of their ferocity are well-known. They are typically fond of the gods Rannash, Kyta, and Furthane.

Linneraigh (*LINN-er-AY*)

A forested isle off the coast of Allondell and Cadfaigh, the Linneralians are a Gaeldic people who migrated centuries ago from the mainland. From the winding hills of Clwyru to the vast Gwndylen Fens, the Linneralians are a simple but resourceful sort, and their veneration of Ubrialla is well-known.

As one journeys further east across the isle, the pastoral homesteads and gentle forests begin to fade. Instead, the northeastern half of the island is covered with a huge, dark forest—the Siolidh (*SHILL-ih*)—still unexplored by humans after all these centuries.

Marakhin (*mahr-ah-KEEN*)

Not a country, but a region of numerous countries or “emirates,” ruled by “emirs” (*eh-MEERS*). The bronze-skinned Marakhs dress in loose-fitting clothes to better cope with the arid climate of their land.

The often fatalistic outlook of the Marakhs has spawned several enthusiastic sects of Balthazar (“Balhazra” as she is called in Marakhin). The hot sun fuels worship of Brinnig, and many turn to Ubrialla for sustenance from the arid land (though Ubrialla is much less a “forest” goddess in their image, understandably). Prayers for Zotra to send welcome rains also ring out in Marakh temples.

Far from mahiri forests or dwarven mountains, Marakhin has no friendly non-humans. As a result, the Marakhs tend to be wary of all non-humans, including the mahiri, dwarves, and other civilized creatures.

Ragnorack (*RAGG-noh-rack*)

This mountain valley was once wilderness, overrun by orcs and wolves, populated by but a few human traders, and claimed by no lord. In the 950s, an alliance of settlers/conquerors from the neighboring kingdoms of Cadfaigh, Kislevia, and Kjólnir, and then carved out a more civilized land from the northern wilderness.

After the sudden death of the king in the autumn of 992, the land fell into chaos until Count Dmitri the Red from Kislevia (now King Dmitri of Ragnorack) stepped in six months later, with a Kislevian army right behind. Order returned and prosperity followed.

During Cadfaigh's 997–998 civil war, King Dmitri of Ragnorack was betrothed to (and supported) the victorious claimant, the current Queen Marilyn of Cadfaigh. The two were married in 999 and the two countries are now inseparably allied.

As King Dmitri venerates Balthazar, the cat goddess has seen new popularity in the kingdom. Majenir's arts are revered in the dangerous frontier, as are Tiranon's in the untamed forests.

For more information on Ragnorack's history, see www.quest.org/cg/countries.

Rosheni (*roh-SHAY-nee*)

Hesket is home to many wandering persons from no home country: the Rosheni. They are a traveling people, who make a living through performances, storytelling, or minor merchanting, though reputation (whether true or not) holds that many also take advantage of their traveling nature to engage in less noble professions. Rosheni typically live and travel in “clans” and maintain fierce family ties.

Roudoigne (*roo-DWAHN*)

A small duchy, resembling the Low Countries of Europe (Belgium, Luxembourg). Culturally similar to Chardreau, the Roudoigne zealously defend their independence so as to keep their rights as free traders. Roudoigne often serve as Hesket's smugglers or embargo-breakers, and many risk the perilous southern seas to trade with the Southerners.

The prosperous craft guilds of Roudoigne have financed numerous temples to Furthane, including the largest Furthanian temple, the Grand Church of the Holy Weaver, paid for by the clothmakers. Roudoigne's numerous port cities also pay great homage to Kyta.

Seiguntou (*say-GUN-toh*)

Meaning “Western Archipelago,” Seiguntou is the Yamamotoan holding in Hesket. Once part of Delona, Seiguntou includes the former Duchy of Napermo, plus a number of other smaller islands once belonging to Philiathos and Veneza. Most of Seiguntou's residents are of Hesketine origin, and there is considerable rebellion against its foreign rule.

Shenga (*SHENG-gah*)

Of the “dark continent” across the sea to the south, little is known; few Hesketines can reach there, blocked by Kiljuk and Marakh raiders. However, traders from these southern kingdoms tell tales of humid jungles, unknown gods, mystical temples, and ancient gold. . .

The Steinlands (*STINE-lands*)

These seven mountainous duchies were once ruled by Zdunarova but were culturally distinct. They rebelled in 1004 and won their independence several years later. There is no single monarch, but rather a loose alliance between the dukes and duchesses, who derive their wealth from mining and their position on major trade routes.

Tamplonia (*tam-PLOH-nee-ah*)

A balmy island near Chardreau and Iñarra. For decades the princes of this land have been notoriously weak. Elunian priests, counselors to the princes, have gradually expanded their influence, so that by now it is common knowledge that the Elunian church is the real ruler of the principality. The priests keep the naïve princes pampered, content that the Elunians, holders of mystical secrets, will use their unbounded knowledge to properly guide the country. In their own defense, the Elunians have ruled relatively well, keeping the land peaceful and limiting their own abuses.

Naturally, this has influenced worship in the land, for temples to Elune dot the cities and countryside, dwarfing those of the other gods.

Valenne (*vah-LENN*)

An independent duchy culturally similar to its neighbors Allondell and Chardreau, Valenne is distinguished by its treatment of magic. In 972 a collection of mages, many of them priests of Elune, attempted to overthrow the Duke, Lawrence the Grey, and install his cousin Bertrande upon the throne. Duke Lawrence defeated the coup, angrily banished most of the country's stronger mages, and toppled the Elunian temples. Ducal proclamations played upon popular superstitions of the darker side of magic and magical abilities. For the already superstitious peasantry, the Duke's words only proved their fears true, and soon even city folk became wary of most magery of any kind.

The rebels went into hiding, receiving clandestine aid from Tamplonia and its Elunian church. The rebels made their final stand at the twenty-fifth anniversary celebration of the Duke's victory, in April 997. The Duke made use of several powerful magic stones which eliminated all magery in the *entire* country, crippling the rebel mages and allowing the Duke's forces to again triumph. Mage magic is still ineffective in the country.

Yamamoto (*YAH-mah-moh-toh*)

An archipelago across the Great Sea, far to the east. Yamamotoan ships sailed west, reaching Hesketh, only recently (in 993), so Hesketh still knows little about this country.

Relations with this new and strange land grew unfortunately strained shortly after first contact. Cultural misunderstandings about Heskethine dragons resulted in the Yamamotoan fleet siding with the Caelti against the Cadfainn during the Caelti rebellion in 993. Yamamoto was later to learn of the true nature of the Caelti, but not before the kingdoms of Hesketh grew to mistrust the easterners, who in turn believed that all Heskethines, not just Caelti, were “baby-killers.”

Political maneuvering among factions of Yamamotoan nobles led to the nomination of the country's first Shogun, Ikoma (ee-KOH-mah) Harunobu, who was charged by Emperor Makoto (mah-KOH-toh) to take power and defend the country against the “dragon-slaying baby-killing barbarians” of Hesketh. Yamamoto invaded Delona, the easternmost part of Hesketh, in July 997. The invasion went far worse than expected, but Yamamoto did capture some territory, calling its holdings Seiguntou (say-GUN-toh).

(Since only Yamamoto has ocean-crossing vessels and they rarely sail to Hesketh, players will need permission from the Game World Committee to create a character who is from Yamamoto or any other Dosanese land.)

Zdunarova

(*zdoon-ah-ROH-vah*)

The Zdunarovan Empire, with an Earthly northern Slavic flavor (such as the Russians, Poles, or Czechs), is now a vast land. A few centuries ago, its rulers held no more than the city of Zdunarosk, but have expanded rapidly through conquest and marriage. Most of the lands in northwest Hesketh now bear allegiance to Zdunarosk, whose rulers probably wouldn't mind adding Bilgosh to the list.

Additional Information

Gender

Unlike in medieval Europe, the prevailing norm in the Continuing Game's human society is gender equality, and women have equal or equivalent opportunities to men. Thus, in general, daughters of nobles inherit equally with sons, and women can occupy the same positions as men, including in the military (Hesket's armies feature many knights who go by "Dame" instead of "Sir"). On the flipside, historically feminine roles are open to men without stigma; male weavers and spinners sit alongside female ones, and milkboys work beside the milkmaids.

Thus, heroes in the CG don't as a rule protect "innocent women and children," since many women are able to protect themselves, and many men are not. (Plus, many heroes are themselves women!) Instead, they protect "the innocent and children." Some areas or people may exist that deviate from this norm, but should be regarded as odd, aberrant, backward and/or unjust.

Feudalism

Human culture in this era has a social structure that is more defined than that of modern Earth, yet more flexible than medieval Earth. At the top of human society are the monarchs, who rule by the grace of the gods ("divine right"). This is a generally accepted doctrine, and it is important to role-play this. As the king or queen rules by divine right, he or she is deserving of respect, and the desire to serve the king or queen is the counterpart to an American's devotion to the Constitution. The monarchs in turn are served by (and appoint) vassals, the nobles and knights. Next are the freemen. At the bottom are the serfs, or peasants who are bound to the land. (Because of this restriction on mobility, no PC is ever assumed to be a serf. PCs are assumed to be freemen or freewomen by default.)

"Democracy" exists at some levels, but is usually exclusionary in some form. Village councils may be limited to freemen; guilds only allow full members the franchise; city-state "republics" may only allow landowners to vote. However, the notion of nationwide democracy as a form of government is alien and usually deemed impractical; moreover it conflicts with divine right.

Timekeeping

Months and days are reckoned the same as in the "real world," and time passes in-game as fast as it does out-of-game. Years are reckoned from the crowning of the first Emperor of the old Sturian Empire: "anno Imperii." Simply subtract 1000 from the real-world Christian Era year. For example, when this paragraph was edited, the Christian dating was December 22, 2007 A.D.; in-game, it would be December 22, 1007 A.I.

We use this "subtract 1000" scheme out of convenience. Technologically, Hesket is in its Later Middle Ages, and is equal to Europe at about the year 1400, not 1000. (The difference in date is because Sturia crowned its first Emperor "later" than Rome did.)

Prehistory

Much of Hesket was once ruled by the great Sturian Empire (comparable to the Roman Empire). At its height, the Empire reached as far as northern Allondell and Bilgosh. Later, the Empire declined and its borders receded, leading to Hesket's Dark Ages. But Sturia's legacy remains today; Sturia gave Hesket the foundations of its current systems of technology, religion, and magic.

Unlike Rome, the capital city of Sturia did not survive. Sturia was located on the modern-day border between Chardreau and Inarra. In the year 206, Sturia and the surrounding countryside were destroyed in a tremendous blast of light, leaving only charred waste where few crops will grow even today. While scholars may speculate as to what happened, conventional wisdom holds that Nen punished Sturia for its decadence.

"Undiscovered" Regions

Few player characters, if any, will have any knowledge of what lies far from Hesket. Only the Yamamotoans currently have the technology to cross the ocean to the east, while the Great Wastes prevent any land travel to the west.

Shenga, to the south, is within reach, yet few Hesketines travel there. Some Marakhs do trade with the northern Shengans, and players thus may choose to be from Shenga. Northern Shenga is somewhat advanced, in part due to trade with the Marakhs, and several kingdoms would rival the earthly Benin or Nubian empires. Nevertheless, most Hesketines will carry wild, mostly inaccurate stories about the Shengans.

Religion in the Continuing Game

Introduction

The Continuing Game’s religion is polytheistic, like that of ancient Greece or Rome. There are a number of gods, each with different “territory” and personality.

As a player, you don’t have to know the whole pantheon. Many people in the Continuing Game may choose a *patron deity* and focus their worship on that one god or goddess. On the other hand, some folks choose not to worship one particular patron. And anyone may venerate a particular god for a particular need—for instance, the lovelorn will often turn to Alia, the goddess of love, regardless of who they usually favor in their worship.

However, characters who have the Cleric skill *do* need to choose a patron deity. Since these characters derive their powers from a connection with the divine, they should work out which deity they follow. These people are usually clergy, or at least people with an especially strong devotion to their patron god. In addition, anyone playing a member of the clergy must take Cleric Initiation, regardless of whether they take Cleric Magic. (Clerics may also wish to take the deity’s “kit”; see below.)

While the world is polytheistic, the religious organizations of each god are closer to medieval Europe than classical Greece. The larger churches may have an organized medieval structure, with bishops, abbots, and hierarchy, and their clergy may go by “Father,” “Mother,” “Brother,” “Sister,” and so on. Less popular gods, and smaller sects of any deity, may have less organized congregations.

Polytheism

Since people in the CG are polytheistic, they don’t deny the existence of other gods. This is true even if the person has a patron god. Polytheists might encourage others to worship at their temple and to make donations or sacrifices to their patron god, but they don’t deny the existence or legitimacy of other gods.

Following a different god is not “heresy”; heresy is a belief conflicting with existing doctrine. To claim that Kahla-Ran, goddess of murder, is actually goddess of daisies and bunnies—*that’s* heresy. Heresy against a hated god like Kahla-Ran might earn ridicule, while heresy against a beloved god could earn any number of punishments or persecution.

Remember that one can believe a god exists without wanting the god (or the god’s followers) around. Temples of Kahla-Ran do not sit out in public, lest they be burned or otherwise attacked. For the same reasons, it’s unwise to declare oneself a follower of Kahla-Ran. On the other hand, most folks would be happy to have a temple of Majenir, peaceful goddess of healing, around the corner!

Polytheism lends a certain amount of flexibility. Unknown gods are usually accepted as legitimate rather than dismissed as superstition or falsehood. In many cases, a “new” god will be deemed a new interpretation or a different name for a known god.



Priest/Priestess Guidelines

After the description of each god is a section to give priests/priestesses an idea of what that god's worship is like: typical gender of priests, whether vows (chastity, poverty) are common, common spells, etc. This is *not* binding, as different sects, temples, etc., will have different forms of worship. Compare to the difference between a middle-class Methodist minister living in the suburbs with a husband and two kids and a robed Dominican with his vows of poverty, chastity, and silence. (These entries describe the mainstream, commonplace depiction of these gods; fringe sects and heretical groups may have unorthodox takes on them.)

Also, if an entry says “No regular vows,” that doesn't mean you can't take a vow—just that one is not commonly required. And you don't have to have Cleric Magic to be a “priest” (though you do have to have Cleric Initiation).

You don't have to choose any of these gods and you are free to make up your own. However, we encourage you to pick from these. They cover most of the major “portfolios,” and any new gods would likely be redundant. Also, choosing a listed god opens you up to lots of potential allies: fellow worshippers!

Each entry also lists the details for the Cleric “kit” for that deity. (See the section on Cleric kits in the Character Creation section, under “Advanced Magic”.) While these kits are encouraged, to give your priest/ess a flavor unique to your patron deity, the kits are optional.

The Gods of the Pantheon

Name	Type	Sex
Nen	Overgod, Justice, Law, Rulership	N
Alia	Love, Fertility	F
Balthazar	Fate, Fortune	F
Brinnig	Sun, Light	M
Dorial	Wine, Drink, Revelry	M
Elune	Wisdom, Knowledge, Magic	F
Furthane	Blacksmiths, Crafts	M
Kahla-ran	Murder, Quick Death	F
Kintaka	Luck, Mischief	M
Kyta	Sea, Water, Sailors	F
Majenir	Healing, Peace	F
Perinnia	Hearth, Home, Family	F
Rannash	War, Victory	M
Sarana	Music, Poetry	F
Tiranon	Hunt	M
Tralados	Death, Afterlife	M
Ubrialla	Nature, Agriculture	F
Zotra	Weather, Storms, Thunder	M

Nen

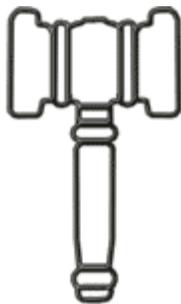
The chief of all the gods, Nen is a tall, imposing figure with glowing eyes who is of neither gender. Though referred to as “It,” Nen is a humanlike god, not cold or alien, to whom many of the gods turn for wisdom and advice. Nen serves as the judge of souls’ behavior and determines their place in the afterlife. Though chief of the gods, It makes few decrees to the other deities, save to settle disputes between them. Nen is a favorite of those seeking justice.

Priests/Priestesses

Often chaste out of deference to Nen’s lack of gender and/or poor to prevent corruption. Followers of Nen seek to promote justice and eliminate lawlessness and often serve as judges or arbiters. Law-Abiding or Law-Enforcing is virtually a given trait, and Honesty or Complete Honesty is also common.

Kit

Must take either **Law-Abiding** or **Law-Enforcing**, and either **Honesty** or **Complete Honesty**. Mage spell *Interrogate* allowed. *Truth* costs 2 spell points less. *Dispel Magic* costs 1 spell point less. Must obey and uphold the law at all times.



Symbol

A judge’s hammer or gavel.

Alia (AHL-ee-ah)

Goddess of love and fertility, in the form of a beautiful human female whose irises fill minds with emotion. Alia is of mixed reputation; not only does she promote a happy, marital kind of love, but also finds amusement in toying with mortals’ lusts and creating oddly matched pairings. Strangely enough, she is married to the bizarre Tralados.

Priests/Priestesses

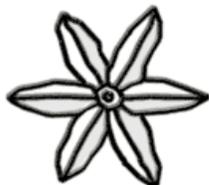
Almost always female. Chastity vows are rare. Moral purpose (and reputation) varies from temple to temple: some are benign, trying to promote love and happiness among persons, while others use their wiles, magical or otherwise, to stir up passion (and trouble); some emphasize the beauty of love, while others stress the passions. *Soothe* and *Emotion* are common spells. Persuasion skill common.

Kit

Must take at least one level of **Persuasion**. Mage spells *Forget* and *Suggestion* allowed. *Charm* costs 2 spell points less. *Safe Retreat* spells cost 2 spell points extra.

Symbol

A flower of six petals.



Balthazar (BAL-thah-zahr)

Goddess of fate, in the form of a cat. As twists of fate are elusive, so Balthazar is enigmatic and often aloof. Followers pray that the “great Cat” will grant them a happy fortune—for one’s fate is not fixed, but can be influenced through prayers and dedication. Many followers affect cat-like mannerisms (e.g., purring when happy, hissing when angered).

Priests/Priestesses

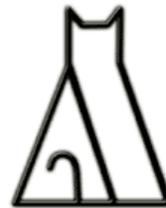
Chastity and poverty vary from order to order. Interpretations of how Balthazar’s fate is expressed on earth vary widely from order to order. There are several monastic Balthazarian orders and three major crusader orders.

Kit

Must take at least one level of **Will** and one level of **Awareness**. *Soothe*, *Emotion*, *Curse* (but not *Mass Curse*), and *Divine Wrath* cost 1 spell point less. No *Martyrdom*. *Fear* spells and *Nightmare* also affect the caster.

Symbol

The “feligram” —a cat drawn with mostly straight lines, for a shape almost like a triangle with ears.



Brinnig (BRINN-ig)

God of sun and light. Brinnig consists of a human torso which gives way to streaks of bright light where his legs would be. Brinnig’s holy light is often invoked to banish the unholy from the earth. Legends generally treat Brinnig kindly, as a just and noble character, though his fury comes through in his disputes with Zotra and his cloudy storms. Just as sunlight brings happiness, Brinnig is married to the mirthful Perinnia. Brinnig “works” during the day, then returns home to his wife, just as some mortal men do.

Priests/Priestesses

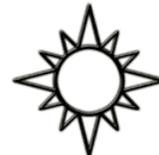
Male or female. No regular vows, especially not of poverty; gold is often considered holy, and Brinnig’s churches are filled with gold decoration. Priests usually dress in bright colors, especially gold and yellow. Most services are outdoors. Curses are usually shunned as “dark.”

Kit

Holy spells cost 1 spell point less. *Wounding Grasp*, *Poisoned Grasp* (smite from a distance), and *Curse* cost 1 spell point extra (but *Divine Wrath* and *Mass Curse* are okay).

Symbol

The “soligram,” a sun with twelve triangular beams, the beams at 12, 3, 6, and 9 o’clock being slightly longer.





Dorial (DOHR-ee-al)

God of wine and revelry. Depicted as a man in loose clothing, carrying a wine cup and often draped in grapevines. Dorial is a notorious drunkard whose inebriated debauchery inevitably gets him into trouble (such as the time he used wine to seduce Ubrialla and thus sired Kintaka). Nevertheless, he is always welcome at feasts and banquets and is often invoked at such occasions. Dorial is good-natured at heart; it is the wine which causes his dubious moments.

Priests/Priestesses

Male or female. No regular vows, though it often seems that Dorialites have taken a vow to get drunk regularly and often. Dorial's priests have a reputation for intoxication rivaling Dorial's own—a reputation which may account for their well-attended services. Wine-like colors such as burgundy are common in their clothing. (Please remember that actual alcohol is forbidden at Quest events, though “in-game alcohol” is encouraged for Dorialites!)

Kit

Mage spell *Forget* allowed. *Poisoned Grasp* and *Delusion* cost 2 spell points less. No *Revive*, *Cure Poison*, *Strengthen Will*, or *Iron Will*.



Symbol

A wine cup or goblet, sometimes inscribed with a “D.”

Elune (eh-LOON)

Goddess of knowledge, wisdom, and mystery. Depicted as a cloaked, three-eyed woman with hundreds of other disembodied eyes floating around her. Elune is enigmatic and tends to stand in the shadows, observing but not telling what she sees. Her popularity among mages and scholars, who pray to her for enlightenment, is tremendous.

Priests/Priestesses

Male or female. No common vows, though few are violent. Many have a reputation for being either incurable gossips or aloof book heads; Elune sanctions both. Elunians tend to be inquisitive, seeking out the unknown or mysterious. They are eagerly sought as advisers, ministers, scribes, and sages by nobles everywhere. Most priests have the Lore or Sage skill; some also possess Alchemy.

Kit

Must take at least one level of **Lore** or **Sage**. Mage spells *Memorize*, *Determine Potion*, and *Identify* allowed. *Determine Enchantment* and *Reveal* cost 1 spell point less. One free *Detect Enchantment* per day (noncumulative). No *Emotion*, *Charm*, or *Delusion* (they hide themselves from the target). Must act inquisitive.



Symbol

An eye, or a peacock feather (which has an eyelike shape on it).

Furthane (FURR-thane)

God of crafts and smiths, typically depicted as a blacksmith. Furthane is the master craftsman of the gods, his most significant work being Nen's gavel. He acts as the patron of all crafts, including woodwork and masonry, and his blessings are highly sought after during the construction of castles and houses. In addition, his association with armor and fortifications earns him prayers from the less violent soldiers who seek Furthane's defense rather than Rannash's might.

Priests/Priestesses

Male or female, though more often male. No vows required, though most priests are dedicated to a craft of their choice. Furthanian temples are well-known for their beauty of decoration. Priests often carry tools or implements of crafts.

Kit

Mage spells *Ignite Fire*, *Barkskin*, *Spell Immunity*, *Stoneskin*, *Heat Metal*, and *Magic Absorption* allowed. No *Soothe* or *Charm* (bad people skills). *Mass* spells cost 2 points extra (you should craft one thing at a time).



Symbol

An anvil with a star on it.

Kahla-Ran

(KAH-la-RAHN)

Goddess of murder and quick death. Kahla-Ran is shown as a scowling female with long nails, holding a dagger and surrounded by spiders; sometimes she appears as a spider herself. Kahla-Ran is a truly vile goddess who believes that all mortals have their value eventually; sometimes one is worth more dead than alive.

Priests/Priestesses

Male or female. Priests hide their allegiance lest they be attacked. Chastity and poverty are unnecessary, but on holidays and special events, Kahla-Ran demands a bloody ritual of human sacrifice, with *Spirit Speed* cast on the victim to prevent convenient resurrection. Victims killed this way bypass Tralados and their souls are immediately at the disposal of Kahla-Ran herself.

(Note: Kahla-Ran is primarily intended as a villain, so her murderous followers are also meant to be villains, and thus non-player characters. PCs may only worship Kahla-Ran if they have a fringe, unorthodox view of her that still allows the character to comply with the Code of Conduct.)

Kahla-Ranites are feared and distrusted for obvious reasons. Because of this, characters who are *self-evidently* Kahla-Ranite have **Stigma: Disliked Group**. (The Stigma does not apply with other Kahla-Ranites.) “Self-evident” means that your faith must be immediately obvious, for example, prominently wearing a Kahla-Ranite symbol and making no secret of your faith when talking to others.

Symbol

A circle inside a larger circle, the two circles joined by eight curved lines, resembling a spider inscribed in a circle. Followers rarely display this symbol in public!



Kintaka (kih-*TAH*-kah)

God of luck, mischief, and trickery, commonly depicted as a man with a silver mask, though happily taking on other forms (especially a fox or fox-headed man) to better deceive. Kintaka is good-natured, happy-go-lucky, and spontaneous; he rarely takes anything seriously and is rarely malicious.

Kintaka is also known for wandering among his worshipers in the form of a wandering storyteller named Quince in order to see that his divine practical jokes are correctly performed. (Some Kintakan worshippers also wander the land as storytellers going by the name of Quince, in the hope that they can trick someone into mistaking them for their god.) Kintaka takes a perverse pride in his bastard heritage, and acts as patron to mortal illegitimates and orphans.

Priests/Priestesses

Male or female. No vows; vows are too restrictive. Almost anything goes for Kintakans, really.

Kit

Mage spells *Blink* and *Invisibility* allowed. No *Safe Circle* spells (they’re no fun).

Symbol

Varies. Often a theatre mask, a fox, or a broken circle.

Kyta (KIGH-tah)

Goddess of the sea. Depicted as a mer-woman, with a spear or javelin in her right hand. Kyta is (understandably) popular among port towns and sailors, who pray to her for their well-being.

Priests/Priestesses

Male or female. No regular vows. Kytan priests are common, if not dominant, in large port cities, though they grow rarer as one moves further inland. Sailing cultures, especially the Kjolns, Roudoigne, and Delonans, are very fond of Kyta. Temples are usually on shorelines.

Kit

No **Poison** skill. *Holy Bolt* costs 2 spell points less (it’s viewed as a “splash of holy water”). *Cure Poison* and *Dispel Magic* cost 1 spell point less. No *Poisoned Grasp* or *Curse* (but *Divine Wrath* and *Mass Curse* are okay). Must carry water at all times.

Symbol

The “piscigram”—a triangle (with one point up) atop an upside-down “T.” It represents a fish facing upwards.





Majenir (MAH-zhen-er)

Goddess of healing, in the form of a raven. Majenir believes in a balance with oneself; wounds and illness upset this balance, while healing restores it. Majenir, understandably, is a well-loved goddess, not only for her healing power but for the gentleness of her priesthood.

Priests/Priestesses

Male or female, encouraged to be non-chaste (as marriage fulfills balance). Usually bound to pacifism, most will not even touch a weapon, since violence is seen as overpowering the natural order. Usually will avoid offensive spells. Many are poets and musicians, as self-expression aids growth.

Kit

Must take either **Peaceful** or **Pacifist**. *Heal Wounds* (but not *Mass Heal Wounds*) costs 2 spell points less. One free *Soothe* per day (noncumulative). No *Grasp* spells, *Holy* spells, *Undead* spells, or *Curse* spells. *Divine Wrath* is okay, but you may only cast the affliction(s) the Game World Committee has approved for Majenir, and not the default affliction(s). Must encourage peaceful solutions to conflicts, and must help heal friends, companions, and innocents.

Symbol

A circle surrounding a diamond whose points touch the circle. The circle represents balance and the diamond, purity of spirit.



Perinnia (pehr-INN-ee-ah)

Goddess of the hearth, family, childrearing, and simple mirth. She is depicted as a middle-aged woman holding a distaff in one hand and an egg in the other. In legends, she acts as a mother-figure to the often childish (and neglected) Kintaka. She protects homes and houses, and thus is commonly invoked at mealtimes and toasted as banquets. Perinnia is not necessarily passive and can be quite formidable when she, her household, or those she protects are threatened.

Priests/Priestesses

Usually female. Charity common. Some sects are pacifist, while others arm themselves to better protect a household. Healing and *Safe* spells are common; harmful spells typically used only in defense. Perinnian priestesses have a reputation for being kind and generous, and are welcome almost anywhere.

Kit

Must take **Charity**. *Martyrdom* and *Mass Safe* spells cost 1 spell point less. *Safe Retreat*, *Safe Circle*, and *Safe Journey* cost 1 spell point extra.

Symbol

A distaff or an egg, and sometimes a distaff within an egg.



Rannash (RANN-ash)

God of war and victory, depicted as a man in full armor, bearing a shining long sword with a ring on the pommel. Rannash is inevitably the god of soldiers and warriors, who ask that his sword might fight on their side. Mighty as he is, he is not perfectly noble and has his cruel side, for disease and sorrow follow his battles. During wars, all involved praise Rannash to bring victory. He becomes a lot less popular during peacetime, when troublesome young folks grow eager to brawl and mothers remember fallen children.

Priests/Priestesses

Usually male. Many remain chaste to remain better dedicated to martial pursuits. Rannashite priests often serve as soldiers or chaplains. Most are well-trained in weapons. Offensive spells (*Grasp* spells, *Curse* spells, and *Fear*) are common.

Kit

Must take either **Courage**, **Overconfidence**, or **Foolhardy**. Must take at least 3 points of **Weapon Skill**. Mage spell *Strong Grip* allowed. *Wounding Grasp*, *Poisoned Grasp*, and *Holy Weapon* cost 1 spell point less. No *Knit* spells (they take too long) or *Martyrdom* (vengeance is better).

Symbol

An upward-pointing sword with a circle on the pommel.



Sarana (sah-RAH-nah)

Goddess of music, tales, and poetry. Depicted as a young lady in bright garb, with a lute or a feather pen. There are many legends of Sarana's songs, known to inspire awe, fear, or, most notably, simple happiness. As most of history is oral, passed through bards' tales, Sarana is also the patron of historians and scribes. Sarana is wedded to Tiranon.

Priests/Priestesses

Male or female. No common vows, though some musical or oratory skill is a must. Saranans come in a variety of types, from good-natured to self-seeking. Rulers seek their backing, hoping their tales and songs can sway others to their cause. Persuasion skill common.

Kit

Must take at least one level of **Lore** or **Sage**. Mage spell *Memorize* allowed. *Soothe*, *Emotion*, *Charm*, and *Delusion* cost 1 spell point less. No *Mute*, *Truth*, or *Reveal* (truth doesn't matter; the story does).

Symbol

A circle with three close vertical lines piercing it and extending out the top of the circle, where they are joined by a short horizontal line. The effect is reminiscent of a lute.



Tiranon (TEER-ah-non)

God of the hunt. Depicted in hunter's garb, with a longbow and quiver. Known to appear as a wolf, or a coyote in the Southern lands. To aid their tracking, many military scouts call upon Tiranon rather than the more battlefield-oriented Rannash. In many legends, Tiranon is sent out by Nen to catch the fleeing unjust. Tiranon's popularity is stronger in rural areas than in the cities. He is consort to Sarana.

Priests/Priestesses

Of both genders, though more often male. Most Tiranonians are good-natured hunters, killing not for sport but for food, and remaining somewhat frugal (poverty is common). However, a small number emphasize are more bloodthirsty, hunting for the thrill; hunting for its own sake. Most Tiranonians carry a bow.

Kit

No metal armor. Mage spells *Awareness*, *Camouflage*, and *Invisibility* allowed. *Mute* costs 1 spell point less. No *Wounding Grasp* or *Poisoned Grasp* (they cheat the hunt), *Fear* spells, or *Nightmare* (they spook your prey).

Symbol

A semicircle with a horizontal line through the middle. The result looks like a longbow with an arrow nocked; sometimes an arrowhead is added.

**Tralados** (TRAL-ah-dose)

Mysterious god of death, a four-armed human-like creature dressed in black robes; two arms act as humans do, and two hold the chains which bind the dead to the world beyond. Tralados is not an evil god of death, but a neutral guardian of the dead from the living. The dead must pass through Tralados' gateway before heading to their final resting places. Tralados' marriage to Alia is one of the few exceptions to his typically enigmatic behavior.

Priests/Priestesses

Male or female. No common vows. Most folk consider Traladosian priests "creepy" but necessary; priests are sought out to either communicate with the dead or to return a restless spirit to the land of the dead. Undead-banishing spells are favored, as undead are considered abominations of Tralados' law.

Kit

Command Undead costs 2 spell points less. *Speak with Spirit* costs 1 spell point less. *Truth* costs 1 spell point less when cast on a spirit. One free *Avert Undead*, one free *Spirit Speed*, and one free *Cause of Death* per day (all noncumulative). No *Resurrect* or *Restore Life*. If killed, must refuse all attempts to be resurrected or restored to life (Miracles are okay, though).

Symbol

A horizontal chain of five links.

**Ubrialla** (oo-bree-ALL-ah)

Goddess of nature and agriculture, depicted as a lithe woman dressed in green cloth and bearing a silver scythe or as a majestic deer. The moon is considered to be Ubrialla's watchful nimbus. Farmers and foresters turn to her, along with the occasional night owl. Ubrialla was once seduced by Dorial and bore Kintaka. She is not terribly proud of her bastard son.

Priests/Priestesses

Male or female. No common vows, though most have little need for wealth. Priests will not harm nature or forests. Many wear greens and browns. Ubrialla believes in a natural balance; unnecessary violence against nature or humanity upsets this balance. Priests are wary of harmful spells. Temples are usually in forests or dales and are often outdoor shrines.

Kit

Mage spells *Rootfoot* and *Heat Item* allowed. *Safe Circle* spells cost 1 spell point less if the cleric is in a natural, outdoor surrounding. No *Wounding Grasp* or *Poisoned Grasp* spells (they're harmful to nature). *Fear* spells and *Nightmare* cost 1 spell point extra. Must protect nature.

Symbol

A circle with an additional internal curve carving out a crescent on the left side.

**Zotra** (ZOH-trah)

God of storms and weather, depicted as a tall figure holding a lightning bolt, with a dark cloud behind him. Legends show him as outspoken, sometimes argumentative. Zotra is a favorite, for obvious reasons, of sailors and farmers needing rain. He is popular in the southern lands, where people invoke Zotra to protect their coasts by sinking enemy ships with his storms.

Priests/Priestesses

Male or female. Poverty or Charity common; Zotra's rains are said to wash away needs. Chastity is rare; marital "thunderclaps" (so the metaphor goes) considered good for well-being.

Kit

Mage spells *Thunderclap*, *Lightning Bolt*, and *Mass Thunderclap* allowed. No *Safe Retreat* spells (stand fast and weather the storm).

Symbol

A letter Z with additional diagonal lines stemming from the upper left and lower right. The result is rather like a lightning bolt.





The Collegium

The Collegium, formally “the Holy Collegium of Churches,” is the organizational body of the various major churches and religious orders of Hesketa, a “United Nations of churches.” It anoints nobles, judges and sheriffs, tries to arrange for every village to have at least one priest/priestess serving it, coordinates between churches to minimize the overlapping of holidays, and also judges heresies (but given the nature of Hesketa worship these occur a lot less often than they did in Europe). At times it has also acted as a form of international court between countries who are willing to agree to arbitration rather than go to war.

The facilitator and spokesperson for the Collegium is a figure called the “Presider.” The Presider, always a Nennite Collegiate, is elected by the Collegium for a five-year term, but it is rare for a Presider to not be continually reelected until death or infirmity. The current Presider is the Cadfainn abbess Mother Elaine of Ornach.

The authority of the Collegium is not recognized in Southern Hesketa; this is the primary religious difference between the North and South. The Kiljuk Empire has its own Imperial religious authority, while the Marakhs have no central authority, relying on the pronouncements of local religious leaders.

For more information on the Collegium, see the Quest Web site at www.quest.org/cg/churches/collegium.shtml.

Symbol

The “cosmogram”—a circle bisected by a horizontal line.



Death

At death, the spirit wanders about the body for a brief while, during which a *Restore Life* spell can reattach the spirit to the body. After that, the spirit passes to the gate of Tralados, who prevents the living from passing through. Once through the gate, the spirit is judged before Nen. Those of good nature (or at least repentant) pass directly to the heavens; those guilty of spiritual crimes (hatred, murder, theft) are sentenced to the hells for an amount of time proportional to their crimes. When the time has passed and they are repentant, Nen releases them and they pass to the heavens. Only the foulest are sentenced to eternity in the hells. As Nen is ultimately just, prayers are not believed to greatly affect Its judgment nor reduce a soul’s time in the hells.

Kahla-Ran is especially hated for being able to circumvent Nen and carry a soul directly to the hells. However, belief holds that once Nen discovers the trick (such as through prayers by friends of the captured soul), the soul is restored to its proper place.

Other Races

The descriptions listed herein describe human images and worship; the other races may have their own religious practices. Mahiri, for example, call upon spirits, nature, or natural objects instead. Dwarves, too, have their own interpretations of the pantheon. (See the detailed information on mahiri and dwarves at www.quest.org/cg/playerpackets.shtml for more information.)

Player Races

humans

The most populous and adaptive race, humans are the “standard” character type, and by far the most common. Humans live in all climates, but most commonly in plains, coasts, and hills. Humans have life spans of about 50 to 70 years, shorter than the mahiri and dwarves; however, they are much more fertile, which makes the longer-lived races sometimes jealous. Non-human races are rarely encountered in cities and towns, so contact with the other races becomes an event in and of itself for many humans.

The standard Human package costs no points, and gives no bonuses or disadvantages.

Rosheni humans

The Rosheni, a landless people who travel Hesketa, are a special case among humans. They have a general reputation for being ne'er-do-wells and troublemakers, and they make most Hesketa wary. Because of this, Rosheni who look (and act) the part have a kit, consisting of a Stigma among Hesketa. (The Stigma does not apply with other Rosheni.)

Rosheni who don't dress the part and act respectably wouldn't qualify for this disadvantage; they are just dark-skinned, dark-haired Hesketa. Rosheni can (and should) buy off this disadvantage if they "clean up" or if they are going incognito with any frequency.

Kit (–0.5 point)

Rosheni humans have **Stigma: Disliked Group**.

If you intend to play a Rosheni, you should download the Rosheni packet from Quest's Web site at www.quest.org/cgi/playerpackets.shtml. This packet describes the Rosheni in much richer detail.

Yamamotoan humans

Yamamotoans (and other Dosanese) are another special case among humans, and have a kit. Because contact between continents is new, and because of the wars of '93 and '98, there is currently mistrust between Hesketa and Dosanese. Thus, the Dosanese have the Stigma disadvantage among Hesketa. (Obviously, among one another, the Stigma does not apply.)

Please note that if you wish to play a Yamamotoan (or other Dosanese) character, you'll need to get approval from the Game World Committee. (Quest wants Yamamotoans to be unusual and exotic, so wants to limit the number of Yamamotoan PCs we have.)

Kit (–0.5 point)

Yamamotoan and Dosanese humans have **Stigma: Disliked Group**.

Dwarves

A hardy, frugal people who inhabit mountainous areas to the exclusion of all other areas. They are justly famed as miners and metalworkers, and many of the finest weapons, armor, and works of art have come from the dwarves. They are quite short but stocky with large muscular bodies, barrel-like torsos, and a forehead ridge. Dwarves are known for their honor and their sense of tradition.

Dwarves live only in the mountains and leave their domains to venture into human lands only with good reason. Most dwarves live in the Grendarr mountains, the mountains north of Kjolnir, or other significant mountain ranges.

Kit (2 points)

The dwarf package grants **Immunity to Poison**, and two points towards the following skills: **Lore, Traps, Brawling, Superior Clotting, Rapid Healing, Locks, or Will**. Dwarves also get **Honor (Dwarven)** disadvantage, as well as **Miserliness** (which is much like Charity) and **Potion Resistance** (where double the normal amount of potions is needed to be effective). They may not take **Charity** or **Hemophilia**, and only get half a point if they take **Poverty**.

If you intend to play a dwarf, you should download the dwarf packet from Quest's Web site at www.quest.org/cgi/playerpackets.shtml. This packet describes the dwarves in much richer detail.



Mahiri

An arboreal race of creatures, the mahiri (their own term for themselves; humans sometimes call them “elves”) tend to prefer temperate forests and are rarely seen in the warmer climates. Mahiri are long-lived, typically living about 400 years. They are born with a magical “gem” in their foreheads, whose color changes with age. Younger mahiri have purple gems, changing to red and then clear in old age. Upon death or removal, this gem fades and shatters.

Mahiri culture emphasizes “balance,” not only within each person but also in the world as a whole. The mahiri believe since they are more balanced, better educated, and wise with age, they always have more balanced solutions and everyone should consider their advice. All mahiri are born with a sense of honor. In addition, being a more introspective people, they place no value in money; they do not seek to gain wealth, and what money they do acquire is typically pooled together, lest it become unbalancing. Mahiri culture values education, with the elders gathering to teach the younger in instructional circles.

Unlike humans, who rule by birth, mahiri are governed by virtue of age and wisdom. More difficult decisions are typically resolved by a discussion of the community as a whole.

Kit (1 point)

The mahiri package gives one level of **Will**, plus one educational skill (one level of **Lore** or an **Initiation**). They all have the **Honor (Mahiri)** disadvantage, and their nonmonetary society equates to **Charity**. **Mahiri Lore** is also included in this package and is a vital part of playing a mahiri, as is talking to other people who have played a mahiri character in the past.

If you intend to play a mahiri, you should download the mahiri packet from Quest’s Web site at www.quest.org/cgi/playerpackets.shtml. This packet describes the mahiri in much richer detail.

half-Mahiri

Humans and mahiri can interbreed, and the mutual civility of those two races occasionally produces such creatures. “Half-mahiri,” or “half-elves,” bear square pink gems in their foreheads which do not change color. They are stockier than the mahiri and usually live about 120 years. They may reside either with human or mahiri society. They are also infertile.

Kit

Half-mahiri have no set traits (and therefore cost no points). If raised by mahiri parents, they may take the mahiri kit; if raised by humans, they may not. Either way, some mahiri will frown upon the parents for bringing a short-lived and infertile child into the world, especially since mahiri birthrates are so low.

Other Races

While other races are permitted, you *must* have the race approved by the Rules Committee and Game World Committee *before* the game in order to use it. (You cannot get GM approval “for that game only” for new races.)

Racial kits already exist for some other races. They are not included here (for the sake of brevity), but they are available from Quest upon request.

Physical Representations

Each race in the CG has a physical representation—a way of signifying membership in that race. Each race actually has a number of traits that make it look different, but Quest uses a simple system to signify these differences:

Race	Representation	Fictional Appearance
Human	usually none (see below)	as with an Earthly human
Dwarf	line on forehead; leather spots on temples	forehead ridge, stocky frame, short height (shorter than the player, usually)
Mahiri	gem on forehead	“gem” on forehead, pointy ears, slender frame
Half-Mahiri	pink gem on forehead	pink “gem” on forehead, ears somewhat pointy, somewhat slender frame

Disguising Non-human Races

Because the physical representations are not the *only* traits that make each race stand out, one cannot disguise one’s race simply by covering the physical representation. For instance, a mahiri could not pass as human by covering the forehead gem with a headband, since mahiri also have somewhat pointy ears, a slender frame, and other traits that the headband would not hide. Disguises must mask *all* in-game traits. So mahiri trying to pass as humans would have to hide their forehead gems and ears *and* would have to wear suitably voluminous clothing to hide their slender frames. Dwarves are going to have much more trouble, since it’s hard to hide that you’re really short. And orcs would have to cover *all* of their green skin *and* somehow hide their pointed snouts!

Human Ethnicities

Human characters don’t have a physical representation—mostly. Since a player’s physical traits and the character’s do not have to match, it may not be obvious to other *players* what your *character’s* continent or place of origin would be. But in-game, it *would* be obvious to other *characters*!

Characters who are from regions outside the usual “norm” for game locales (particularly Yamamotoans, but also Shengans and Southerners) should be dressed in ethnically appropriate costume in order to serve as a convenient and obvious signifier of the character’s origin. If, for whatever reason, such a character is dressed in Northern Heskentine clothing (or, for that matter, if a Northerner is in foreign dress), then the player should take appropriate steps to make sure that the *character’s* continent of origin is clear to other *players*. For instance, this might include a simple out-of-game “name tag” that informs other players of your actual in-game appearance.

Character Approval

Some Continuing Game character traits require approval by the Game World Committee before they can be played. These traits include:

- playing any race other than human, mahiri, dwarf, or half-mahiri
- playing a Yamamotoan or other Dosanese human
- playing a human with Innate Power
- having Status
- having a player-created Honor Code
- playing a noble or a character with religious rank
- having a permanently Holy Weapon

How do I get my character approved?

Before you play the trait for the first time, you must write a proposal for the character and give it to the Game World Committee. This process can take several weeks; be sure to allow enough time. For guidelines on how to propose a character, see www.quest.org/cg/characterguidelines.shtml



Other Events

CG “Unique Events”

CG Unique Events are games that are run in the Continuing Game universe, but using characters created specifically for that event. These characters are used for that event only, and do not recur at regular Continuing Game events.

CG Unique Events are used for settings where regular CG characters might not be appropriate, but the story still fits within the overall CG setting. For instance, we have had past Unique Events where the players were members of noble houses and factions at court, competing for control of the throne. These events advanced a story within the CG world, but needed characters specific to the setting!

Some rules do not apply at CG Unique Events unless the GM of that event says so, or the rule will behave differently. (These exceptions will be called out in the description of that rule.) For instance, most CG Unique Events have characters with more than the usual number of points.

“One-Shot” Events

“One-Shot” events are games set in their own game world, not the regular world of the Continuing Game. They might be set in a “high-fantasy” setting where the world is different from that of the Continuing Game, or might be set in a different era, or might be in a world with different cultures and races.

As such, there are a number of the normal rules that don’t apply at these events (unless the GMs say otherwise):

- Characters for One-Shot events don’t recur from event to event, since the world of a One-Shot is standalone.
- You can’t play a member of any of the races or groups of the Continuing Game, such as mahiri, dwarves, or Yamamotoans – so you can’t purchase their racial or group packages.
- You can’t use any of the gods in the Continuing Game’s pantheon as a patron deity, nor take any of their Cleric Magic kits. Similarly, the metaphysics of the Continuing Game don’t apply, so you can’t take the Mage Magic kits.
- There is no Resurrection Trauma when you die. (A “One-Shot” event may choose to handle death differently.)
- The Status skill and the Sycophant disadvantage are not normally available.
- The Charity disadvantage is not available.
- The Wealth skill provides a different amount of money.
- Any other skill that would normally require approval from the Continuing Game’s Game World Committee will require approval from the event’s Game Master(s) instead.

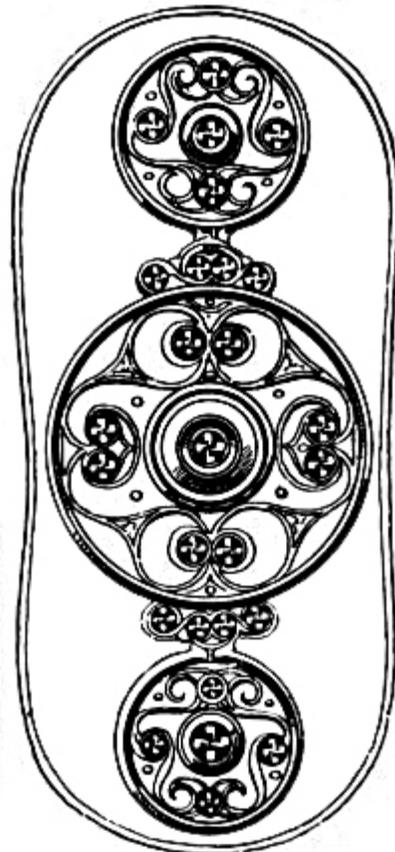
Disclaimers

The events of Quest Games are often inspired by real-world situations and places. Any parallels with real-world locations are not meant to comment on those locations. In particular, the events of Quest’s Continuing Game center around Hesket, which is heavily influenced by European myth and history. Characters who come from outside Hesket are sometimes misunderstood (or simply not understood) by Hesketines. This is by no means meant to imply any European cultural superiority. Instead, we seek both to educate people about the regionalism prevalent in medieval society, and to give characters the opportunity to gain (and not just be raised with) an understanding of other cultures.

More importantly, any player is free to choose (or not to choose) to play a character whose culture is from outside this Hesketine “center.” No player is ever required to play a certain type of character based upon that player’s race, gender, age, etc. This is true for one-shot games as well as Continuing Games. The player’s phenotype has no bearing on the character’s phenotype, and thus any player may play (or choose not to play) a character who is Hesketine or non-Hesketine. And in the characteristic for which it is most difficult to separate the player and the character—gender—the Continuing Game world has endeavored to create equity, rejecting the historical accuracy of medieval sexism.

While many countries and regions in the world of the Continuing Game and in other Quest Games are obvious or subtle parallels of Earth cultures, they are by no means intended as comments or slurs upon anyone or any culture in the real world. The societies in our fantasy world are loosely based on historical examples, but no one should ever translate our fictitious cultures, characters, etc. back into past or present reality.

Although Quest does not allow the use of symbols and discourages the use of other elements of conventional modern religions, we do acknowledge that the tone of our cultures is influenced by Earthly myth and history, and thus some terminology from real religions (such as “monk” or “church”) is unavoidable if we want to maintain our fictional flavor. It is not Quest’s intention to make any comment, negative or positive, on any modern religion, nor should the terminology and elements inadvertently drawn from real cultures or religions imply any belief about those cultures or religions on the part of Quest.



Index

- Abilities, 14–19
- Alchemy
 - Skill, 14
- Alia, 73
- Allondell, 67
- Archery, 30–31
 - Arrow Gathering, 31
- Armor, 19
 - Protection with, 29
- Aversion, 46
 - Mass, 47
- Avert Undead, 50
- Awareness
 - Ability, 14
 - Spell, 46
- Balthazar, 73
- Barkskin, 46
- Battlecast, 14
- Bilgosh, 67
- Bleeding. *See* Critical Bleeding
- Blink, 46
- Brawling
 - Ability, 14
 - Role-Playing, 30
- Brinnig, 73
- Buying off Disadvantages, 57
- Cadfaigh, 67
- Camouflage, 46
- Casting Spells
 - Curse, 33
 - Meta-magic, 34
 - Missile, 33
 - Procedure, 32
 - Restrictions, 34
 - Safe, 33
 - Test of Will, 33
 - Touch, 33
 - Up-casting, 34
- Cause of Death, 50
- Character Approval, 81
- Character Generation Reference, 12
- Chardreau, 67
- Charity, 20
- Charm, 46, 50
- Collegium, 78
- Combat
 - Addressing Problems, 28
 - Archery, 30–31
 - Brawling, 30
 - Calibration, 28
 - Color Codes, 31
 - Conduct in, 27
 - Corkscrewing, 27
 - Courtesies, 27–28
 - Courtesy Strike, 27
 - Death, 29
 - Head Shots, 28
 - Judging Blows, 28
 - Legal Target Areas, 28
 - Multiple Opponents, 27
 - Protection, 29
 - Subdual, 30
 - Wounds, 29
- Command, 46
- Command Undead, 50
- Complete Honesty, 20
- Continuing Game
 - and Rules Changes, 58
 - Character Approval, 81
 - Collegium, 78
 - Converting Experience into Money, 60
 - Currency, 60
 - Death Mythology, 78
 - Economy, 59–61
 - Experience, 57–58
 - Experience Limits, 57
 - Gender, 70
 - Geography, 64–70
 - Healing between Events, 59
 - Healing Debt, 60
 - Map, 66
 - Miracles, 58
 - Pantheon, 70–77
 - Physical Representations of Races, 81
 - Player Races, 79–81
 - Player Races, summary, 25
 - Potion Shelf Life, 61
 - Prehistory, 70
 - Purchasing Holy Weapons, 60
 - Purchasing Magical Services, 60
 - Purchasing Poison, 60
 - Purchasing Potions, 61
 - Resurrection Trauma, 59
 - Selling Potions, 61
 - Timekeeping, 70
 - Undiscovered Regions, 70
- Corkscrewing, 27
- Courage, 20
- Courtesy Strike, 27
- Courtly Honor, 20
- Cowardice, 20
- Critical Bleeding, 29
 - and Hemophilia, 20
 - and Superior Clotting, 17
- Cure Poison, 50
- Curse, 50
 - Mass, 52
- Dazed, 38
- Death
 - Mythology in the Continuing Game, 78
 - of a Character, 39
- Delona, 67
- Delusion, 50
- Detect Enchantment, 50
- Determine Enchantment, 50
- Determine Potion, 46
- Disadvantages, 19–22
 - Buying off, 57
- Disintegrate, 46
- Dispel Magic, 46, 50
- Divine Wrath, 50
- Dorial, 74
- Drop Item, 46
- Dwarves, 79

- Elune, 74
- Emotion, 50
- Exceptional Strength, 14
- Experience, 57–58
- Experience Limits, 57
- Experience Points
 - Earning, 57
 - Spending, 57
- Fatigue, 38
- Fear, 50
- Fear, Mass, 52
- Fendel. *See* Miracles
- First Aid, 14
- Fling Item, 46
- Florentine Weapons, 19
- Foolhardy, 20
- Forget, 47
- Fortify, 55
- Freeze, 27
- Furthane, 74
- Grendarr Mountains, 67
- Gullible, 20
- Half-mahiri, 80
- Hallucination, 47
 - Mass, 47
- Head Shots, 28
- Heal Limb, 50
- Heal Torso, 50
- Heal Wounds, 50
 - Mass, 52
- Healing Debt, 60
- Heat Item, 47
- Heat Metal, 47
- Hemophilia, 20
- Heroic Honor, 21
- Hold, 27
- Holy Banishment, 51
- Holy Bolt, 51
- Holy Weapon
 - Equipment, 31
 - Spell, 51
- Honesty, 20
 - Complete, 20
- Honor
 - Courtly, 20
 - Heroic, 21
- Identify, 47
- Ignite Fire, 47
- Illiteracy, 21
- Immunity to Poison, 14
- Iñarra, 67
- Initiation
 - Cleric, 15
 - Mage, 15
 - Mystic, 15
- Innate Power, 15
- Instant Death, 29
- Interrogate, 47
- Invisibility
 - Role-playing, 38
 - Spell, 47
- Iron Will, 51
- Kahla-Ran, 75
- Kiljukan, 67
- Kintaka, 75
- Kislevia, 68
- Kjolinir, 68
- Knit Limb, 51
- Knit Torso, 51
- Kyta, 75
- Lame, 21
- Landless Peoples, 68
- Law-Abiding, 21
- Law-Enforcing, 21
- Lightning Bolt, 47
- Limb Wound, 29
- Linneraigh, 68
- Locks
 - Ability, 15
 - Using, 36
- Looting, 37
- Lore, 15
- Magic
 - Ability, 15
 - Casting Procedure, 32
 - Cleric, 16
 - Customizing Mystic Paths, 24
 - Mage, 16
 - Meta-magic, 34
 - Mystic, 16, 23–25
 - Mystic Paths, 44
 - Pre-Casting, 32
 - Restrictions on Casting, 34
 - Spell Fumbles, 34
 - Spell Renewal, 34
 - Up-casting, 34
- Magic Absorption, 47
- Magic Bandage, 51
- Magic Items, 36
- Magic Wall, 51
- Magic Weapons, 31
- Mahiri, 80
 - Half-mahiri, 80
- Majenir, 76
- Mana Block, 51
- Mana Gift, 47, 51
- Mana Vortex, 52
- Marakhin, 68
- Martyrdom, 52
- Mass Aversion, 47
- Mass Curse, 52
- Mass Fear, 52
- Mass Hallucination, 47
- Mass Heal Wounds, 52
- Mass Rootfoot, 47
- Mass Safe Circle, 52
- Mass Safe Journey, 52
- Mass Safe Retreat, 52
- Mass Thunderclap, 48
- Memorize, 48
- Meta-magic, 34
 - Glossary, 54
 - List, 44
- Miracles, 58
- Missing Arm, 21
- Multiple Opponents, 27
- Mute
 - Natural Limitation, 21
 - Spell, 52
- Mystic Magic, 24
 - Customizing Paths, 24
 - Paths, 44
- Nen, 73
- Nightmare, 52
- Nullify, 55
- Overconfident, 21

Pacifism, 21
 Paralysis, 48
 Peaceful, 21
 Perinnia, 76
 Phobia, 21
 Piercing Bolt, 48
 Piercing Grasp, 52
 Point Table, 12
 Weapons, 13
 Poison
 Ability, 16
 Cure, Spell, 50
 Reacting to, 38
 Spell, 48
 Using, 16
 Poison Absorption, 48
 Poisoned Grasp, 52
 Poisoned Weapons, 31
 Potions, 36
 Administering, 36
 Alchemy List, 45
 Identifying, 36
 Making, 14
 Purchasing, 61
 Selling, 61
 Shelf Life, 61
 Types of, 36
 Poverty, 22
 Pre-Casting, 32
 Prerequisites, 14
 Protection, 29
 Barkskin, 46
 in Brawling, 30
 Stoneskin, 48
 Quicktalk
 Ability, 16
 Reacting to, 35
 Ragnorack, 68
 Rannash, 76
 Rapid Healing, 16
 Redirect, 56
 Reflect, 56
 Regenerate, 52
 Restore Health, 52
 Restore Life, 52
 Reacting to, 39
 Resurrect, 53
 Reacting to, 39
 Reveal, 53
 Revive, 53
 Rootfoot, 48
 Mass, 47
 Rosheni, 68
 Roudoigne, 68
 Safe Circle, 53
 Mass, 52
 Safe Journey, 53
 Mass, 52
 Safe Retreat, 53
 Mass, 52
 Safe Spells, 38
 Sage, 16
 Sapping, 30, 35
 Sarana, 76
 See Invisible, 48
 Seiguntou, 68
 Shatter Limb, 48
 Shenga, 68, 69
 Shields, 19
 Shrink, 48
 Skills, 14–19
 Slip, 48
 Soothe, 53
 Speak with Spirit, 53
 Spell Block, 48
 Spell Fatigue, 34
 Spell Fumble, 34
 Spell Immunity, 48
 Spell Points
 Using, 32
 Spells
 Cleric, Glossary, 50–53
 Cleric, List, 43
 Curse, 33
 Mage, Glossary, 46–49
 Mage, List, 42
 Meta-magic, 34
 Meta-magic, Glossary, 54
 Meta-magic, List, 44
 Missile, 33
 Mystic Paths, 44
 Potions, List, 45
 Pre-Casting, 32
 Safe, 33
 Safe Spells, 38
 Spell Renewal, 34
 Test of Will, 33
 Touch, 33
 Up-casting, 34
 Spirit Speed, 53
 Status
 Ability, 17
 Prominence, 17
 Reacting to, 35
 Social Distinction, 17
 Stealing, 37
 Stealth
 Ability, 17
 Reacting to, 35
 Stigma
 Disliked Group, 22
 Hated Group, 22
 Reacting to, 35
 Stoneskin, 48
 Stop Bleeding, 53
 Strengthen Will, 53
 Strong Grip, 48
 Stubbornness, 22
 Stun Bolt, 48
 Stun Grasp, 49
 Subdual, 30
 Suggestion, 49
 Superior Clotting, 17
 Sycophant, 22
 Tamplonia, 69
 Teleport, 49
 Theft, 36–37
 Throwing Weapons
 Ability, 19
 Equipment, 31
 Thunderclap, 49
 Mass, 48
 Tiranon, 77
 Torso Wounds, 29
 Tralados, 77
 Traps

Ability, 18
Damage, 18
Disarming, 18
Placing, 18
Protection from, 36
Reacting to, 36
Treasure Chests, 36
Truth, 53
Ubrialla, 77
Uncivilized Behavior, 22
Unconsciousness, 38
Undead
 Avert, 50
 Command, 50
Up-casting, 34
Valenne, 69
Weakness, 22
Wealth
 Ability, 18
Weapon Skill, 18–19

Armor, 19
Blocking Staff, 19
Florentine Weapons, 19
Point Cost Table, 13
Shields, 19
Special Weapons, 19
Stabbing Tips, 19
Throw Weapon, 19
What's In-game, 40
Will, 18
Wounding Grasp, 53
Wounds
 Limb, 29
 Torso, 29
 Unspecified, 29
Wraith Form, 49
Yamamoto, 69
Yamamotoans, 79
Zdunarova, 69
Zotra, 77

Credits

Contributors

Jackie Anderson, David Beebe, Jeremy Bernstein, Nejla Cadet, Jodie Chabot, Eileen Christiansen, Reese Corley, Alex Court, Brad Czarnec, Rich Dansky, Michael Davis-Wilson, Clay Dreslough, Dee Dreslough, Steve Dwelly, John Eure, Nick Fesenko, Zack Fraser, Sam Gailey, Wendy Gale, Amado Glick, Jeff Goldberg-Zieger, Julie Goldberg-Zieger, Beth Goldgar, Meg Harrelson, Nick Harrison, Stephen Hartley, Jen Hartshorn, Dan Hore, Heather Albano Jackson, Ed Jenks, Jessie Karpf, Nina Kelsey, Josh Kirn, Jordan Kraemer, Brett Levin, Jonathan Light, Tony Lower, Carol Lubkowski, Jamie Macia, Dan Mangold, Lauren Marino, Jennifer McGann, John McGann, Ian McLean, John McLoughlin, Joseph Melendez, Jon Metcalf, Nick Minichino, Adam Morse, David Olsen, Jen Patrick, Angela Pellegrino-Grant, David Perry, Chris Pezza, Kathy Pezza, Ethan Platt, Jennifer Platt, Matt Raftery, Ken Reeves, Alisha Richman, Kara Rodgers, Anthony Robinson, Mark Rosenberry, Chauncey Roschbach, Dan Rossi, Matt Schickling, Hans Schroder, Sam Sherry, Tim Shoemaker, Becky Slitt, Jason Smith, James Steere, Andrew Stoner, Anise Strong, Bob Sweeney, Jim Vincent, Tanya Weiman, Alan Witt, Julian Yap, Jeff Yaus, Li Yu, Stacey Zimmerman, all our Game Masters, and all the other Quest folk we've regretfully and inadvertently forgotten.

Editing and Publishing

Jeff Yaus

Errata

Errata for this book can be found online at www.quest.org/rules/errata/

This book © 1993–2014, Quest Interactive Productions
www.quest.org

Artwork is in the public domain, from karenswhimsy.com/public-domain-images/

All Rights Reserved.
Used by permission.