

THIS HANDBOOK





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HMS HANDBOOK

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HMS HANDBOOK

Presented by Seaxe & Sorcery

HMS Manifesto

This handbook presents the necessary elements in which to both create, and develop, a character within the HMS game world. Whilst we would like all of our players to enjoy themselves, whilst carving out their own personal legends, we also would like you to remember the following:

- ⌘ **A LARP game that is not fun, or enjoyable, is no longer a game, it has become real life!**
- ⌘ These rules are only printed on paper, not carved into stone tablets.
- ⌘ These rules are game mechanics only, not the game itself.
- ⌘ Just because these rules do not cover something specific, this should not stop you from trying it.
- ⌘ The presiding ref, or refs, will have full discretionary powers over their adventure and/or encounter.
- ⌘ This handbook contains the answers to most things. For answers not found here, please ask a ref.



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Introduction

What follow are the set of character guidelines and rules for your consideration when creating a character to play in the HMS LRP system. These guidelines are designed to help you create a character and to make it as whole as possible. All characters should be created with a minimum two-page background that should be submitted to your regional Plot Team, to be typed in normal, Times New Roman, size twelve.

There are a few basic facts all players should be provided with about the background of the game, so that whilst in the process of creating your character you may incorporate the following:

1. The day and month remain the same as the real world and time, but the year is 717IC (2017). IC is the standard for the Imperial Calendar. This means that King Goraxe Meridian I arrived and established his kingdom of Essex on Sunday 22nd April 700IC.
2. The Blood Empire of the Kingdom of the Mhainites has been growing for seven hundred years. The Blood Empire is colonizing the land known as Albion, or Lost Albion. The Mhainites are a human race from a land known as Mhaine.
3. The lost colonies were established five hundred years ago (200IC) when the Empire existed in the 'Days of Blood', also known as 'The Time of Anarchy'. They were last heard from in 500IC when word of a great war amidst a time of plague reached 'The Old World'. The colonists belonged to two tribes from among the kingdoms of the Empire who had fallen out with the current Emperor at the time; the less cruel and warlike of these two were the Brohn. The more aggressive Vaagen, a very warlike tribe given to excess and cruelty during wartime were the other. Both groups generally conform to our world Saxons (Brohn) and Vikings (Vaagen). When they came to Albion they made a 'War of Persecution' on the native human tribes of the Kaldron (based on the Celts) and their allies, the Wood Elves. Now, in the present day of the game setting, only thirteen tribes of the Kaldron remain throughout the seven Duchies of Albion. In the lands that are under the dominion of the Formori, the Kaldron, still persecuted, lead resistance groups and rebellion. The Brohn and the Vaagen still exist also, as do a fourth group of humans known as 'The Kuul'; the Kuul are descended from the worst of the Brohn and the Vaagen and devoted servants of the Dark and the Formori, having been tricked into releasing them from their banished realm.
4. Goraxe Meridian first came to Albion in 698IC to explore the lost realm and then returned with his friends, troops and staff on Sunday, 22nd April 700IC. He has

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signed treaties with the Kaldron, Elves and Brohn within and around his kingdom of Essex. These factions supported him after his actions on his visit two years prior to this and in the aftermath of the legend that is his father and they have accepted him as their war leader and King. The Vaagen did not turn so easy to the Mhainite way and war ensued; The Kuul, and other Dark forces, seeing an opportunity, initiated a surprise attack. The Vaagen and King Goraxe joined forces in order to take on the new threat; a battle that lasted thirteen hours and resulted in the Vaagen accepting the new King, as they stood side-by-side to defeat a common enemy. The surviving leader of the Vaagen was then made General of the kingdoms coalition forces. King Goraxe is now the High King of Britannia and rules over a Kingdom of former enemies.

5. In recent history the true gods, known collectively as The Zonei, have returned and the Troll, Dragon and Formori Lords their representatives have ascended, merged or ceased to exist. Religion is slowly trying to adapt and change to the new regime, the Magic Using Guilds and the warrior Guilds have grown strong whilst many of the others have fallen by the way side.





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CHARACTER CREATION & DEVELOPMENT

Character Creation

This section of the chapter will detail the steps you need to take in order to create a character. Each step of the process will be described in brief, as each of the referred chapters will provide more detail.

- ✂ Character Concept
- ✂ Choose a Race
- ✂ Choose your Guild(s)
- ✂ Choose your Race and Guild skills
- ✂ Choose your Spells (if magic-user)

Character Concept

The first step, and the perhaps the one some find the most daunting, is to come up with an idea of what your character is about. Are they a bold explorer, who is looking for the treasure of a lifetime, or are they a budding wizard who seeks long lost arcane lore from the forgotten places of the world.

In order to help you build a strong concept for your character, it is suggested that you read through the below twenty questions. As with most other chapters of this handbook; any questions should be directed to the Ref Team.

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What is your character's name?
What personality does your character possess?
What is your character's history?
What is your character's physical description?
What general appearance does your character intend to have?
Where was your character born?
How old is your character?
Does your character have a family?
Has your character begun a family?
How and where was your character educated?
What jobs has your character done in the past?
What outlooks and beliefs does your character possess?
What is your character's moral code? (If any)
What special qualities does your character possess?
What goals does your character hold?
What is it your character simply cannot do?
What or who does your character love?
What or who does your character hate?
List some friends, allies and enemies...
Why has your character joined the faction?

Choose a Race

There are a varied number of races in the world, however they all live and work alongside each other to different degrees, be they Humans, Dwarves, Elves or any of the other fantastic races that are spread across the known, and unknown, regions.

The race you choose will affect a number of different aspects of your character, such as how they dress and how they generally view the members of other races. The ***Player Character Races*** chapter details the already established common races that are available to play, as well as their outlook and attitude towards others.

Choose your Guild(s)

The nation of Albion runs, and supports, a great number of organisations; known collectively as the Guilds. It is through the Guilds that a character learns new skills of their trade. Although the ***Guilds*** chapter of this handbook will cover the available Guilds in far more detail.

Your character is entitled to begin their career as a member of two guilds as well as a single Secret Guild, if you so wish. When you are choosing your guilds, you must also designate one Guild you have chosen, not a Secret Guild, as your *Primary Guild*. Although not necessary now, this choice becomes important during your character's advancement. You can choose not to be part of any guild, instead you can pick skills by using the out of guild skill rules.

Choose Skills

All of the races, and Guilds, offer a selection of skills, and other abilities, for you to choose from, and deciding exactly what to take for your character can become a little overwhelming. The ***Skills*** chapter of this handbook will provide you with a detailed description of how the skills function and interact with one another.

As an example; a Wizard character would be unlikely to consider physical skills, such as *Strength*, as they would not be expected to be found in the thick of the fighting. Skills that prevent their spellcasting from being interrupted, such as *Dodge* and *Iron Will* however, would prove more fitting.

Choose Spells

If you have decided to become a member of a magic-using Guild, then you can also choose a number of spells that you can cast. Each of the magic-using Guilds have their own spell list, divided into levels, which are provided in the ***Spell List*** chapter of this handbook.

The ***Guilds*** chapter of this handbook will show you how many spells of the Apprentice level (designated as **AP** in the spell lists) you may choose during character creation as well as from which spell list, or lists in some cases, you may select from.

Character Development

As your character progresses in their career, they will advance in standing within their guild, or guilds, and through doing so will be afforded with the chance to learn new skills and abilities. This section of the chapter will guide you through how to advance in your race and your guilds throughout your character's adventuring life.

As you may have seen in the *Guilds* chapter, each guild is divided up into a number of levels and at each level, your character has a number of rights and privileges. Although the individual guilds may use their own terms, each level is generically referred to by the following titles:

Level	Title
1	Apprentice
2	Journeyman
3	Master
4	Grand Master

It should also be noted that character races are also divided up in the same way.

Character "Hours"

As with any other roleplaying game, your character will gain experience from their adventures and learn throughout their career. This learning is translated into the concept of "Hours".

As you attend events, your character will begin to accrue a certain number of "Hours" that they can spend, you also have the possibility of gaining bonus "Hours" for other activities however, these will be distributed on an ad-hoc basis.

Activity	Hours Accrued
Attend a Weekend Event	50
Attend a Day Linear/Social	10
Monsterring	10
Organising event	+ Half
Assist with Set-up*	+25
Assist with Take-down*	+25

Note: These bonus hours marked * are only applicable to weekend events.

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Before you can start spending your accrued “Hours”, there are three components that your character is required to fulfil before they are permitted to attain the next level in either their race or any of their guilds. These three requirements are:

- ✂ Correct amount of “Hours”.
- ✂ Be of the ranking *below* the new rank you are obtaining.
- ✂ Successfully completed a race or guild special.

Level	Hours
Apprentice level	50 hours
Journeyman level	100 hours
Master Level	150 hours
Grand master level	200 hours

The guild ranks table above shows you the corresponding amount of hours required in order to attain that level. Once the correct amount of “Hours” has been spent on increasing your race or guild level, they are deducted from your current total; requiring you to accrue more before you can advance further.

Guild Special

Besides the required number of “Hours”, your character must successfully complete a Guild Special that is tailored to the further advancement of your race or guild you are looking to increase. During this Guild Special, your race leader or head of guild must arrange for you to be trained in the skill or ability you wish to learn.

Before you participate, you must collect a training certificate from the Adventurers Traders and Merchants desk, or from Game Organisation Desk if ATM is currently not available, for you to complete. This certificate must then be signed by your racial leader or head of guild after the conclusion of the adventure to confirm that you have successfully met the requirements needed to advance further. The completed and signed certificate is then brought back to ATM, or the Ref team if ATM is not available.

Further Development

Once you have gained four skills in your race or guild, becoming Grand Master, it is possible for your character to continue learning additional abilities and growing further in knowledge. There are individuals in the world who possess unique abilities and powers that they may be willing to teach. Also each guild, and a majority of the character races, also provides additional skills that can still be learnt through additional training. Alternatively, you may wish to learn a skill from a race or a guild that you are not part of. This, however, can be very time consuming and requires more training than a simple adventure can provide.

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If you are learning an additional skill from your race or guild then, as with gaining levels, you must participate in a specialised adventure and submit a completed training certificate.

Learning unique skills, however, is a very different prospect. You must, first of all, locate an individual who already possess the knowledge that you require.

After that, the individual may require you to undergo some form of test, or other prerequisite, before they will consider teaching even the basics of the ability.

Additional skills, and out of guild spells, are purchased on an individual level basis. i.e. You must purchase Stealth at level 1 before you can purchase Stealth at level 2.

Regardless of whether you are learning additional skills, or acquiring a unique ability through very specialised training, these additional skills and abilities will require a certain amount of hours to obtain, as shown below:

	“Hours” Required	Real-Time Hours
Additional Race/Guild Skill	150	Race/Guild Adventure
Out of Race/Guild Skill	200	4 Hours training with trainer
Unique Skill	Varies on Skill	Varies on Skill
Additional Magic Point	50	N/A
Additional Spell (In Guild)	50	1 Hour per spell level with trainer
Additional Spell (Out of Guild)	200 (per level)	4 Hours per spell level with trainer





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PLAYER CHARACTER RACES

Throughout the following chapter are descriptions, including costume requirements for the standard lists of the character races. It should be noted that the game system is generally open to new ideas and races and should any person joining the game wish to create a new race or concept, they should contact either the regional or national Plot Team. All enquiries should be done through your regional representative, but you can also contact directly the group chairman, Gary Bates via our e-mail: seaxeandsorcery@hotmail.co.uk, outlying why you want to play such concept and how they will fit into the game system.

Quick list of Player Character Races:

Race:	Name:	Notes:
Human	Esi/ Mal-Rashee	A combination of the other humans
Human	Brohn	Very Saxon Like in appearance
Human	Kaldron	Celts
Human	Kuul	The worst of the Brohn/Vaagen hybrids
Human	Mhainites	Romans mixed with Normans
Human	Vaagen	Vikings
First Race	Half Fey	Both Doogen and Liveen Sidhe
First Race	High Elves	Allies to the Mhainites
First Race	Wood Elves	Allies to the Kaldron
First Race	Half Elves	
First Race	Shee	Many different sub breeds
First Race	Cannis	
Troll Born	Goblins	
Troll Born	Hobgoblins	
Troll Born	Kobolds	
Troll Born	Ogres	
Troll Born	Trolls	Many different sub breeds
Elemental	Dwarves	

The Esi People

Physical Description:

The Esi have no one dominant physical trait, they are in fact a mixed race. There are three kinds of Esi, those of a pure race of man who has chosen to renounce their former heritage and declare for the Esi, they look a lot like the race they have come from but often alter dress and hair styles to suit the new race. Next you have second generation Esi who are born of a mixed marriage between two pure bloods they will show a mixture of racial traits but will dress and behave like an Esi. The last and oldest kind of Esi, are those who are three generations or more Esi. They really do blend traits and they consider themselves far removed from the races which founded them. All Esi however do share some physical traits, they do like to keep their faces clean shaven and their hair either short or in a ponytail if long for both a male or female. Eye colour and hair colour is varied.

Clothing and Dress:

They tend to wear wools and furs in the winter, leather garments are common both with males and females when adventuring. In the summer tunics, sandals and bare feet are common. Boots are mostly worn by Martial Guilds, practical shoes by Working Guilds and Shoes and Sandals by Guilds of the Mind. All Esi wear a freeman's or Women's dagger which they are awarded after their rite of passage which takes place anytime between their 13th and 16th years of age.

Locations found in Albion:

The Esi are mostly found in Essex, Southern Anglea, Southern Mercia, Northern Sussex and Kant. Some small pockets still survive in isolated areas such as Northumbria and northern Mercia but they are rare and reclusive.

Personality and Character:

The Esi have a very strange laid-back attitude to life, they follow as a whole a live and let live policy, however they are staunch supporters of the Light and they will not tolerate evil in any form, although they are more than prepared to aid an evil person become good. They like to think first and if possible act later. However, they have learned to think very quickly.

The Esi see the Mhainites idea of Meritocracy as a good one and as such all of their lords are elected from within their own ranks. They do think that Mhainites tend to be a little uptight sometimes and that they take things too seriously however they respect their

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politeness. The Esi know how to rule and they rule fairly, a lesson they have learnt from the Mhainites.

The Brohn are viewed rather romantically by the Esi but they are also seen as a little bit to archaic and out of date. The Esi love many of the ideas of the New Republic and cherish the image of the old guard Royalists. All in all they have learnt the importance of service from the Brohn and this is one of their core ethics. Brohn of either faction are always welcome amongst the Esi.

The Kuul are pitied by many Esi and when one does defect they are welcomed with cautious arms. However, once they have proven themselves they are accepted without any further thought about their former race.

The Kaldron are the founding stone of Albion and unfortunately their time is passing. The Esi want to learn as much as possible from them before they are all gone so that they might take over the guardianship of Albion. This they will do for teaching and learning is what makes a person strong and a society stable.

Non-Humans all are welcome in the Esi and mixed blood is not a problem to them; they judge all others on an individual basis.

Racial Skills:

All Esi can pick their four skills from the list below; this reflects their mixed heritage and growing link to the magical land of Albion. All who change over to the Esi can take their next skill from the list below.

Racial Skills:
Berserk
Endurance
Weapon Specialisation (Choose from Axe, Bow, Sling, Spear or Sword)
Iron Will
Stealth
Tracking
Orientation
Strength
Luck
Agility
Insight

The Mhainite People

Physical Description:

These humans tend to have short brown hair and either blue or brown eyes. They are a race keen on fitness and almost all Mhainites serve at least some time in the Guard or Army. This means they build up their ability to endure hostile situations. Some 50% of the Mhainites in Albion now consider themselves to be Esi, however whilst they have registered as Esi they still consider themselves as Mhainites first. Some families deliberately slit themselves down the middle in order to make the most from the situation. Of all the races there is least trouble between those who converted and those who did not.

Clothing and Dress:

When at war or in combat situations Mhainite humans tend to wear clothes cut from black and dark coloured cloth. They usually wear black leather armour with either padded jacks or chain mail. They are fond of leathers and the colours Red, Blue and Purple often trim their clothes. Both males and females will wear trousers and tunics, however Mhainite women also like dresses and sandals in the summer and robes and knee high boots in the winter. Whilst ladies' robes will often go all the way to the floor it is common for men to wear their robes to knee length.

Locations found in Albion:

Found mostly in Essex although they have spread out into the Baronies of Cambridge, Heartsford, Norfolk, Suffolk, Londinium and the Duchies of Kant and Sussex.

If your character was born after 711IC then they can choose to come from Albion, or Mhaine. If they were born before this then they came from Mhaine with Goraxe Meridian.

Personality and Character:

Mhainites are often seen by others as being snobbish, arrogant and far too civilized. They like order and organisation. They like to keep records and plan an endeavour as much as possible before beginning. They will then evaluate its success at the end of the project. Mhainites like discipline and the rule of Law. They are very hierarchical and always expect those under them to do as they are told. Mhainites also like art and music as well as hunting and getting involved in a good fight.

The Mhainites see the other human races as follows:

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The **Kaldron** have much to teach and so the Mhainites are willing to learn, almost all Mhainites respect the words of a Kaldron and those who can afford to keep one will employ a Kaldron as an adviser. The only problem the Mhainites have with the Kaldron is their preoccupation with nature and outdoors. It is also felt these people dwell too much in the past, a past which Mhainites feel will never return.

The **Brohn** are seen as the best of the two barbarian races with which they have to deal. Almost civilized the Mhainites view them as a work in progress. The Brohn are respected as mighty warriors and trusted as close allies who share the Mhainite view in one king to rule one kingdom. It is a firm belief among Mhainites that in one way or another Brohn make good servants and allies. In recognition of this many Mhainite Lords will promote Brohn into their households as Guard Captains, Castellans and Masters of the household. It has even become a trend among Mhainites to expand their holdings by marrying their children into the Brohn noble and merchant families.

The **Vaagen** are viewed with much suspicion by the Mhainites. Unlike the Kaldron and Brohn who were allies from the start the Vaagen did not accept the Mhainites and so there was war. Instead of signing a treaty many Mhainites wanted to destroy them. However for all their faults these people do make good warriors and so the Mhainites are prepared to let them do most of the fighting whilst they run the kingdom. In recent times alliances have been made with the Vaagen tribes this has served to improve Vaagen-Mhainite relations but only just.

The **Kuul** these are hated by all. Mhainites see these foul abominations as an evil mistake which must be put right

The **Esi**, now here is an opportunity to serve lord Mhaine, serve ourselves and make good on the High Kings promise of Tax breaks for Esi. Of course only the Esi who were formally Mhainites can be trusted or considered true allies so for now we will mix with the others, trade with the others but not necessarily trust the others.

Racial Skills:

Racial Skills:
Endurance
Weapon Specialization (Sword)
Quest of Adulthood Skill
Skill of a Family Member

The Kaldron People

Physical Description:

The Kaldron are divided into two camps on their fashions for wearing cloth and manner of grooming. This has come about in the aftermath of the 'Wars of Persecution' and the arrival of the other human races in Albion, notably the Vaagen and the Mhainites.

Kaldron tend to have green or brown eyes and brown or blonde hair, they generally possess a good level of fitness and enjoy rugged activities.

Traditionalists tend to wear their hair long and grow beards, especially among the Nobility of the Kaldron; whilst the younger Radicals keep their faces shaven and their hair short. There is a third faction on the rise that seems to be a combination of both camps of thought, these are called the Iconoclasts.

Clothing & Dress:

The Kaldron favour woollen clothing, tunics and leggings of earthly colours such as Green, Brown and Yellow. Cloaks are known as a 'Brat', pronounced as 'Brawt'. Kaldron favour the wearing of shoes among the many forms of footwear.

In warfare, Kaldron generally favour Leather Armour, though nobles have taken to chain mail and occasionally plate. While more traditional warriors will go into battle naked to show their lack of fear concerning their enemies, these traditionalists tend to be of the class of the Spirit-Warrior; all Kaldron prefer to wear Woad in battle to make their features all the more gruesome in combat.

Locations found in Albion:

From the time the Troll Lords brought the Kaldron to Albion they have lived across the whole land, but due to the 'Wars of Persecution' by both the Vaagen and Brohn, the Kaldron are in decline and live in small established settlements, usually in alliance with Wood Elves, but can still be found in all of Albion.

Personality & Character:

Kaldron love to talk, laugh, sing and scream. They are however a little wary of outsiders barring their most trusted allies, the Wood Elves and the Mhainites. Most of their traditions have been lost or forgotten through their persecution but some hold on to the old ways and struggle to maintain a connection to the land and display reverence to the

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Elements. They are passionate and live in hierarchical houses and tribes that trace their lineage through the female of their lines.

The Kaldron view the other human races as follows:

The **Mhainites** are newcomers who have restored some order to Albion and eased the persecution of the Vaagen and the Brohn, showing a favourable attitude to the advice and word of the Kaldron above the other races of man, however they do possess a lack of understanding and care for the land, preferring instead the cold logic of 'Science' and 'Law'; the Prophecy states they will rule, as the Troll Lords state, so the Kaldron will obey.

The **Vaagen** are animals and scum who have yet to be brought to book for the murder of many tribes and theft of artefacts that belong to the Kaldron. A good Vaagen is one who feeds the worms with his flesh and steals the clean air of the land no more; the Prophecy states they will die for us all and the sooner the better...

The **Brohn**, while yet to atone for the persecution they too inflicted upon the Kaldron they seem to be in possession of a will to atone for their past mistakes; they are watched with suspicion, but the Prophecy states they shall serve and as long as they do as stated, they will live. In some quarters the Brohn have almost been totally forgiven and there are now many Brohn and Kaldron couplings.

The **Kuul** are in league with the Formorians and for that they deserve to die so that their footsteps no longer stain the earth of Albion. They have no mention in the Prophecy and as such should be eradicated completely.

The **Non-Human** races are each treated differently. The Wood Elves live, work and play alongside the Kaldron and in some areas consider themselves the same peoples. In fact in some parts of Mercia the number of Half Elves far outweigh the numbers of Kaldron and Wood Elves. The Fey are seen in a similar way and many Doogen Sidhe are of Kaldron Parents. The Shee are another race much respected by the Kaldron, this race like no other is closest to nature and their bestial or spirit selves. In the old days Kaldron, Spirit Warriors and Shaman of the Cat Spirit "Um-Tac-Catshee" would travel with and live among the Shee in order to better understand their master. The Kaldron do not have good will towards all non-human races, one race which receives a cold shoulder from most Kaldron are the Dwarves, for they sided with the Vaagen and the Brohn and supplied them with weapons, healing and magic. The Kaldron are not yet ready to forgive. For almost every other non-human race the Kaldron judge them individually.

Racial Skills

Racial Skills:
Stealth
Tracking
Weapon Specialization (Choose from either Bow, Sling, Sword or Spear)
Dodge



The Brohn People

Physical Description:

These tall and robust people often grow their hair long and are either bearded if married or a commoner or completely clean shaven if unmarried or a noble. Most Brohn commoners have brown to blond hair and brown or green eyes. Nobles tend to be blond with blue eyes. In recent years the Brohn have suffered greatly due to the inability of their nobles and kings to serve them. Many, nearly 75% of all remaining Brohn have declared themselves Esi.

Clothing and Dress:

They tend to wear wools and furs in peacetime, leather garments are common both with males and females when hunting and in times of war. The Brohn will wear boots or leather shoes in winter or when at war, however in the summer the Brohn commons and some nobles tend to go bare foot. Members of the commons will always have a weapon handy and all carry a Brohn Knife (A Dirk) even the women. Nobles tend to wear a Sword although some noble women will go about unarmed.

Locations found in Albion:

Found mostly in the northwest and southwest. The Mighty Kingdom of Mercia and the Western Kingdom of Wessex are made up predominantly of Brohn. Both Sussex and Essex once had large populations of Brohn. Many of the Brohn living in Sussex have fled to Wessex and Essex increasing their races number in both countries. The Duchy of Cambridge also has a growing Brohn population. What is odd about this group is that they have not really had much to do with the other Brohn since before the coming of the Formorians.

Personality and Character:

Unlike the Vaagen who are a warrior people born and bred, the Brohn are Warriors when they need to be, farmers and hunters the rest of the time. They make war clad in chain mail with steel helms and mighty steel axes, spears and swords, however they only do this when they have no other choice. Renowned for their battle cunning, battle strategies and devout and hardworking priests of the light, these people know when it is time to talk and play as well as fight. The Brohn have four Castes, which also set them apart from the Vaagen: The first are the Nobles. The Nobles unlike the nobles of other peoples do not just sit around reaping the rewards of their lessers, instead they are traditionally the hunters of the Brohn people, it is the nobles who will provide arms and armour in times of war and who train their people in the arts of seamanship and war craft.

The second is the commoners they are the farmers and craftsman of the Brohn people; they tend the land and build the forts and homes of the Brohn. The nobles and Commoners live side by side and take their duties to each other very seriously.

The next two castes are rather odd and can be drawn from both the commoner and the noble caste they are the Priests and the Bards.

The priests hold almost as much power within Brohn society as the Tribal Lords and the Knights. The Brohn are a very devout people who believe the light plays a part in each and everybody's life. They feel that the light always seeks to guide the Brohn to a better life and way of living. Unlike the Mhainite church the Brohn have a more hands on, get among the people approach to religion, their ceremonies usually involve lots of singing and dancing as well as a goodly amount of drink. Brohn priests will always seek the road of peace but when all talk has failed then they will don armour and pick up their weapons with an eagerness you would not believe of these peacemakers and diplomats. Brohn priests will always act as a settlement spokesman with outsiders.

The last caste are the Bards, the Bards within Brohn society are the Scribes, Lawyers, Historians and Heralds all rolled into one, they also spread the news and apprentice bards will act as messengers between Brohn settlements and on the Battle field between commanders.) The Bards back up the Local Lord or Knight and all Master members of the clergy will have at least a Journeyman Bard with them.

The Brohn of Albion knew the **Mhainites** would come for their High Priests foretold of it shortly after the Last Esi King Fell (The Name the King and Queen of the Joint Brohn/Vaagen nation gave their united people) they were waiting for them and when they arrived they were overjoyed to join with the people the light had sent to save them. Many Brohn have a near fanatical reverence for the Queen of the Mhainites who they see as the chosen of the light, in their eyes she would have to commit some great wrong before they turned on her. The Brohn take the notion of being "those who serve" very seriously. They do not see this to mean they are the slaves of the Mhainites but rather it is their job through good example to show the Mhainites the meaning of serving one and other so that all within the common society benefits and not just a few. They realise that they may have a long wait but they expect to get results in the end, for has not the light told them this already?

The Brohn view the other human races as follows:

The **Vaagen** could have been the equal of the Brohn but they are just a little too wild and ready to draw blood. First they continue to persecute the Kaldron, and then when we all need to be working together they keep on warring amongst themselves and everyone else around them. The Brohn have no problem accepting the Vaagen and in fact enjoy the company of the proud people. However, they need to be taught that it is words and tactics which win wars and hold the peace not the edge of a blade and the whole scale slaughter of your enemies. Good fighters but not too bright.

The **Kuul** black hearted dogs that need to be taught the error of their ways, if only their ability to fight and serve evil could be harnessed to fight for and serve the light, what allies they would make. The Brohn are heading in droves for Wickford in order to aid the Kuul there to become paragons of virtue. What a worthy cause for the Brohn who it will be a pleasure for to re-educate these mighty but misguided people.

The **Kaldron** are a race to be pitied and helped, first they are given the sacred task of protecting the holy land of Albion and fail and then they turn on each other and slowly succumb to the dark. These people need help back to the righteous path and the Brohn are ready to help. These people are respected for their knowledge of the holy land and they have so much to teach but their time as guardians of Albion is over the sooner they realise it the better.

Non-Human races are usually seen in relationship to their connection to the light. They revere the Elves and respect the fey the most of all because they feel they are strong in the ways of the light and for their natural command of magic. They are unsure about goblin kind and see them as the lost children of the light. They pity the lower ogres and trolls but hold the Higher Giant races in true awe.

Racial Skills:

Brohn do not select Racial Skills in the same way as other races. Instead when creating a Brohn character you must decide whether they are noble or commoner then make your skill selection for the appropriate list below. If a Bard or Priest they may pick from either list and are not restricted by taking from the same list twice

Brohn Noble Skill List

Racial Skills:
Endurance
Weapon Specialization (Choose from Sword, Axe or Spear)
Orientation
Tracking

Brohn Commoner Skill List

Racial Skills:
Endurance
Strength
Orientation
Luck

The Vaagen People

Physical Description:

These tall and robust people often grow their hair long and either go bearded if married or completely clean shaven if unmarried. Most Vaagen have Brown or dark hair and dark eyes.

Clothing and Dress:

They tend to wear wools and furs, leather garments are common both with males and females. Boots or leather shoes are mostly worn by all Vaagen. They always wear weapons of one kind or another. Even the women folk will carry a dagger.

Locations found in Albion:

Found mostly in the northeast and southeast. The North Kingdom of Northumberland and the Eastern Kingdom of Anglia are made up predominantly of Vaagen. Both Sussex and Kant once had large populations of Vaagen however those not taken in by Entropy have fled to Essex and many of those in Kant have over time been bred with Kuul thusly weakening the bloodline.

Personality and Character:

The Vaagen are a warrior people born and bred, they make war clad in chain mail with steel helms and mighty iron axes. Renowned for their berserkers and battle priests of the light, these people play and fight hard. They have little time for words although they love a good singsong especially if Dwarven beer is being served. The Vaagen are a race of individuals their first loyalty is to their clan and chief they rarely unite under one king when they do it is temporary and for the sole purpose of war, war and more war. The Vaagen will fight against just about anything, and if there are no outsiders to fight then they turn on each other. Vaagen never forget an insult and their honour usually demands a personal challenge or some other form of revenge.

The Essex Vaagen see the Mhainites as something to fight but for the moment there are bigger fish to fry. Other Vaagen see the Mhainites as a possible source of employment and those who have been offered a chance to live here see them as generous as well. These Vaagen are proud to work with them. All Vaagen recognise that the Mhainites use words like other people use weapons and this is not good, but they have shown themselves to be capable warriors.

The Vaagen view the other human races as follows:

The **Brohn** could have been the equal of the Vaagen but they have gone soft. First they protected the Kaldron, and then they fell for the Formorian lies and now if they had only backed the Vaagen the Mhainites would not be in charge. Good fighters but not too bright.

The **Kuul** black hearted dogs that need to be destroyed, but oh how they do fight well, a worthy opponent who it will be a pleasure to crush.

The **Kaldron** are weak sheep there to be used and broken. The Druids are the worst they fill the Kaldron with rebellious thoughts and a misplaced idea that they are the chosen of the land, the only thing worse than a Kaldron Druid is a Kaldron Bard, they spread lies and deceit

Non-Human races are usually seen as weak in some way. The only two exceptions to this are Ogres and Dwarves. They dislike Elves most of all because they feel they are weak and overly reliant on magic. They hate goblins and the Fey, although they have a grudging respect for Hobgoblins.

Racial Skills:

All Vaagen can select a racial skill from the following. They may only ever pick four although five are given this reflects the fact that not all Vaagen are berserkers.

Racial Skill
Berserk
Endurance
Weapon Specialization (Axe)
Iron Will
Skill of a Family Member



The Kuul People

Physical Description:

Kuul are pale skinned, with black hair and deep brown or black eyes (most have black bags beneath their eyes!) and often their purple veins are highlighted on their pale features. All wear the symbol of their clan upon their forehead either in red paint if a commoner or as a tattoo if they are noble born.

Kuul Nobles are larger and more powerfully built than Kuul commoners.

Clothing and Dress:

They tend to wear wools and furs, leather garments are common both with males and females. Boots or leather shoes are mostly worn by all Kuul. Where possible clothing is Black, Grey or Brown and adorned with Skulls and studs. They always wear weapons of one kind or another. Even the women folk will carry a jagged dagger.

Kuul Nobles will almost always wear cloaks and possibly mantels as well.

Locations found in Albion:

The Kuul live in great numbers in all the lands dominated by the Formori. Some also live free in the Kingdom of Essex although they are still distrusted and hated by their neighbours.

Personality and Character:

The Kuul are a foul creation of the Formori and can be found all across Albion, but if there is a place where they are the most easily encountered, it is Kant. The Kuul are the worst of the Brohn and the Vaagen, bred to fight and to kill; all who show mercy or compassion are slain, whilst those who cause harm and commit murder, even to friends, are rewarded.

It is said that the first Kuul were bred with Hobgoblins in a design to make them meaner still, but also more obedient to their dark masters. These foul humans worship the arts of war, weapon making and torture. They take slaves and use them for breeding or to torture, with either their latest weapons or for pleasure.

The most evil and intelligent of the Kuul often become Templar's of the Dark, Necromancers or apprentices to the Poisoned Dwarves

The Kuul view the other human races as follows:

The Kuul view **Mhainites** as an inconvenience and a source for breeding stock; it is a status symbol among Kuul society to own one and the Kuul are also confident that the Mhainites will soon be either dead or enslaved.

The **Kaldron** are worthless dogs to be tortured and slain and no quarter is ever given with these maggots, so much so that the Kuul will only truly be satisfied when the last of the Kaldron are dead!

The Kuul view the **Brohn** and the **Vaagen** differently however, for they must be brought to heel, the weak among them tortured and then slain and the rest interbred among the Kuul so that their numbers increase causing the parent races to become extinct - only then shall the Kuul rule.

Note: Kuul Nobles are never permitted to breed with Kuul Commoners!

Racial Skills:

Kuul do not select Racial Skills in the same way as other races. Instead when creating a Kuul character, like the Brohn you must decide whether they are noble or commoner then make your skill selection for the appropriate list below.

Kuul Noble Skill List:

All Noble Kuul also get to pick a single special power from the Formorian abilities lists (Please see ref). They also begin their adventuring career with strength, endurance

Racial Skills:
Tribal Skill
Any one skill from the <i>Hobgoblin</i> racial skills list
Any one skill from the <i>Brohn Noble</i> racial skills list
Any one skill from the <i>Vaagen</i> racial skills list

Kuul commoner Skill List:

Racial Skills:
Strength
Endurance
Any one skill from the <i>Brohn Noble</i> racial skills list
Any one skill from the <i>Vaagen</i> racial skills list

The Half-Fey (Doogen and Liveen Sidhe)

Physical Description:

The Fey are a mysterious and unconventional race of creatures that come in all kinds of shapes and forms. Half-Fey characters have such a varied appearance that is impossible to give them a list of physical characteristics here.

Clothing and Dress:

Many Fey dress along the lines of their mortal parents, however they will adorn such clothing with individual tokens and bright colours. As far as in character tools and props are concerned, these will vary a great deal.

Locations found in Albion:

The Fey live in great numbers in all the wild lands which are yet to be dominated by the Formori. Some also live free in the many towns, cities and free Kingdoms such as the Kingdom of Essex, although they are still distrusted and have a habit of playing tricks on people. Half Fey will always exist where the other two meet.

Personality and Character:

Because their personalities can vary greatly, although Doogen Sidhe are always good and Liveen Sidhe are always evil, a player wishing to play a Half Fey needs to speak to a ref first. Those half-fey descended from the Seelie Court are known as Doogen Sidhe, whilst those from the Unseelie Court are known as Liveen Sidhe.

Racial Skills:

A half-fey character gets to choose two racial skills from their mortal parent and two fey racial skills. These are not listed here and MUST be discussed with you and a ref during character creation.

The High Elves

Physical Description:

High Elves have pointed ears and blonde or white hair, with a blue tint to their skin, most also have either blue or in some cases green eyes; they are short and of slighter build than most kinds of human giving them a young appearance.

Clothing and Dress:

The High Elves favour clothing of white, various shades of blue or silver which is often adorned with a majestic collection of jewellery. Their magic users also have a love of metallic colours for their robes.

Locations found in Albion:

The High Elves are found mainly across the Empire of the Mhainites in which they have played an important part, for it is a recognised fact that just as their Wood Elf kin have allied to the Kaldron, so the High Elves have allied the Mhainites. High Elves are the name given to the mighty city elves of the fey lands. These creatures are more fey than mortal, but more than ten thousand years ago, before the coming of the Formori, a council of the High Elves rebelled against the fey court and in an act of great magic, the thirteen crystal cities of the High Elves were transported from the fey lands and into the forests and jungles of the mortal realm. Of the thirteen, five appeared in the lands which would eventually become known as the Mhainite Empire; another five were scattered across the face of the earth and have become so entwined with their local environment that they are now no longer considered 'High Elves'; another two appeared in Nordland and while one of these became more pure, more fey and high in its thinking and power, the second city turned bitter and decadent and is the cause of the rise in the term known as 'Dark Elves'. The last city was lost and there has been no contact with it since this great magic was cast.

The High Elves who come from the Empire mainly come from the cities of 'Moth-Feyhandra', 'Moth-Orandel' and 'Moth-Treedraan'.

Personality and Character:

The High Elves are often of noble birth and confident in their abilities, some would say to the point of arrogance and this explains perhaps why they have become natural allies to the Mhainites, whom they support and aid without question; these elves often become Mages, Knights or Templar's in the Church of Light.

Racial Skills:

Racial Skills:
Weapon Specialization (Sword or Bow)
Stealth (Rural)
Detect Traps, Hidden Doors and Concealed Objects
Insight
Agility
Iron Will
Immunity to disease



The Wood Elves

Physical Description:

Wood Elves have pointed ears and brown or black hair, with a green tint to their skin, most also have either brown or in some cases green eyes; they are short and of slighter build than most kinds of human giving them a young appearance.

Clothing and Dress:

The Wood Elves favour clothing of brown, various shades of green or copper which is often adorned with a majestic collection of jewellery (also made from copper). Their magic users also have a love of metallic greens and browns for their robes.

Locations found in Albion:

Wood Elves resulted during the Fey exodus 1000 years ago after the defeat of the Formorians several tribes of Elves refused to abandon the mortal realm and the great forests of Albion. They decided it would be better to stay and aid the Kaldron to build their homes and become one with the natural world. They can still be found in the wild woods of Albion and in areas dominated by the Kaldron.

Personality and Character:

Wood elves are a race filled with the joys of being alive. They are a happy fun loving race who, whilst capable of hard work prefer to play and enjoy nature. They are often seen by others as being flighty and easily distracted, however when it comes to work or war they can become very focused and even give a dwarf a run for his money.

Racial Skills:

Racial Skills:
Weapon Specialisation (Sword or Bow)
Stealth (Rural)
Detect Traps, Hidden Doors and Concealed Objects
Agility
Dodge
Immunity to poison
Immunity to disease

Goblins

Physical Description:

The goblins come in many shapes and sizes. The type discussed here are common goblins. All come in one shade of green or another and have pointed ears and long noses. These creatures are lesser Troll Kin mixed with fey blood. Goblins are short creatures with black wiry hair and green skin; their eyes are usually black and sunken with long hooked noses proudly protruding from the centre of their faces.

Clothing and Dress:

Goblins usually wear animal furs, skins and clothing stolen or traded from others. Although they can make their own clothes they prefer not to. They favour dark or natural colours. Goblins also like chain mail and spiky armour.

Locations found in Albion:

Goblins were once common all over Albion, however they are now usually only found in barren places or in the deep wilds, many now live in the Welsh mountains and Cornwall. Although Goblins can live in all kinds of locations most are at home in dark, dank places and they will eat almost anything-even things other races find quite disgusting.

Personality and Character:

Once a powerful race the goblins lost much during the first war with the Formorians. Goblins still hate Formorians over all other things to this very day. Goblins are masters of low cunning and trickery; they are often underestimated by other races and believed to be cowards. However they see themselves as simply being pragmatists stating that a goblin that stays and dies has wasted his life and put the race as a whole in danger; however the goblin that escapes and hides is alive and capable of continuing his role in society.

Racial Skills:

Racial Skills:
Tracking
Poison Lore
Stealth (Rural)
Detect Traps, Hidden Doors and Concealed Objects
Sniff
Agility
Immunity to poison
Immunity to disease



Hobgoblins

Physical Description:

The hobgoblins are tall and powerful individuals. All come in one shade of orange or another and have pointed ears and have black wiry hair which they like to grow long; their eyes are usually black and sunken with long hooked noses proudly protruding from the centre of their faces.

These creatures are lesser Troll Kin mixed with fey blood; they were bred to be the Light's foot soldiers in the war with the Formorians.

Clothing and Dress:

Hobgoblins usually wear animal furs, skins and clothing stolen or traded from others. Although they can make their own clothes they prefer not to, when they do they are almost as hard as leather armour. They favour dark or natural colours. Hobgoblins also like chain mail and plate armour.

Locations found in Albion:

Hobgoblins were once common all over Albion, however they are now usually only found in the wild wooded places or in the deep hills, many now live in the Welsh mountains and Cornwall. Although Hobgoblins can live in all kinds of locations most are at home in cave systems, stone castles and wooden forts.

Personality and Character:

Once a powerful race the hobgoblins lost much during the first war with the Formorians. Hobgoblins still hate Formorians over all other things to this very day. Hobgoblins are masters of warfare and the hunt; they are often underestimated by other races and believed to be cowards like their smaller cousins. Many are skilled warriors, artisans and engineers; however, everything about Hobgoblins is geared to war. They do not take kindly to insults and will avenge all wrongs in the most bloody but tactically advantageous way.

Racial Skills:

Racial Skill:
Tracking
Strength
Endurance
Detect Traps, Hidden Doors and Concealed Objects
Immunity to Poison
Immunity to Disease
Sniff
Weapon Specialisation

Bugbears

Physical Description:

A Bugbear is a goblinoid which is even bigger than a Hobgoblin, but is smaller than an Ogre yet also has the stealth and agility of a Goblin. It is an omnivore and will eat almost anything it can lay its hands on. Almost all of a Bugbear's front teeth are sharp and pointed.

Bugbears are relatives of Goblins, although they tend to be much larger and more hairy which is often brown and braided around the head, with a skin colour that also tends to be a shade of brown. They are aggressive warriors, assassins and bounty hunters, who sometimes kill just for the treasure their victims may be carrying.

Clothing and Dress:

They tend to wear wools, leather and furs. Both males and females prefer which is practical and which they are able to fight and hunt in Boots are the preferred footwear worn by Bugbears regardless of gender. Where possible, clothing is black, grey or brown and adorned by skulls, teeth, claws, war trophies and studs. They always wear weapons of one kind or another. It is seen as a sign of strength to wear as many weapons as possible.

Locations found in Albion:

Bugbears can be found all over Albion, although they prefer caves, hills and mountains. They work as mercenaries for any number of races and tend to settle where they work. This has meant that since the Fomorian grip on Albion has faltered, they have been able to spread even further as independent lords and free kingdoms hire them. Many live in Anglia, particularly Norfolk, and with the Free Goblin Council in Essex. Several large companies, and their camp followers, have taken up jobs with the Kant Sea Princes

Personality and Character:

The Bugbears are one of the races created and bred by the Troll Lords. The Troll Lords wanted a race of warriors capable of great strength but also stealth. The result was that the Elder Trolls and High Ogres bred the Bugbears. The Bugbears were bred to be fierce fighters, who enjoyed warfare and the rewards it bought. However, unlike Hobgoblins and Ogres, who tend to fight upfront and in formation, Bugbears prefer surprise attacks, guerrilla warfare, ambushes and sabotage. Because of this, they are often seen as dishonourable and not to be trusted, however Bugbears believe in loyalty and honour...just not to members of the enemy!

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A Bugbear will always put his family, then his unit and then his race before all other considerations. A Bugbear will never betray, or lie to, his family, and will rarely lie or betray his unit and will only lie to other members of his race if needs must, or it aids either his family or his unit. Bugbears rarely trust strangers and dislike those not of the Troll-Born. Although they regard themselves better than other Troll-Born, they rarely tell them that, allowing the Ogres, Hobgoblins and Goblins argue about whose best.

The Bugbears view the **Mhainites** as a source of employment; it is a status symbol among the Bugbears to work for a Mhainite as these Bugbears often get access to the latest and newest equipment and weapons.

The **Kaldron** are seen as backward and very lard-dee-dar. They do, however, make good scouts and can be almost as sneaky as Bugbears. Shame they haven't got the brains to stay calm and get the dirty jobs done, far to squeamish and full of morals.

The Bugbears view the **Brohn** and the **Vaagen** as they do Hobgoblins and Ogres, hard and reliable enough warriors but just far too honourable to get the job done. The Vaagen almost have it sussed but, by the Light, they have a way to go.

Racial Skills:

Racial Skill:
Strength
Endurance
Weapon Specialisation
Stealth
Sniff
Agility
Immunity to Poison
Immunity to Disease

Kobolds

Physical Description:

The Kobolds come in many shapes and sizes, although all are usually small. All come in one shade of purple or another and have pointed ears, the longer the ears the higher the standing, and short noses. These creatures are lesser Troll-Kin mixed with Gnome/Fey blood. They are master craftsmen and skilled weapon and armour makers.

Clothing and Dress:

Kobolds usually wear animal furs, skins and clothing made of leather, or traded from others. They can make their own clothes; they prefer this over wearing inferior clothes made by others. They favour dark or natural colours. Kobolds also like chainmail and spiky armour.

Locations found in Albion:

Kobolds were once common all over Albion, and could be found near any Fey or Goblin settlement however they are now usually only found in barren places or in the deep wilds and many now live in the welsh mountains and Cornwall, working for the Goblins. Although Kobolds can live in all kinds of locations, most are at home in dark, dank places and they will eat almost anything...even things other races find quite disgusting! Kobolds have just started appearing in Lakeshire, where their ability to produce goods that rival Dwarves has made them really popular.

Personality and Character:

Like Goblins, Kobolds lost much during the first war with the Fomorians and still hate them to this day above all other things.

Racial Skills:

Racial Skill:
Craft Master-Crafted Item
Evaluate
Stealth
Detect Traps, Hidden Doors and Concealed Objects
Magic Resistance
Innate Invisibility
Immunity to Poison
Immunity to Disease

Ogres

Physical Description:

Ogres, for the most part are grey skinned, sporting tusks and thick black hair. They are tall standing between 6 and 10 feet tall. They are very strong being built for war above all other pursuits

Clothing and Dress:

Native Ogres usually wear animal furs, skins and clothing stolen or traded from others. Although they can make their own clothes they prefer to get others to make it for them, when they do their clothes are almost as hard as leather armour. They favour dark or natural colours. They also like chain mail and plate armour.

Imperial ogres tend to wear uniforms and love the colours black and red. They like to wear armour as part of everyday dress and wear big heavy boots.

Locations found in Albion:

Ogres where once common all over Albion, however they are now usually only found in the wild wooded places or in the deep hills and mountains. Although Ogres can live in all kinds of locations, most are at home in stone castles and forts. Imperial Ogres will also live anywhere Mhainites dwell.

Personality and Character:

Player characters get to choose from one of two choices presented here, the Common Ogre of Albion and the Imperial Ogre. These creatures are counted among the greatest of all lesser Troll Kin, a powerfully built race meant to be the Officers of the Troll Army during the first war against the Formori.

Both kinds of ogre are capable leaders and very intelligent, if not violent. They realise they are stronger and able to endure more damage than most races and are always willing to lead charges or face of the enemy.

Racial Skills:

Racial Skills:
Strength
Knock Back
Endurance
Weapon Specialisation
Sniff
Natural Armour
Knock Down
Immunity to Poison and Disease

Trolls

Physical Description:

Trolls are a widely varied race. Their skin colour, and other distinguishing features are solely dependent on their individual sub-type. All Trolls, regardless of variety, have rough and bumpy features.

Clothing and Dress:

Trolls usually wear animal furs, skins and scraps of clothing they have found. Although they can make their own clothes they prefer to get others to make it for them, when they do their clothes are almost as hard as leather armour. They favour dark or natural colours.

Locations found in Albion:

Like Ogres, Trolls were once common all over Albion, however they are now usually only found in the wild wooded places or in the deep hills and mountains, depending entirely on their sub-type.

Personality and Character:

Trolls are one of the first races, and they come in three varieties.
Troll Lords, Elder Trolls and Common Trolls

The Troll Lords, are powerful Demi-Gods in service to the all-powerful Light. There are thirteen and many of their names have been forgotten in history.

The Elder Trolls are Common Trolls that have developed higher thinking capabilities and vast magical powers. All Elder Trolls start as Common Trolls, At 1000 years of age, one in every 100 Trolls beings to quest in order to become an Elder Troll. Only 1 in 10 achieve this.

The Common Trolls are feral and, although intelligent, they are part animal. Almost all Common Trolls but are given to not caring about things such as speech, history and social skills and are governed by instinct rather than intellect. They love to eat anything! With a particular liking to the taste of Elves, they think Ogres are weak and far too arrogant

Racial Skills:

All Trolls begin their adventuring career with Sniff, Strength and Regeneration.

Although Trolls are a permissible race to play, they cannot begin their adventuring career as a member of any guilds. They may only begin to join guilds once they have evolved in to Elder Trolls. In order to evolve, a Troll must first achieve Grand Master level in their race.

Racial Skills:
Immunity to Poison
Endurance
Strength
Magic Resistance

In addition to their racial skills, a Troll may also purchase a racial skill available to their specific Sub-type. They may only purchase this skill after reaching Journeyman level as a Troll.

Sub-Type:	Physical Description:	Bonus Racial Skill:
Rock/Cave	Grey, or Earth Brown, skin. Bulkied out lower body and large crooked teeth. Some Rock and Cave Trolls also possess horns on their heads and the more horns they have the more powerful they are, one horn for each Troll level. Big hands.	Natural Armour
Mountain/Hill	Brown with grey if a Mountain Troll or Green if a Hill Troll. One or two horns, large teeth and claws. Bulkied out upper body.	Strength
Sea/River	Deep Blue and green with sea weed dripping from the body if a Sea Troll. River Trolls are lighter blue and green with river weed dipping from the body.	Immunity to water-based magic 1x/day for each Troll level.
Swamp/Marsh	Dirty browns, yellows and green. Straw, pond weed and moss growing on them. Large, powerful, arms.	Stealth
Deep	Black, brown and grey mottled skins. Their skin is mostly smooth with stony lumps. They also possess claws and sharp teeth.	Darkness

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Black	These Trolls at present, only exist in folklores, legends and old fables. Although they have been included in this table, no player may ever choose the Black Troll sub-type.	Darkness Stealth Strength Natural Armour Immunity to dark magic 1x/day for each Troll level.
Snow/Ice	White for Snow Trolls and Ice Blue for Ice Trolls. Both varieties have white hair with fur on their backs, lower legs and lower arms. Both often have icicles dangling from them, even in the height of summer. Both also possess sharp teeth and claws.	Immunity to all cold-based magic.

Dwarves

Physical Description:

Dwarves are short, with great beards (often in intricate braids or plats) with big bellies. They are almost as broad as they are tall and their skin is brown or grey tinted. Their hair and eye colours demonstrate the full range of browns.

Clothing and Dress:

Dwarves wear sturdy clothes which offer them protection in their chosen profession. In battle they prefer to wear as much steel as possible such as the much feared horned helms, for body armour they favour a chain mail shirt. All Dwarfes starting armour is master crafted.

Locations found in Albion:

Dwarves are found along the coastal cities of Albion particular Northumbria and Essex.

Personality and Character:

The Dwarves hail from the northern waters in a land known as Nordland and have been in Albion and the Mhainite Empire for the last seven hundred and fifty years; they are business men and great manufacturers first, making excellent warriors and miners a close second and third - all Dwarves tend to be very skilled. All have a trade and nearly almost all are warriors. They are direct and waste little time on getting straight to the point, which is usually either gold or production of goods; they are also renowned for their seriousness in taking oaths, to break an oath to a dwarf is often a final, a Dwarven friend will be your friend for life. They are loyal to their King and as such they enjoy being guests in other kingdoms rather than citizens, however there are small factions of younger dwarves that have settled in the Mhainite Empire and Albion.

Many Dwarves are Artisans or Engineers first and Warriors second. They love to create things and to explore the down below. However, they also enjoy a good fight and most are Warriors of some skill.

Racial Skills:

Racial Skills:
Any one skill selected from either the Alchemists, Artisans or Engineers guild skill lists.
Evaluate
Endurance
Weapon Specialisation (Axe)
Strength
Immunity to Poison
Immunity to Disease
Magic Resistance



The Shee (Cat Kin)

Physical Description:

These feral creatures come in many types, the large cats of the Empire are often Lion, Tiger, Leopard, Panther and Cheetah, while those native to Albion tend to be Puma, Jaguar and Lynx. Each has a slightly different look and mind-set, but are all considered part of the same classification - Cat People, the Shee.

Clothing and Dress:

The appearance of a Cat person is made of a black nose, with a painted face dependent on the sub-species of cat; they tend to favour wearing leathers and furs. Shee wear very little being covered in fur. However, even Shee need pockets and pouches.

Locations found in Albion:

The Cat races come from the marshes and mires of Albion but have also been known to come from among the forest cities of the Mhainite Empire. Those from Albion dwell mostly in the south particularly Anglia, Essex and Cornwell. Many used to dwell in Scotland and Northumbria however most of them have been hunted by the Formorians.

Personality and Character:

The majority of them are loners, preferring to live apart from their kin and cousins, however in recent years there has been a growing level of contact between the different species and this has involved the Wood Elves. The Cat People have good relations with the Wood Elves and the Kaldron above all other races, possessing a strong dislike towards all other races, for a reason that is currently unknown. This race like no other is close to nature and their bestial or spirit selves. In the old days when the Kaldron spirit warriors and shaman of the Cat Spirit "Um-Tac-Catshee" would travel with and live among the Shee in order to better understand their master. The Shee would share tales of their patron and then both groups would go out on the hunt.

Racial Skills:

All Shee begin their adventuring career with Natural Weapons and Natural Armour.

Racial Skills:
Stealth
Tracking
Dodge
Agility
Luck
Endurance
Strength
Magic Resistance

The Cannis (Dog Kin)

Physical Description:

These Dog kin resemble upright dogs and wolves. There are many types of Cannis, depending on their function. Some are hunters, others are warriors, still others bodyguards and defenders. They all have long faces, wet noses and forward pointing eyes. Their bodies are covered in fur, they have tails, small claws and sharp teeth.

Clothing and Dress:

Cannis do not usually bother with much in the way of clothes. They tend to favour waistcoats with pockets and straps on to hold things. They will also enjoy wearing leathers and furs. Cannis need pockets and pouches and so wear belts and harnesses.

Locations found in Albion:

The Dog races come from central and southern Britannia, becoming less and less common the further north you go. They also have a high population in Camry.

Personality and Character:

The majority of them are pack creatures, trying to establish their own place in society, be it Cannis or Human, preferring to live with their own kin and cousins. They will, as has been shown in recent years, live with just about any peoples. The Cannis believe all other races to be slightly inferior. However, in Cannis society, honour and keeping ones oath has always been at the centre of their society.

Racial Skills:

All Cannis begin their adventuring career with Natural Weapons and Natural Armour.

Racial Skills:

Stealth
Tracking
Sniff
Discern Magic (and Supernatural)
Effect the Supernatural
Endurance
Strength
Magic Resistance



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THE GUILDS

The Guilds are formed to represent the various members of each profession, which go to make up the Kingdoms/Counties/Shires of a given region. Each Guild is led by a Guild Leader who is responsible for looking out for the best interests of the guild members and organizing guild events and training days. Guilds, regardless of which profession they represent are structured in the following manner and they teach the character a number of special skills or abilities, which vary from one guild to another. You gain one guild profession skill for each level of mastery you attain in that guild.

Apprentice Level (One Professional Skill)

The beginning level for a standard character in the system, it takes fifty hours before the character can consider advancing a level within the guild, until such time, they cannot speak on the behalf of the guild and they are also tied to a guild member of at least Master level.

Journeyman Level (Two Profession Skills)

The average level for a developing character in the system, it takes one hundred hours to become a Journeyman. They may speak on their own but only as far as speaking for themselves and must speak with a guild member of at least Master level before speaking on the behalf of the guild, they are however free to travel and trade.

Master Level (Three Profession Skills)

A high-level character is considered a Master in the system. It takes 150 hours to become a Master. A Master can speak on the behalf of his guild on all but the most important of matters, they may also trade wherever they wish.

Grand Master Level (Four Profession Skills)

The highest standard level of player character to aspire to in the system is Grand Master, it takes two hundred hours of game time to reach this level. In addition it involves the passing of a guild based test, as well as completing a guild special. All Shire, Barony and Kingdom guild masters are considered Grand Masters.

Guild Skills

Guild skills represent special abilities that allow a character to perform in a professional manner, which they would not be able to do otherwise, such as extra damage with a weapon, sneaking or hiding in shadows or maybe disarming traps. A list of these Guilds and the skills that correspond to them now follow while at the end of this section there will also be some notes on what happens when you have all your primary guild skills, changing guilds and points you can amass for greater involvement within a guild.

A description of skills is located in the appendix at the back of this document although most of the skills are self-explanatory.

Professional Guilds

The Adventure and Explorers

The Adventurers and Explorers Guild are fearless adventurers and explorers, with a wonder lust, which can lead them into danger or riches and sometimes both.

Guild Skills:

Discern Concealed Object
Orientation
Evaluate
Luck
Agility
Discern Poison
Tell Undetectable Lie
Discern Truth

The Artisans Guild

A Skilled Artisan is needed in every community whether they are a basket maker, a wheel write or a candlestick maker.

Guild Skills:

Discern Concealed Object

Recognise Item Quality

Item Lore

Construct Master Crafted Item

Evaluate

Discern Truth

Tell Undetectable Lie

Choose Between Strength, Endurance or Balance

The Brewers Guild

A powerful guild that not only runs the majority of the private breweries but which also owns a large number of Inns and Taverns.

Guild Skills:

Identify Herbs & Plants

Discern Poison

Immunity to Poisons

Identify Potions

Identify Poisons

Endurance

Sniff

Evaluate

The Engineers Guild

The Engineers are the great constructors of many items, small or large, within any given community.

Guild Skills:

Discern Concealed Object
Recognise Weapon Quality
Recognise Construction Quality
Construct Master Crafted Items
Strength
Endurance
Evaluate
Lore

The Farmers Guild

Farmers are a necessity to any shire, duchy or kingdom, for without them, a kingdom will starve.

Guild Skills:

Identify Herbs & Plants
Endurance
Identify Animals
Discern Weather
Strength
Orientation
Immunity to disease
Evaluate

The Herbalists Guild

Herbalists are the rural folks answer to an alchemist.

Guild Skills:

Identify Herbs & Plants
Discern Illness and Injury
Brew Potions and Poisons
Identify Potions and Poisons
Forage
Immunity to poison
Immunity to disease
Magic Resistance

The Lawyers Guild

A specialist scribe, the lawyer is a man or woman, well versed in the laws of the land and the military. They work with the local Magistrates in order to prosecute criminals or defend the accused. In Mhaine this would happen in open forum, in Albion this will usually take place in open court.

Guild Skills:

Discern Truth
Law
Lore (History)
Tell Undetectable Lie
Luck
Insight
Ignore
Interrogate

The Merchants Guild

This guild is always a powerful guild, with ambition to match and a knack for being in the right place at the right time:

Guild Skills:

Luck
Discern Concealed Object
Discern Magic
Evaluate
Tell undetectable Lie
Iron Will
Orientation
Insight

Physician

With magic not being as powerful in the empire people have had to turn to science instead; part alchemist, part scholar and part healer physicians use their training and intelligence to help those suffering from wounds, diseases or illnesses.

Guild Skills:

Diagnose Disease & Illness
Identify & Treat Wound
Treat Disease and Illness
Anatomy
Surgery
Immunity to Disease
Tell Undetectable Lie
Discern Truth

The Sailors Guild

The sailor's guild makes up the bulk of seaman loyal to the kingdom of Essex

Guild Skills:

Balance
Climb
Orientation
Evaluate
Agility
Dodge
Luck
Endurance

The Scribes Guild

The Scribes are known as keepers of the rolls; they keep track of the guild members. Every Guild and Shire must by law have one.

Guild Skills:

Insight
Identify (Specific Subject)
Rune Lore
Discern Magic
Discern Truth
Evaluate
Tell Undetectable Lie
Ignore
Dodge

Servants

The Mhainites make use of slaves to do most of their dirty work however in Albion Slaves are rare. This is when a servant come in they are paid to do the jobs that the rich don't want to do.

Guild Skills:

Ignore
Endurance
One Skill of Choice to reflect Type of servant
Luck
Balance
Tell Undetectable Lie
Discern Truth

The Military Guilds

With the reformation of Essex, following the appointment of a council to govern all aspects of its activities, part of the reformation was to consolidate the organisation of the military guilds. Although each guild retains autonomy with respect to its own activities, each reports to a single member of the council, who holds the title of Minister of War.

During times of war, the Minister of War can direct all of the Military Guilds of Essex, sending their individual resources and assets where he, or she, deems best. Whereas this can remove the autonomy from the Military Guilds, it can also produce a fighting force capable of repelling all but the largest of armies from the Essex borders.

The Army

The Army make up the bulk of the Kingdoms armed forces, in the past they were mostly Vaagen and some Brohn. However in recent years there has been an influx of Brohn and Kaldron as well as some Mhainites and some Esi.

Guild Skills:

Weapon Speciality of Choice
Endurance
Strength
Knock Back
Knock Down
Iron Will
Dodge

The Bodyguards Guild

With politics on an international, national and guild level and the growing number of assassins and spies there is a growing need for those brave men and women who defend against such people. That is the role of the bodyguard.

Guild skills:

Dodge	May use dodge to jump in front of attack intended for another.
Insight	
Weapon Specialisation	
Discern Truth	
Disarm	
Detect Concealed Objects	
Luck	
Iron Will	

The Gladiators Guild

The Gladiators guild is a very odd guild indeed. Common in Mhaine and the Empire it is only just beginning to catch on in Albion. The Gladiators guild is a fighting guild but not a military guild. The difference is Gladiators are trained to entertain but not necessarily kill, to prolong combat and to entertain, unlike the Guard and other professional soldiers who kill as quickly as possible. Many Gladiators are slaves or poor people who have nothing else to lose, out of work warriors or prisoners with a death sentence. As such most Gladiators are treated as the lowest of the low; however this can change for those Gladiators who make a name for themselves or who please the crowds with their style and antics. These lucky few can become respected celebrities feared or loved by the Citizens of the Empire.

Guild Skills:

Weapon Specialisation (*)
Luck
Dodge
Disarm
Agility
Jump
Endurance
Strength

* The Weapon Specialisation skill taken by a Gladiator is different from that of other guilds and races. Firstly, they come in Pairs. Secondly, they grant an additional Skill Option:

- | | |
|----------------------------------|---------------------------|
| ⌘ Trident and Net | – grants Entangle |
| ⌘ Short Sword and Shield | –grants
Shield Mastery |
| ⌘ Long Sword and Dagger | – grants Parry |
| ⌘ Short Sword and Short
Sword | – grants Parry |

Thirdly and most importantly, these speciality skills **only** apply when both weapons are being used together. The skill also grants the usual +1 to damage

The Royal Guard

The Royal Guard are the Defenders of the Royal Family. Commonly known as the Guard. These Men and Woman were originally Goraxe Meridian's Army when he first came to Albion. Their role changed when the kingdom of Essex was formed. The Guard protect the Royal Family and their Properties. Their Loyalty to High King Goraxe is unquestionable and they follow his orders without question.

Guild skills:

Discern Truth
Endurance
Weapon Specialisation (Sword)
Shield Mastery
Disarm
Dodge May use dodge to jump in front of attack intended for another.
Iron Will
Knock Down
Weapon Specialisation (Crossbow)

The Mercenary Companies

The Mercenary Companies are those that have placed their sword at a price and are not beholden to the nobles or guild masters unless under contract.

Guild skills:

Endurance
Weapon Speciality of Choice
Any one Skill from a non-magic using guild
Any one Skill from a non-magic using guild
Iron Will
Magic Resistance
Luck
Dodge

The Rangers

The Rangers Guild is strong in unity and they are often the first defence against any hostile threat faced by a duchy or kingdom, they are woodsmen with stealth, cunning and skills of hunting.

Guild skills:

Tracking
Stealth
Weapon Speciality (Bow)
Favoured Enemy
Identify Herbs and Plants
Identify Animals
Forage
Immunity to Disease

The Bounty Hunters Guild

Bounty Hunters are a mixture of ranger, guardsmen and mercenary who use their skills to hunt down criminals and those wanted by people willing to pay for an individuals or groups apprehension. Some bounty hunters are honest while others are just lowlife and given to evil.

Guild skills:

Stealth
Tracking
Weapon Specialisation
Discern Truth
Disarm
Discern Concealed Objects
Dodge
Iron Will

Marines

The Marines make up the military wing of the Royal Navy. They are warriors trained to fight at sea, who can take the battle to their enemies and who can fight from ship to ship and ship to shore!

Guild Skills:

Weapon Speciality (Usually either Sword or Crossbow)

Endurance

Strength

Agility

Iron Will

Dodge

Knock Back

Knock Down

The Magic Using Guilds

The Magic users have long recognised that a strong bond of unity among them gives them better political and intellectual might among any kingdom, or nest of nobility, be they servants of the Light or the Dark. Each Guild has its own perception and philosophy on magic and more will be discussed on magic in a later section. For now, presented here are the guild skills and a brief description on each guild.

Please be aware that magic-using guilds occupy two guild spaces on a character's battle board instead of just one.

The Bards Guild

Bards are a sub guild of the Scribes Guild and function as entertainers, spies and heralds. They have skills to wield Magic as well as being skilled storytellers, musicians and or singers.

A Brohn bard can select their skills from any of the following Guilds skill lists; Scribes, Lawyers, Bards, and Warrior [Army], they need not select all four from the same list

Guild Skills:

Iron Will
Bardic Luck
Evaluate
Discern Magic
Discern Truth
Tell Undetectable Lie
Magic Resistance
Rune Lore

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from the Bard Spell List. You also begin with a musical instrument, or similar appropriate implement, that can store up to 10 Magic Points.

The Druids

The Druids, who are mainly Kaldron and Wood-Elves, do not see themselves as a 'Guild'. They do however acknowledge the need for some unity and come to the Guilds of Magic with good intent, hoping their way that is becoming lost may be preserved.

Druidic Skills:

Pass without Trace
Identify Plants & Animals
Iron Will
Shape Change
Enchant Object
Speak with Plants & Animals
Forage
Immunity to Poisons

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from the Druid Spell List. You also begin with a staff that can store up to 10 Magic Points.

The Combined Mage's Guild

The combine mages guild is exactly as it sounds, a number of the scholarly guilds that have joined together in an effort to pool their knowledge and resources. They are made up by, and the governing body for, the elementalists, the wizards, the necromancers, warlocks and the alchemists guild. They aspire to work together for the benefit of all, and have the jurisdiction over all mages in Albion, not just Essex. If you're interested in rituals, enchantments or even just chats about magical theory- this is the place to be.

The Alchemists Guild

Alchemy is the science of turning one substance into another, with a laboratory and potions, not the spell weaving used by the Druids or the Magi. An Alchemist is generally considered the poor neighbour in the Guild, but their richness of lore is undervalued...

Guild Skills:

Brew Potion & Poisons (Use the Mages spell list to create potions)
--

Discern Magic

Identify Plants & Herbs

Enchant Objects

Magic Resistance

Identify Poison

Forage

Immunity to Poison

You begin with knowledge of 3 apprentice (AP) level recipes. Unlike a true magic caster, you do not draw your recipes from any set list and must present your initial recipes to the Guild Master. Your recipes must include the ingredients, the methods and the resulting concoction.

The Elementalist's Guild

Somewhere between Druidism and Mages, the Elementalist focuses on utilising the magic of one of the four recognised elements. For the greater part, most magical practitioner recognises them as amicable.

Guild Skills:

Discern Magic

Create Scroll

Commune with Elemental

Enchant Object

Immunity to Element

Elemental Lore

Endurance

Magic Resistance

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from the Elementalist Spell List corresponding to your primary element. You also begin with a staff that can store up to 10 Magic Points.

The Necromancers Guild

The guild of Necromancers practise the arts of death magic. Although many within the Kingdom find their powers distasteful, they can use their magic to speak to the deceased as well as raise the bodies of the fallen to fight.

Guild Skills:

Discern Magic

Identify Undead

Meditation

Enchant Object

Luck

Magic Resistance

Iron Will

Insight

You begin with knowledge of 3 apprentice (AP) level spells and 5 magic points to cast them. You draw your spells from the Necromancer Spell List. You also begin with a staff that can store up to 10 Magic Points.

The Warlocks Guild

Just as the Templars are the fighting arm of the Unified Church, so too are the Warlocks to the Combined Mages. These potent warrior-mages are capable of both sword and spell, blending both together with deadly effect.

Guild Skills:

Any Skill from chosen Military Guild
Any Skill from chosen Military Guild
Any Skill from chosen Military Guild
Any Skill from chosen Military Guild
Any Skill from chosen Magic-Using Guild
Any Skill from chosen Magic-Using Guild
Any Skill from chosen Magic-Using Guild
Any Skill from chosen Magic-Using Guild

You begin with knowledge of 1 apprentice (AP) level spell and 3 Magic Points to cast it. You draw your spells from an arcane magic-using guild you chose when first becoming a Warlock. You also begin with a sword that can store up to 10 Magic Points.

You must choose one military guild and one arcane magic-using guild when you first become a Warlock. Once you have made these choices, they cannot be changed later.

Unlike other magic-users, a Warlock has the same hits as a warrior of his race .

The Wizards Guild

The Wizards guild practice arcane magic, preferring the use of formulae and scripted spells to channel their own mental powers, rather than invoking another entity and begging its aid

Guild Skills:

Discern Magic
Create Scroll
Meditation
Enchant Object
Luck
Magic Resistance
Iron Will
Insight

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from the Wizard Spell List. You also begin with a staff that can store up to 10 Magic Points.

The Unified Church

The Unified Church was founded when the Church of Light and the Church of the Dark came together and made a pact to work together with the rising of the Zonie. The idea being, to form a means of worshipping the Zonie, in their entirety, without causing another holy war. The Church of Light, having being semi “victorious” against the Church of the Dark, managed to place more of their ideals in the original scriptures of the Unified Church than those of the Dark. This means that some of the rules of the Church are being considered “guidelines” by some members. Also, some of the Zonie alter the rules for their followers, thus those who worship as their patrons the Zonie of Secrets or Lies will often bend the truth and deceive, though it is considered bad practice to lie to a superior within the Church.

Rules:

1. Truth and Honour

You should always do your best to tell the truth and keep your word and promises. If you know you will not be able to keep a promise, you should make others aware before making the promise to them. If speaking the truth would cause harm to others, the Church or the Zonie, it is permissible to lie and, in a similar fashion, it is permissible to break a promise if the outcome would have a similar result.

2. Hold Life Dear

Life was created by the Zonie and it is not our place to judge who has the right to live or die. Killing should always be a last resort once all other options have been exhausted. That being said, you should not hesitate to act in self-defence or the defence of others.

3. Protect the Harmless and Innocent

It is the duty and responsibility of the Church to care for those who are unable to care for themselves. The Church must work with the State and Common people to give succour to those unable to cope and manage on their own. The aid must be given freely with no demands placed upon the needy to offer recompense. All beings are worthy of respect.

4. Obey all Laws which do not harm the people they are meant to protect

The Church is honour-bound to follow the laws of the land in which they dwell. It is only when these laws are harmful to the innocent and helpless, or when they revel in pointless death, should the Church act to break these laws.

The Clerics Guild (The Clergy)

Clerics make up the majority of the Church; they are the leaders, administrators, clergy and missionaries of the Zonie. They function in the majority of the roles within the Church and are the most public face of the Church.

Clerics are expected to only wear their armour when they are setting out to battle and are usually restricted to wielding either a staff, mace, club or other blunt weapon. This is to remind them of their duty to the life the Zonie have created and, that they are bound to protect it. Clerics often however carry and wield the weapon favoured of their patron Zonie, which may be any kind of weapon. Clerics who worship the entire pantheon will often carry the weapon of the head of the pantheon. Clerics are often seen carrying shields if they enter battle without a staff.

The Clerics have a hierarchy similar to most guilds however they use different names for their ranks within the guild:

⌘ Apprentice	– Initiate
⌘ Journeyman	– Acolyte
⌘ Master	– Priest
⌘ Grand Master	– High Priest

The official colours of the Clerics are white robes with a red trim. It is expected that all Clerics will wear these colours when acting in an official manner. Often, High Priests will wear a purple trim rather than red as a symbol of their status.

Guild Skills:

Bless

Discern Light & Darkness

Identify Undead

Banish

Discern Truth

Identify Demon & Spirits

Iron Will

Insight

You begin with knowledge of 3 apprentice (AP) level spells and 5 magic points to cast them. You draw your spells from the Cleric Spell List. You also begin with a staff that can store up to 10 Magic Points.

Unlike other magic-users, a Cleric has the same hits as an adventurer of their race

The Templar's of the Unified Church

The Templars make up the Church's military; they are the war leaders and guardians of the Church. They fill the majority of the military roles within the Church. They sometimes will act as an unofficial police for the Church, often in conjunction with the Clerics or the local law.

Templars are seen in their armour at nearly all times, though they are only expected to wear it when performing their duties or setting out to battle. They are able to wield any weapon, though they are expected to choose a favoured weapon in a similar manner to Clerics and will shun the use of other weapon types. It is common to see Templars with shields and in some units it is a requirement.

The Templars have a hierarchy similar to most guilds however they use different names of the ranks within the guild:

⌘ Apprentice	– Protector
⌘ Journeyman	– Defender
⌘ Master	– Guardian
⌘ Grand Master	– Justicar

The Templars serve under the Clerics and, for the purpose of determining hierarchy for a given situation, a Templar always reduces their rank by one step when dealing with a Cleric. The exception to this is in a battle situation. If the Templar feels the Cleric is unable to lead they may take command. They will, likely, have to explain their actions and reasoning after they have done so however.

The official colours of the Templars are white with a blue trim. They are expected to wear these colours when on official business or performing their duties. Sometimes subtlety is required and their superiors may instruct them to put aside their colours for a specific task.

The Templar Order carries with it a number of rules in addition to the universal rules of the Church:

1. It is a Templar's duty to defend the Healers and Clerics of the Unified Church. If need be, they may ignore orders from a ranking Healer or Cleric to carry out this duty but will have to answer for their actions.
2. A Templar must defend the weak and innocent. If innocents are caught in battle it is the duty of a Templar to see them protected unless doing so would bring a Cleric or Healer to harm.
3. A Templar's weapon is the symbol of his/her duty. If it is lost, or damaged, they must seek it out or have it repaired. Not to do so is a sign they have discarded their duty.

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4. All a Templar's belongings are the Church's property; anything in excess of what is needed to sustain the Templar must be gifted to the Church. A landed Templar may hold wealth in order to keep his/her land in order but, not for personal reasons.
5. Templars wield the Law of the Church. If they see a law broken, it is their duty to see the offender tried and, if guilty, punished. They will also aid the State in maintaining the Law of the land in times of war.

These laws define the Templars and to break them is to be stripped of their powers and rank. Some orders have additional rules and regulations however, since unification; these are the core five rules that are present in all Templar Orders.

Guild Skills:

Discern Truth
Bless
Innate Heal
Turn
Weapon Specialisation (Sword)
Endurance
Immunity to Poison & Disease
Discern Light and Darkness

You begin with knowledge of 1 apprentice (AP) level spell and 3 Magic Points to cast them. You draw your spells from both the Cleric Spell List and the Wizard Spell List. You also begin with a sword, or Zonie favoured weapon, that can store up to 10 Magic Points.

Templars have the same hits as a warrior of their race

If you chose to become a Templar, you may not be member of any other guilds without the expressed consent of the Head of the Templars, the Knight-Commander.

The Healers Guild

Healers make up the third main branch of the Church; they are the healers, herbalists, carers, caretakers and diplomats of the Church. They are the caring face of the Church and are often seen in the worst areas trying to help the needy.

Healers make a vow when they join the Church. This vow contains three major points:

“I will not take the life of another living being

I will not refuse healing to any sentient creature

I will not carry a weapon designed to inflict harm”

This vow grants them a level of protection from the divine, no living being in its right mind will attack a Healer for fear of the Divine retribution it will bring, most often in the form of a *Healer Killer* mark that prevents any beneficial magic from the Church being able to affect them. Of course, any known *Healer Killer* will also be hunted down by the Templars.

Healers are rarely seen in armour and those few that don armour to act as field medics wear only light armour. They are almost never seen carrying any weapon besides a staff or similar, some will carry a small knife but this is only used for the cutting of bandages.

The Healers have a hierarchy similar to most guilds however they use different names for the ranks within the guild:

⌘ Apprentice	– Novice
⌘ Journeyman	– Brother/Sister
⌘ Master	– Father/Mother
⌘ Grand Master	– Abbot/Abbotess

The official colours of the Healers are white robes with a green trim. They are expected to wear these colours at all times, often even when not actively performing their duties. This helps others to find much needed aid as well as acting to protect the Healer.

Guild Skills:

Recognise Injury & Illness

Detect Poison & Disease

Immunity to Poison & Disease

Sanctuary

Iron Will

Luck

Dodge

Discern Truth

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from the Healer Spell List. You also begin with a staff that can store up to 10 Magic Points.

Monks

The Monks are a section of the Church dedicated to monastic study and they are not usually seen in the day-to-day dealings of the Church, often-living solitary lives with a few others of their order. Each order has different rules and regulations as well as having different requirements as far as official uniforms go.

Guild Skills:

Any Scribe Skill

Any Scribe Skill

Any Scribe Skill

Any Scribe Skill

Any Cleric Skill

Any Cleric Skill

Any Cleric Skill

Any Cleric Skill

The Secret Guilds

The Secret guilds are the ones who act in shadows and in secret. They deal in matters that normal law-abiding guilds and people cannot.

The Assassins Guild

Recruited from the ranks of all the other guilds, the Assassin is a clever political tool, used to eradicate and silence an enemy in movements of Cloak and dagger.

Guild Skills:

Stealth
Tracking
Back Attack
Assassination Magic
Brew Poisons
Identify Poisons
Immunity to Poisons
Tell Undetectable Lie

The Beggars Guild

Viewed by many with disdain and treated with contempt, the Beggars are pitiful vagrants of the streets of any village, town or city - but they have an ear for gossip, rumour and a knack for finding things, especially things that belong to other people!

Guild Skills:

Ignore
Stealth
Evaluate
Discern Concealed Object
Immunity to Disease
Forage
Sniff
Dodge

The Fellowship of the Oracle

The fellowship of the Oracle is an odd group of people who have been blessed with powerful mind powers and who can, using their minds, discover the truth about almost any situation. Greatly feared by many other members of society the Fellowship was established in secret by one of the past Kings of the Mhainites. The fellowship works in secret for the King who often uses them in order to spy and act against the kingdoms enemies. Out lawed by the Blood Empire, King Goraxe has recently opened their ranks to non-Mhainites

Guild Skills:

Discern Truth
Discern Magic
Discern Darkness/Evil
Choice of one of the following (Meditation, Object Read, Insight, Will of Iron or Telekinesis, any Discern, cure, treat, heal, immunity, endurance, strength or seek a ref and discuss your own idea)

Note: Each of your mental powers can only be used a number of times each day equal to your level in this guild.

The Sisterhood of the Blade

The Sisterhood of the blade are an all-female warrior cult who train women to be the best warriors they can. They also politically promote women into key positions.

Guild Skills:

Weapon Specialisation (Blade)
Disarm
Endurance
Parry
Agility
Dodge
Magic Resistance
Knock Back

The Society of Iron

The Society of Iron is a political group which seeks to place a Mhainite on the imperial throne. They have a strong dislike of other human races seeing them as inferior and seeing non humans as little better than animals. They regard the High Elves as slavers who hold the race in thrall.

Guild Skills:

Stealth

Strength

Endurance

Undetectable Lie

Iron Will

Magic Resistance

Discern Truth

Knock Down

The Society of the Scythe

This group are an evil cult dedicated to three evil and dark entities known as Levi, Thead and Neskerad. This group promote Necromancy and the idea that being undead is a desirable state of being.

Guild Skills:

Cause Fear

Identify Undead

Immunity to Undead Special Powers

Immunity to one of the following (Disease, Poison, Mind Control or Sleep)

Speak to Dead

Raise Lesser Undead

Summon Undead Spirit

Banish Undead

The Spies Guild

Spies cross into dangerous territory with the intent on learning the secrets of the enemy. Passing it on to their masters, to provide weaknesses or numbers - there is a belief they form part of the Military Guild, others believe them to be part of the Merchants Guild - all know they do an outstanding and difficult job that helps to keep any kingdom safe.

Guild Skills:

Stealth

Undetectable Lie

Interrogate

Tracking

Orientation

Evaluate

Luck

Dodge

The Thieves Guild

Long have these notorious villains plagued the streets and wilds of the lands of Albion and across the world, but there is some comfort in the honour of thieves, we hope.

Guild Skills:

Stealth

Discern & Disarm Concealed Object

Evaluate

Back Attack

Tracking

Agility

Dodge

Forage

The Wardens Guild

A powerful guild. Which combines the power of the Druids, Clerics, Monks and Rangers into one. Their goal is to defend the magical places of Albion

Guild Skills:
Discern Truth
Pass without Trace
Immunity to Poison & Disease
Magic Resistance
Any one Ranger Skill
Any one Cleric Skill
Any one Monk Skill
Any one Druid Skill

Only an Esi character may choose this secret guild. Because of the nature of the Esi Wardens, you may only select membership of this secret guild during character creation.

All members of the Wardens guild receive “Undetectable Lie” as a special bonus skill. A Warden may only ever use this bonus skill in order to protect their identity as a Warden or to conceal any other Warden related information.

A Warden has the same hits as a warrior of their race.

You begin with knowledge of 3 apprentice (AP) level spells and 5 Magic Points to cast them. You draw your spells from both the Cleric Spell List and the Druid Spell List.

Changing Guilds

To leave a guild it costs an amount of hours dependant of the level you are in the guild:

Apprentice	100 Hours
Journeyman	200 Hours
Master	300 hours
Grandmaster	400 hours

To change the primary guild to another guild you have already taken does not cost hours.

You must talk to your Guild Head about leaving individual guilds or changing your primary. Different Guilds have different IC Rules on leaving the guilds.

Starting a Guild

Starting a Guild	Holding a Court Office	Assistant/Deputy
Shire (5)	5	2
Barony (7)	7	5
County (10)	10	7
Duchy (15)	15	10
Principality (20)	20	15
Kingdom (25)	25	20

Bonus hours will be awarded for the starting of an office once, and only once the office is up and running and the character submits their first report for the guild to the kingdoms scribe. Bonus hours will then be awarded for holding the office for a period of six months with further character points then being awarded for every six months thereafter that the guild is maintained.

The holder of a guild position is entitled to one deputy per one to five members of the guild and only Freemen may be Guild Masters or hold positions within a guild.

It should be noted that it is the responsibility of the guild to make sure that a Master does not have too many apprentices. If a guild member has their tools stolen, it is the responsibility of the guild to replace them and if a guild member loses or breaks the tools of his guild, it is the guilds responsibility to punish the guild member in question.

A guild apprentice member should always follow the wishes of their master and guild masters can only throw a member out of the guild after the member has been found guilty by three other guild masters during a full council meeting.



LRP

SKILLS

Skill Descriptions

The following section is an in depth overview into the various skills available to a character and how they function within the game world.

Agility

The character is quick on their feet and possesses a far superior sense of co-ordination, allowing them to ignore the effects of *Knock Down*, *Earthquake* & *Trip*. When you are affected by a spell, or effect, that would force you onto the ground, you can attempt to counteract the effect, by using the call "*Agility*". A referee will then inform you if the attempt was successful or not.

Anatomy

Through rigorous amounts of study, the character has developed an encyclopaedic knowledge of the body structure of various creatures, enabling them to heal or even harm, others with greater efficiency. When you first select this skill, you must choose a race, or a sub-species of a race such as human, which you have studied, granting you the following benefits:

- ⌘ When conducting surgery, you heal an extra hit point of damage when operating on your studied race.
- ⌘ You inflict an extra hit point of damage when attacking members of your studied race. This bonus damage is added to other bonuses, but you may not exceed a damage call of *Fatal*.

You may know the anatomy of a single race for each level in this skill you possess, however you may not choose to know the anatomy of a race, or sub-species, twice.

Assassination Magic

The character has been initiated into the innermost secrets of the Assassin's Guild, and has been schooled in the use of the specialised magics they can employ in order to eliminate their targets. When you obtain this skill, you may choose a number of spells, from the **Assassination Magic** spell list. You gain one Apprentice level (AP) spell, and three magic points in which to cast it. An Assassin does not need a spell book or need to make large jesters.

This skill may only be taken by a Master or Grand Master level Assassin.

Back Attack

Through rigorous amounts of training, the character is able to pinpoint weaknesses in their prey's defences, and able to pierce through even the thickest of armour with a precise strike. When make a physical melee attack, from behind, you will inflict an extra point of damage, to a maximum call of "*Fatal*". In addition, you add the call "*Through*" for that one strike only.

You may only use this skill on a target that is completely unaware of your presence. This skill has no effect on armour created through magical spells, unless the weapon itself possesses that capability.

Banish

Using the strength of their faith in the Zonei, the character can force undead, and possibly other similar unnatural creatures, to return to the plane they originated from, if they are not native to the plane the character is on. When you use this skill to banish an undead or extraplanar creature you must roleplay invoking the strength of your faith and announce your banish level, which is equal to the level of the guild where you obtained this skill. When you invoke this skill a single undead or extra-planar creature in your line of sight, must return to the plane they originated from and cannot return unless they are summoned again. You may work with other characters who also possess this skill, to increase your banishing level. A silenced character is not able to make use of this skill.

Members of the Society of the Scythe can only banish undead creatures.

Bardic Luck

The character has a knack for being able to pull themselves out of harm's way, seemingly at the very last moment, or produce vital information at the most opportune time. This skill functions in exactly the same way as the *Luck* and *Insight* skills. You may, also, spend a use of your Bardic Luck in order to cast the spell *Identify*, without any verbal or gestures, once per day. You may only use the functions of this skill a total number of times, in combination, per day equal to your Bard level.

Berserk

This skill allows the person to enter a state of a frenzied battle-rage allowing to you do on e extra level of damage you become immune to injures and all mind effecting spells and powers. Berserk state lasts for 1 minute plus an additional minute for each level of the race or guild the skill was chosen from. When you return to your normal state, you must collapse to the ground, exhausted, with your Hits per location reduced to 0 and you start your death count.

Bless

The character can bestow the power of their faith into an item, such as a weapon or even a shield, causing it to radiate with the power of the Light. This skill enables you to temporarily imbue items with holy properties using the following guidelines:

- ⌘ Only a character with this skill can bless an item without the need for a ritual and it takes one hour, per item, per holy ability you attempt to enchant the item with.
- ⌘ Only items that are of master-crafted quality can accept blessings. If you attempt to bless a standard quality item, the item is destroyed and the spell goes off as if it was actually cast.
- ⌘ A temporary holy item can only retain the blessings placed upon it for certain length of time based on the strength, level, of the Cleric, or Templar as follows:
 - ◆ **Apprentice** - 15 minutes
 - ◆ **Journeyman** - 30 minutes
 - ◆ **Master** - 45 minutes
 - ◆ **Grand Master** - 1 hour
- ⌘ Blessing an item costs one magic point per power you are imbuing the item with. You must then expend the magic points for the spell, or spells, required for the power, or powers to be imbued into the item. You must also expend the magic point cost for the number of times per day each power is to be cast from the item. It will cost 10 magic points to make an item permanently "active".

Permanent holy items require the enchanter to permanently use the magic points required in the creation of the item as well as knowledge of the spell Permanency.

Brew Potions & Poisons

The character has the knowledge of how to create various beneficial potions and harmful poisons. This skill enables you to create potions and poisons with a strength equal to your level in the guild, or race, that the skill was chosen from.

Herbalists brew non-magical potions, poisons, and concoctions whilst Alchemists brew magical potions and poisons, based on spells available to Mages. The rules for these creations are presented in the magic chapter of this handbook.

Assassins, and characters who possess Grand Master level Poison Lore skill, can only brew poisons.

Cause Fear

The character radiates an unnatural aura of fear and can instil supernatural dread into others, forcing them to flee. You can cast the spell *Fear*, as an innate ability, a number of times per day equal to your level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level.

Climb

The character has the knack for being able to scale surfaces that others could not without the correct tools. This skill enables you to climb surfaces, such as ship masts and sheer rock faces, without the need for specialist tools and equipment. This skill does not, however, enable you to scale surfaces that have been enchanted to prevent climbing or surfaces that have no visible means with which to climb them.

Construct Master-Crafted Item

The character has learned the arts of creating superior items of their chosen craft, and can now create items that are of a master-crafted quality providing the correct materials are available. Constructing master-crafted items takes a considerable length of time more than an item of standard quality.

Artisans may only craft master-crafted items relating to their trade, so a Candle-maker can only construct master-crafted candles.

Kobolds must choose a single trade, such as pots and pans or stone, that they can construct master-crafted examples of. Once this choice has been made, it cannot be changed later.

Create Scroll

The character is able to scribe a spell that they know, onto a scroll for other casters to learn, or cast the spell contained. With this skill you may write any spell onto specially prepared paper, of master-crafted quality, for use as one of two types of spell scroll:

- ✧ **Teaching Scroll** - This form of scroll enables another caster, who knows and understands the script the scroll was written in, to learn the spell scribed onto it using the rules presented in the magic chapter of this handbook.
- ✧ **Casting Scroll** - This form of scroll enables you, or another caster who knows and understands the script in which the scroll is written in, to cast the spell scribed onto it. The scroll is destroyed once the scribed spell has been cast.

You may not use this skill to scribe spells from another caster's spellbook, that you do not know yourself.

Commune with Elemental

The character has learnt how to contact the elemental planes and speak to the elementals of that plane in order to seek advice or knowledge from them. This skill enables you to make contact with the plane associated to your primary element, or any element if you are not an elemental, and talk to an elemental from that plane.

You must have a suitable amount of substance, representative to the element you intend to commune with, present to enable you to make contact with that plane.

The air and ground are not viable substances to make contact with the planes of Air and Earth.

Commune with Spirit

The character has learnt how to contact the Astral plane and speak to the spirits of that plane in order to seek advice or knowledge from them. This skill enables you to make contact with the Astral plane and talk to the spirits that dwell in that plane.

You must possess suitable materials in which to project yourself into the Astral plane in order to contact a spirit.

Darkness

The character can gather shadows, causing a pall of inky blackness to rise up from nowhere. You can cast the spell *Darkness*, as an innate ability, a number of times per day equal to your level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level.

Diagnose Disease & Illness

The character has developed the knowledge of identifying the full extent of what disease and illnesses another person is currently suffering from.

This skill does not enable you to determine methods of treatment.

Disarm

The character has fast reflexes, and can pull their opponents weapons free from their grip with a simple flick of the wrist. This skill enables you to force an opponent to drop the weapon they are holding. To use this skill, you must strike either the weapon, or the hand holding the weapon, and state "*Disarm*". The struck opponent must then drop the weapon, and cannot pick it up again until it stops moving.

Discern (Subject)

Through one of many means, the character is able to sense what others cannot, such as the ambient magic from a spell that was cast some time ago or the slightest changes in the weather. When using this skill, you are entitled to request information from a referee about the subject mentioned in the skill entry. Examples of what can be discerned include, but are not exhausted by, the following:

- ⌘ **Magic** - This skill allows you to learn about a spell that has been cast, or about the ambient magic around you. When using this skill on a spell, or other magical effect, you will be told, by a referee, the type of magic that was used along with the level at which it was cast at. If you use this skill to discern the ambient magic in an area, you will only be told what types of magic are predominant.
- ⌘ **Concealed Object** -
- ⌘ **Truth** - This skill enables you to counteract the skill *Tell Undetectable Lie*, if this skill is used on you, by stating "*Discern Truth*". This skill has no effect on a character whose *Tell Undetectable Lie* is a higher level than your *Discern Truth*.
- ⌘ **Poison** - You can tell if a person, or substance, has been inflicted with a poison. If you concentrate then you will also learn the type and strength of the poison.
- ⌘ **Weather** - This skill enables you to determine the current weather conditions as well as any changes that will effect those conditions during the course of the next 24 hours.
- ⌘ **Injury and Illness** - This skill enables you to determine the exact extent of injuries, and any illness, that any person has.
- ⌘ **Light & Darkness** - This skill enables you to determine whether a person calls upon light or dark powers based on the aura that surrounds them. A white aura indicates that the person calls upon light whilst a black aura indicates that they call upon dark powers.
- ⌘ **Darkness/Evil** - This skill enables to determine whether a person is truly evil, or simply holds dark intentions.

Members of the Thieves Guild possess an extension to Discern Concealed Object, which enables the character to also attempt to disarm any concealed object they find.

Members of the Fellowship of the Oracle possess an extension to Discern Truth, which enables the character to use this on written words, as well as those that are spoken.

Cannis discern both magic and supernatural entities, and other effects.

Detect (Subject)

The character has a knack for knowing when something is amiss with a location, an object or a person, and are able to detect what another cannot. This skill enables you to detect the subject specified in the relevant guild, or racial, entry but it does not allow you to discern the exact nature of what you detect. Examples of the subject include, but are not exhausted by, the following:

- ✂ Hidden Doors
- ✂ Traps
- ✂ Concealed Objects
- ✂ Poison
- ✂ Disease

Some Race and/or Guild skill entries enable you to detect more than one subject.

Dodge

The character possesses quick reflexes and co-ordination, able to avoid attacks that would otherwise harm them. You may use the call "Dodge" and avoid an attack, either physical or magical, that would otherwise cause them damage. You must be aware of the attack prior to using this skill.

You may use this skill a number of times each day equal to the race, or guild, this skill was chosen from.

Effect the Supernatural

The character has become very in tune with the otherworldly, to such an extent that they can interact as well as, if necessary, cause harm to such creatures, even if they would normally be proof against such assaults. With this skill, you may fully interact with, and directly effect, and creature that is considered supernatural. If you attack a creature that is normally only effected by the damage call "*Supernatural*" you still cause damage to them normally.

Enchant Object

The character has learnt how to channel magical energies into an item or object, such as a weapon, imbuing it with arcane power for a short length of time. This skill enables you to temporarily enchant items with magical properties using the following guidelines:

- ⌘ Only a character with this skill can enchant an item without the need for a ritual and it takes one hour, per item, per magical ability you attempt to enchant the item with.
- ⌘ Only items that are of master-crafted quality can accept enchantments. If you attempt to enchant a standard quality item, the item is destroyed and the spell goes off as if it was actually cast.
- ⌘ A temporary magical item can only retain the enchantments placed upon it for certain length of time based on the strength, level, of the enchanter as follows:

- ◆ **Apprentice** - 15 minutes
- ◆ **Journeyman** - 30 minutes
- ◆ **Master** - 45 minutes
- ◆ **Grand Master** - 1 hour

- ⌘ Enchanting an item costs one magic point per power you are imbuing the item with. You must then expend the magic points for the spell, or spells, required for the power, or powers to be imbued into the item. You must also expend the magic point cost for the number of times per day each power is to be cast from the item. It will cost 10 magic points to make an item permanently "active".

Permanent magical items require the enchanter to permanently use the magic points required in the creation of the item as well as knowledge of the spell Permanency.

Endurance

The character has, either by nature of their racial heritage or through training, honed their body's durability to beyond that of others. Each level in this skill increases your character's hit points, to all locations, by one.

Ogres and Trolls receive two hit points per location instead of one when selecting this skill.

Evaluate

The character has developed a keen eye and a knack for knowing the true value of an object. When presenting an item to the ATM desk, you are entitled to request the item's true value.

Favoured Enemy

The character has spent considerable amounts of time studying specific known races that exist in the world to the point that they know the most vulnerable points. When you first select this skill you must choose a race, or a sub-species of a race such as human, which you have studied, inflicting an extra point of damage whenever you attack a creature that comes under your selected favoured enemy. This bonus damage is added on top of other bonuses, however you cannot inflict higher than *Fatal*.

You may have a single favoured enemy for each level in this skill you possess, however no two favoured enemies can be from the same race, or sub-species.

Forage

The character can recognise herbs, and other plant-life, that can have beneficial effects to those who craft potions, or even poisons and can cultivate these without risking harm to themselves, or ruining the valuable parts they are trying to extract. When using this skill you may go off and attempt to find herbs, plants and any other useful vegetation that has value for Herbalists and Alchemists. You must inform the ATM desk that you intend to go foraging in the local area, leaving IC to do so afterwards. After at least an hour has passed you may return to the ATM desk, who will ask you to select a coloured marble in order to determine either the quality of what you have cultivated or if you have actually been successful at all.

Each additional use of this skill enables you to influence the draw for a better result.

Identify (Subject)

The character has spent a considerable amount of time studying a specific subject, and is able to recognise the tell-tale signs associated with their field of study. This skill enables you to gain an additional amount of information relevant to the subject mentioned in the skill entry. Examples of the subjects include, but are not exhausted by, the following:

- ✂ Herbs
- ✂ Poisons
- ✂ Potions
- ✂ Animals
- ✂ Undead
- ✂ Demon
- ✂ Spirits

Some Racial and/or Guild entries enable you to identify multiple subjects.

Identify & Treat Wounds

The character has exceptional knowledge of battlefield first aid techniques, and is able to judge a person's injuries as well as administering the correct treatment to cure them. This skill enables you to enquire how hurt a player is. To use this skill, you must roleplay looking over the player you wish to examine, and treat, for a period of 5 minutes, minus the level in the guild/race that this skill was chosen from. Once you have examined your patient, the player may then tell you the exact extent of their character's injuries.

Ignore

The character has learnt how to escape the notice of those around them, either through practise or by profession. When you use this skill you must raise a hand, with all five digits extended, and inform a referee that you are intending to be ignored. This is represented with all other characters simply not paying any attention to you whatsoever unless that character is specifically looking for you. You will remain below the attention of every other character whilst you do not perform any action that otherwise draw attention to yourself.

You may not begin the use of this skill whilst in open plain sight. Certain creatures, such as undead, may not be affected by this skill at all.

Immunity to (Source)

Either through divine gift, or by much fouler means, the character's body cannot be affected by a specific source of damage, such as disease or poison. This skill renders you immune to the effects of the source of damage mentioned in the skill entry. Examples of immunities include, by are not exhausted by, the following:

- ⌘ **Disease** - You cannot be affected by any disease, either magical or mundane.
- ⌘ **Poison** - You cannot be affected by any poison, either magical or mundane.
- ⌘ **Own Element** - Elementalists cannot be damaged, or affected, by any spell, or effect, aligned to their primary element however, they suffer double the damage, and affects, from spells, or effects, from their opposed element.
- ⌘ **Undead Special Power** - When choosing this skill, you select a single special power, from any undead creature. You cannot be affected by this special power.

Some racial and/or Guild entries can render you immune to more than one source, which must be chosen when selecting this skill.

Insight

Through one of various means, such as divine inspiration from the Zonei or sheer force of logic, the character is able to piece together the solution to a problem or situation. You can cast the spell *Insight*, as an innate ability, a number of times per day equal to your

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level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level.

Innate Heal

The character can channel the powers of the Light in order to restore wounds to the injured. You may heal a total number of hit points equal to your Templar level, multiplied by itself, so an Apprentice Templar can only heal 1 hit point whilst a Grand Master can heal up to 16 hit points. Unlike other forms of healing, this ability can be used to restore damage inflicted through Entropy.

Templars of the Branch of Dark utilize Dark Heal instead.

Invisibility

The character can channel the powers of the magic in order to conceal themselves from others. You can cast the spell *Invisibility*, as an innate ability, a number of times per day equal to your level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level.

Interrogate

The character has been taught techniques of extracting information from a person, using anything from brutal force to gentle coercion. This skill enables you to use any suitable method to gain information from another sentient, intelligent, creature that is capable of communicating. Regardless of the method used, your subject answers one question, wholly and truthfully, for each level in the guild in which you selected this skill. A creature who possess the skill "*Iron Will*" reduces the number of questions they must answer in this way equal to the level in the guild, or race, they obtained it from.

Iron Will

The character's mind is strong, granting considerable defences against mental assault, rendering the character immune to the effects of all mind controlling spells & powers that are of an equal or lower level than the race or guild this skill was taken from. This skill does not offer any protection against physical spells and powers such as *Dance*, *Trip* and *Repel*.

Jump

The character enhanced their leg muscles to the point where they are able to jump greater distances. This skill enables you to jump higher or further than normal for your race. When you use this skill, by stating "*Jump*" you can makes jumps of up to 10 feet high, or in distance. There is no allotment to the number of times you may use this skill.

Knock Back

The character has trained to use their weapons, or even their limbs, to send their opponents flying with a carefully, or powerfully placed strike. When you use this skill, you make a fully roleplayed blow, stating the call "*Knock Back*". When the strike connects, your opponent must react according to the damage call presented in the combat chapter of this handbook.

You may use this skill a number of times per day equal to the level of the guild, or race, that this skill was chosen from.

Knock Down

The character has trained in the art of sending their opponents off balance and onto the ground. When you use this skill, you make a fully roleplayed blow to the legs of your opponent, stating the call "*Knock Down*". When the blow connects, your opponent must react according to the damage call presented in the combat section of this handbook.

You may use this skill a number of times per day equal to the level in the guild, or race, that this skill was chosen from.

Lore

The character has accumulated a vast academic knowledge on a specific field of study through months, or even years, of research and learning. This skill entitles you to gain additional information on a creature, spell, or other situation, where your Lore skill would apply.

Artisans may only apply the use of this skill to their sub-guild, for example a Candle maker can only apply this skill when identifying any type of candle.

Engineers may only apply the use of this skill when identifying any weapons or armour.

Elementalists may only apply the use of this skill when identifying elemental creatures or any other matter regarding the elemental plane aligned to their primary element.

Attaining Grand Master level Lore (Poison) enables you to also manufacture them.

Luck

The character has extraordinary good fortune, seemingly able to survive near fatal events or otherwise avoid them all together. This skill enables you to avoid the course of a single event, or action, as it occurs per level they possess. You may use this skill a number of times each day equal to the race, or guild, this skill was chosen from.

The only limits to the overall use of this skill is the individual player's imagination.

This skill cannot be used in order to inflict physical harm to another creature.

Magic Resistance

Through force of mystical will, stubborn hatred, or other such means, the character has become partially resistant to the effects of magic, from enemies and allies alike. With this skill you may ignore the effects of a single spell, regardless of the level it was cast at, by using the call "Resist Magic", or similar. Resisting a spell will only protect you from the effects and does not dispel that spell for anyone else who is affected by it.

You may use this skill a number of times each day equal to the race, or guild, this skill was chosen from.

Meditation

The character is adept at drawing in more of the ambient magical energy from the air and bringing it into themselves in order to replenish their natural reserves quicker. You may only use this skill when you meditate to regain expended magic points. When you meditate, you regain an additional amount of magic points equal to your level in the guild this skill was chosen from.

Natural Armour

Some creatures have naturally, or even supernaturally, toughened hides, so much so that their skin provides them with additional protection. For each level of natural armour you have, your character is granted an additional armour point to each location. Unlike physical armour, such as leather or chain, natural armour can be healed the same way a regular hit points.

Each level of Natural Armour is purchased as a separate skill.

Orientation

The character has an unparalleled sense of direction, even in unfamiliar environments. With this skill, you will always know which direction North lays in and in which direction "Home" is.

Parry

The character possesses sharp co-ordination, and is able to block incoming attacks with deft speed. This skill enables you to block a single physical attack that is aimed at you only, using the call "*Parry*". You may use this skill to block an attack that you would otherwise not be able to. You may use this skill a number of times each day equal to the level in the guild, or race, that you obtained it.

You **MUST** be aware of the attack in order to make use of this skill.

Pass Without Trace

The character has developed an unnatural ability to leave no physical traces of their presence behind, leaving no footprints in the soil no matter how soft or wet the ground may be. This passive skill prevents you from leaving any forms of footprints behind you, meaning that you cannot be followed by any creature using the skill "*Tracking*". This does not, however, prevent you from being followed by magical means or by use of the skill "*Sniff*" or similar.

Quest of Adulthood Skill

Every Mhainite child runs away between the ages of 13 and 21. During this time they learn new skills and experience life away from home, and this has become a formulized affair in recent years. You may choose one skill from any of any the non-magic using guild skill list. This represents you been taught by a friend or fellow adventurer.

Raise Lesser Undead

Through knowledge of forbidden rites, the character can call lesser undead creatures to their service. If you are an Apprentice, you can cast the spell *Skeleton*, as an innate ability, a number of times per day equal to your level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level. If you are a Master, then you can use this skill to cast the spell *Zombie* instead.

Recognise (Subject) Quality

The character can, with the knowledge of their particular craft, identify how well an item, relating to their craft, has been made. You may use this skill only with an object, or item, that relates to your particular craft. It enables you to determine the quality of that object, or items, construction.

Artisans may only apply this skill to their sub-guild, for example, a Candle Maker can only apply this skill to any type of candle.

Engineers may only apply this skill to weapons, armour and constructions, such as buildings.

Rune Lore

The character is an avid student of cultural dialects, able to study them and learn how to communicate with the users of such languages within a short space of time. This skill entitles you to know an additional language per level in the guild you obtained this skill, receiving the appropriate Rune Sheet for the language at the beginning of the event.

Some languages are so ancient, or so secretive, that you will not be entitled to learn them through obtaining this skill.

Shape Change

The Druids have a great affinity for the natural world, so much so that they are able to adopt the forms of certain beasts. When you first take this skill, you are entitled to choose a single form for each Druid level, to the maximum of four different forms, which are as follows:

- ⌘ Land form
- ⌘ Ariel form
- ⌘ Aquatic form
- ⌘ Dire animals of already chosen animal shapes (Grand Master only)

Your initial Shape Change form should be influenced by the nature of your Druidic powers, i.e. an Ocean Druid should begin with an aquatic form. You may only adopt your animal forms a number of times equal to your Druid level. Adopting an animal form and reverting back to your natural form is considered a single use of this skill. Adopting an animal form and then changing to another animal form is also considered a single use of this skill.

Shield Mastery

The character possesses sharp co-ordination, and is able to block incoming attacks with deft speed. This skill enables you to block a single physical attack that is aimed at you only, using the call "*Shield Mastery*". You may use this skill to block an attack that you would otherwise not be able to. You may use this skill a number of times each day equal to the level in the guild, or race, that you obtained it.

You MUST be aware of the attack in order to make use of this skill.

Skill of a Family Member

Both the Mhainite and Vaagen people have this skill, representing either a trade profession, or other such useful tricks they have picked up from somewhere, and is represented by allowing the character to pick any skill from any of the non-magic using guilds.

Sniff

The character has a superior sense of smell, allowing them to determine what creatures are nearby and follow where they are heading. This skill allows the character to both discern the physical nature of other creatures, and to track by smell. You can also use this skill in order to locate creatures hidden through the Stealth skill and Invisibility spell.

If you have the skill tracking as well as sniff at the same level as a person with stealth you know where they are.

Speak With Dead

Using questionable methods, the character has learned how to speak with the departed. You can cast the spell *Speak with Dead*, as an innate ability, a number of times per day equal to your level in the guild, or race, the skill was chosen. The effective level of this innate spell is also equal to the same level.

Spirit Sight

Through constant contact with the Astral Plane, or perhaps through the intense training of some other organisation, the character can clearly see the spiritual essence of another living creature as though it were clear as day. This skill enables you to see the living through the presence of their spirit. Most conventional means of concealment, both mundane and magical, cannot be used to hide from your sight.

This skill does not enable to you tell one spirit from another, so a living creature standing amongst other living creature, or living matter such as trees, cannot be distinguished.

Stealth

The character has spent copious amounts of time surviving in the wilderness, or perhaps they have received formal training from the guilds, developing the knack for being able to conceal themselves in their surroundings and move around virtually unnoticed. With this skill you are able to hide yourself in the terrain, and move around as your mastery in the skill progresses. To use the skill, you must first physically enter terrain suitable enough to conceal yourself behind, such as thick bushes or dense treelines, and raise your hand, extending a number of fingers equal to your level in this skill. Each level enables you to use the skill in the following ways:

- ✧ **Level 1** - You may conceal yourself within, or behind, terrain suitable enough to hide you. You may move around, slowly, inside that terrain only. If you attack, whilst concealed, you will automatically reveal yourself.
- ✧ **Level 2** - You may conceal yourself within, or behind, terrain suitable enough to hide you. You may move around, slowly, inside that terrain and move to any suitable terrain that is within 5' of where you were hiding. If you attack, whilst concealed or moving, you will automatically reveal yourself.
- ✧ **Level 3** - You may conceal yourself within, or behind, terrain suitable enough to hide you. You may move around inside that terrain and can move at normal pace to any suitable terrain within 5' of where you were concealed, or slowly to any terrain between 5' and 10'. If you attack, whilst concealed or moving, you will automatically reveal yourself.
- ✧ **Level 4** - You may conceal yourself within, or behind, terrain suitable enough to hide you. You may move around inside that terrain and can move at normal pace to any other suitable terrain without revealing yourself unless you stop moving. If you attack, whilst concealed or moving, you will automatically reveal yourself.

You can be found by a character who has a level in the skills *Tracking* and/or *Sniff* that is greater than your level in this skill. If you have equal skill level in tracking or sniff then the person will have a good idea that someone is hiding. If they equal skills in both tracking and sniff then they will be able to find you.

Strength

Increases the damage dealt through melee and thrown weapons by one step. Your character can also throw a person, or object, weighing no more than 400 pounds in weight 10ft. This is increased to 800 pounds and 20ft with level 2 Strength etc. Strength is a stackable skill meaning you can take it more than once

Summon Undead Spirit

The character has learnt how to call a deceased spirit and speak to the spirits in order to seek advice or knowledge from them or to perform some other service. You may use this skill in order to summon a deceased spirit to a suitably prepared area in order to perform an act, or other service. Once this has been completed, the spirit returns to the realm of the dead.

You must possess suitable materials in which to draw a deceased spirit from the realms of the dead.

Surgery

Through years of extensive, and rigorous study, the character can use their anatomical knowledge to repair the damage inflicted by even the most grievous of wounds. When using this skill, you can heal physical wounds inflicted on your patient, healing 1 hit point to the location operated on, for an increment of time as follows:

- ◆ **Apprentice** – 10 minutes
- ◆ **Journeyman** – 7 minutes
- ◆ **Master** – 5 minutes
- ◆ **Grand Master** – 1 minute

The dying character automatically counts as stabilised for the duration of the surgery.

Attempting surgery, with no tools, doubles all of the above durations as well as increasing the chances of complications, which will be determined by the presiding referee. Master-crafted tools will double the number of hit points healed through this skill.

Multiple surgeons can operate on the same patient; doing so will allow multiple locations to be healed at the same time.

Tracking

The character has developed the knack for being able to identify, and follow the tracks left behind by other creatures, or even individuals. This skill enables them to follow the tracks left behind by others; however both terrain, as well as other sets of tracks, can affect the tracks you are following.

You may also attempt to use this skill to find creatures that have concealed themselves through the *Stealth* skill. If your level in this skill is equal to the *Stealth* skill of the creature you are tracking, then you can get a very good idea of where they are, but you are not quite able to find them. If, however, your level in this skill is greater than the level of *Stealth* of the creature you are tracking then you can locate them without any difficulty. If you have the skill sniff as well as tracking at the same level as a person stealth you know where they are.

You cannot track a creature using Pass Without Trace.

Treat Disease & Illness

The character's medical knowledge enables them to apply the correct treatments in order to relieve the symptoms of diseases and illnesses. You may use this skill to treat any disease, or illness, that you have successfully discerned currently infecting your patient. The exact treatments required, as well as the timescale to apply them, are dependent on the individual disease or illness.

Tribal Skill

Each Kuul tribe has a specialisation, dependent on the function of their tribe or clan within Formori Culture. This is represented by allowing your character to take a single skill from any non-magic using guild.

Turn

Using the strength of their faith in the Zonei, the character can force undead, and possibly other similar unnatural creatures, to flee before them, or destroy them outright if their faith is strong enough. When you use this skill to turn an undead creature you must roleplay invoking the strength of your faith and announce your turning level, which is equal to the level of the guild where you obtained this skill. When you invoke this skill, all undead creatures, in your line of sight, must move 10' away from you and cannot approach any closer whilst you continue to chant your skill verbal, they are destroyed if your turning level is at least double the undead creatures. You may work with other characters who also possess this skill, to increase your turning level. A silenced character is not able to make use of this skill.

Undetectable Lie

The character has the gift of the silver tongue, being able to say the first thing that comes into their head and making their words sound very convincing. This skill enables you to counteract the skill *Discern Truth* if this skill is used on you by stating "*Undetectable Lie*". This skill has no effect on a character whose *Discern Truth* is a higher level than your *Undetectable Lie*.

Weapon Specialisation

Either through years of training honing their skills toward perfection, or just sheer instinct, the character has developed their ability to fight with a specific weapon, or set of weapons, above and beyond the rest. This skill allows you to increase your damage call by one step with a specific type of weapon, such as "sword" or "mace", increasing the call of "single" to double, "double" to "triple" and so forth up to the call of "Fatal". Most races, and some guilds, have specific weapons in which they are specialised which are noted in their relevant skill entries.

Unlike other skills, selecting *Weapon Specialisation* for the same weapon more than once alters the name of the skill, which also provides additional benefits as follows:

- ⌘ **Weapon Mastery** – You cause an additional point of damage with the selected weapon, added to the increase provided by *Weapon Specialisation*. You also gain an additional combat ability, discussed with the refs at the time of taking this skill.
- ⌘ **Weapon Excellency** – You cause an additional point of damage with the selected weapon, added to the increase provided by *Weapon Mastery* and you may also select an additional combat ability.
- ⌘ **Weapon Supremacy** – You cause an additional point of damage with the selected weapon, added to the increase provided by *Weapon Excellency* and you may also select an additional combat ability.



LRP

COMBAT

Combat in the HMS system tries to be as realistic and as simple as possible, making use of the following rules:

Hits

Each character has a number of 'Hits per Location', which describe how many wounds a character can take to that location before it becomes useless; there are six locations employed in the HMS system, the Head, Body, Left Arm, Right Arm, Left Leg, Right Leg. Arms reduced to zero hits cannot hold weapons any longer or use them, legs reduced thus mean you can no longer support yourself; hits to the body or head that are reduced to zero means your character is mortally wounded.

Hits Table	Warrior	Adventurer	Scholar/magic user	Non Guild Member
Standard Hits	4	3	2	1
Trolls, Ogres, Kuul Bugbears	6	5	4	3

Armour

Armour helps to protect a character by adding an armour value (AV) per Location but is only relevant if the armour protects the location and is worn at the time - someone who forgets the armour does not have the bonus.

Light Armour, which is recognised as any type of Leather, furs, Wood or Bone gives a bonus protection of +1 AV per Location.

Heavy Armour is recognised as any form of Hard leather or chain mail- or good representation, this grants the wearer a bonus protection of +2 AV per Location.

Plate Armour is recognised as any type of full, half, layered or scaled plate, granting the wearer a bonus protection of +3 AV per Location.

Master Crafted Armour gives a bonus protection value of +1 AV to the Armour.

Armour can be stacked to a maximum of 3 layers the whole area needs to be covered by the armour to count

Shields will for the greater part, absorb all forms of mundane damage you need only parry a blow with the shield to prevent it causing damage to your character.

Weapons

In the HMS system, a character can wield any weapon that the player can in real life as there are no special combat qualities or requirements, this means that if you favour fighting in the two-weapon style, so too can your character. There are however different rules for different weapons, which are now listed, followed by a series of what are acceptable 'Calls' for damage to an opponent.

One-Handed Weapons are clarified by being less than thirty six inches in length. A character may wield either one or two of these weapons at any one given time, one in each hand. They inflict 'Single' damage and if coreless, they may be thrown.

Hand-and-a-Half Weapons are weapons that measure between thirty six inches and forty two inches long; they can be either held with one hand or two, if a smaller weapon is held in one hand, a Hand-and-a-Half weapon may be held in the other - you cannot hold two Hand-and-a-Half weapons at the same time.

Two-Handed Weapons are weapons longer than forty two inches in length and you may only wield one of these weapons at any given time, if one hand or arm becomes useless through damage you lose the ability to wield such a weapon, be it for attacking or parrying enemy attacks.

Bows & Crossbows are weapons that inflict 'Doubles' per hit.

HMS Combat Calls

A number of 'Calls' are used in the HMS system to inform any opponent what damage they are taking, any hit without a call is to be treated as a Single.

Single	Inflicts one point of damage and is non-magical.
Double	Inflicts two points of damage and is non-magical.
Triple	Inflicts three points of damage and is non-magical.
Quad	Inflicts four points of damage and is non-magical.
Crush	Reduces the location hit down to zero or if wearing armour the armour is reduced to zero in that location. Small weapons such as daggers and small shields are unusable until repaired.

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Fatal	This blow strikes you dead, irrespective of the number of hit points you possess or location hit your hit points are reduced to zero.
Knock Down	You are knocked to the ground.
Knock Back	You are knocked back ten feet from where you were standing.
Enchanted/ Elemental	This means that the attack is magical in nature and has to be combined with any of the above calls to indicate as such.
Blessed	This states that the attack is holy and must be combined with any of the above calls to indicate as such.
Psi	This states that the attack is psychic in nature and must be combined with any of the above calls to indicate as such.
Supernatural	This call means the creature attacking is either a supernatural creature or using an artefact level item to attack with. This will bypass magical defences produced by most commonly available magical spells, such as the Armour spell.

It is rare for players to obtain the ability to use Spirit, Entropic or Soul Fire damaging effects without the assistance of a being that is able to provide such means.

Spirit	This call means the creature attacking is either a spiritual being or using a weapon imbued with spiritual essence to attack with. Spirit calls ignore all physical armour. They will bypass magical defences produced by most commonly available magical spells, such as the Armour spell and High magic.
Entropic	This call means the creature attacking is either an Entropic entity or using a weapon imbued with powerful Entropic energy to attack with. Entropic wounds cannot be healed through most magical means. They will bypass almost all known, and unknown, magical defences.
Soul Fire	This call means the creature attacking is a wielder of Soul Fire. Will bypass almost all known, and unknown, magical defences.

Weapons are usually made of steel or wood and some creatures are immune to damage from these materials. The metals below are some of the alternatives -

Silver: This means that the attack is from a silver weapon and must be combined with one of the first four calls it may also be combined with any of the others.

Cold Iron: This means that the attack is from a cold iron weapon and must be combined with one of the first four calls it may also be combined with any of the others.

Star Metal: This means that the attack is from a star metal weapon and must be combined with one of the first four calls. It may also be combined with any of the other damage calls. Star Metal weapons also bypass defences raised by most magical spells not of High Magic origin.

Through: The attack ignore armours either it is a strong attack that's pierces the armour or the the attacker is skilled in finding openings in the armour

Creatures are effected different ways, depending on the nature of the creature. This will be learned in game by talking to other players or fighting the creatures.

Death and Dying

As described earlier in this chapter, your character can receive damage from a number of different sources. Should your character's head and/or body locations be depleted to 0 Hit Points, you are mortally wounded you lay on the floor where you was slain. Should this happen then you have 3 minutes to receive enough healing, this is known as your death count. You count to 180 (example 1 and 2 and 3) in your head and you do not move or talk.

Healers and physicians need to discern your wounds, at this point you tell them how many hit points below zero you are then they will heal your wounds. They will tell you how many hit points they have restored if they restore enough hits to bring you to 1 hit or more then you may stand and carry on.

If you do not get healed within the death count then you are dead. Stand up and put your fist in the air and report to a ref. This does not necessarily mean that you have to create a new character and start again however. Depending on the circumstances, your character could be resurrected from the dead.

If a limb is reduced to zero or below then you are unable to use the limb until treated if your limb is in double negative numbers then the limb cannot be healed by magic or mundane methods

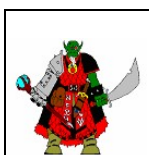
Resurrection

Healers of the Unified Church, and the Druids, both have magical spells that can raise a dead character back to life, although they work in different ways to achieve this end. Although Necromancers claim, they too can raise the dead back to "life" this generally means being turned into a mindless minion under their control!

Upon the successful completion of a ritual of resurrection, your character will suffer the following affects:

- ⌘ You will lose the last level you attained in your race and each of your guilds.
- ⌘ If any of your guilds are magic-using, then you lose the ability to cast the spells from the level you have lost, as well as the Magic Points those spells provided you with.
- ⌘ You lose a permanent Hit Point from each location.

The lost race and guild levels can be re-attained in the normal way, as if you were increasing your race or guild level. Effectively you are simply re-training in the skill you lost when revived.



LRP

MAGIC

Magic is what makes mythology different from history and in the system of HMS it is not uncommon for men and women to wield magical powers, in this system they are known collectively to be 'Magic Users', however magic users are not just one group, for there are six different types of magic user in the HMS system to date, a description of these types of magic user now follow:

Wizards - these spell casters learn their magic from ancient tomes and powerful scrolls created by the Master Wizards of the past. Their branch of magic is based around the learning of magic in a disciplined and orderly manner; they are also known as 'Mages' or 'Hermetic Magi'.

Clerics/Priests - These magic practitioners have no need for the learning of spells and rites, instead they draw their magical power from a much higher source. In the HMS system this is the Zonei, the true gods of the world. By summoning their will they shape these powers into spells.

Healing Priests/Healers - These spell casters are mundane healers who have been able to take their arts beyond the mere application of pulses and the binding of wounds, for they have learnt to harness their desire to heal and focused it into an art of magic known as 'Healing Magic'.

Druids - These ancient spell casters are masters of 'Oak Knowledge', for which the translation of Druid represents in the Kaldron tongue; they are so in touch with nature and the land about them that they can tap into the natural environment and use it to cast what some consider to be 'Green Magic'.

Alchemists - These are a rather unique bunch of mystics, completely different and separate to the above-mentioned practitioners of magic. Instead of the casting of spells, the Alchemist is able to brew potions and formulas of science in a manner, which replicates 'Magic'.

Elementalists - These are mages who have crossed over into the realms of the Druids to tap into the powers not within themselves, but from the four recognised elemental powers that define the matter of our world.

Necromancers - These are mages who have gained power over the dead by manipulating the ambient magic that hangs heavy over places of death, such as graveyards and ancient battlefields.

Bards – Neither mages nor priests, Bards are a somewhat unique user of magic. Their power enables them to captivate and inspire those around them; it is with no doubt that there is power in the words of a Bard.

Starting Spells & Magic Points

All true magic users begin the game with five magic points and with an initial choice of any three spells from their guild's apprentice level spell list unless stated differently in the description of the type of mage. The character must cast from these chosen spells until further research is undertaken and completed or a level is attained. Characters can amass more magic points and learn other spells through the attainment of character points and rigorous study, however before they are able to claim this extra power, they must attend an event and spend five hours within their appropriate guild - this represents the learning they must achieve in order to wield this greater power.

Spell Books

Please note all spell casters **MUST** have a spell book in which to inscribe their spells. Characters who are members of multiple spellcasting guilds, must possess one spellbook for each of these guilds they are a member of. These spells should be inscribed in a very specific manner. This may vary from one magic using guild to another and must be in that particular guilds special mystical language. It is important that you speak to your guild master or, in their absence, a ref in order to collect a copy of the spell rune sheet for your guild and how to write out your spells book.

Studying your Spell Books

Each morning of an event, you must study your spellbook for an uninterrupted ten minutes, and if you are a member of multiple magic-using guilds then you must study each of your spellbooks for ten uninterrupted minutes per book. Should you be interrupted or allow yourself to become distracted then you must start again before you will be able to cast spells. After you have spent time studying your spellbook, or spellbooks, you must then seek out a ref who may test you by asking you to read a selection of your spells to them. Once this is done you are ready to cast spells.

Losing a Spell Book

If you lose your spellbook, either In Character or Out Of Character, then you are in serious trouble! Without your spellbook you will not be able to cast any of your spells until you get another one both IC and OOC.

Foreign Spell Books

It is entirely possible for you to cast spells from a spellbook that is not your own providing, of course, that you understand the magical script that it was written in. You must first be holding the foreign spellbook in your hand, meaning that your other hand must be free to make the required gestures for a period of 30 seconds, or 15 seconds if holding a magical implement in your other hand.

If you have not learned the spell you are casting then you may not manipulate the spell in any fashion, including the use of Mass or other methods.

Casting Spells

At the beginning of any event, a magic casting character collects a coloured ticket for every point of magic power they possess. When the magic user casts a magic spell, they must use exaggerated hand gestures for fifteen seconds (or thirty if using only one hand without an implement appropriate for their particular style of magic).

At the end of the time the caster should call the name of the spell clearly, as well as the level the spell is being cast at, and tear up the necessary spell cards to empower the spell - retaining both parts for the end of the event and not to litter the area in which the event is taking place.

For increased speed of casting, a character may tear up additional cards each additional card reduces the gesture time by five seconds.

At the same time the magic user is casting their spell, they must also call an incantation before the naming of the spell. The basic incantations, for the magic-using guilds, are as follows:

Wizards/Mages -

“By my power (repeat 3 times)
(name of the spell and level)”

Cleric/Templar/Healer* -

“By my power I summon the power of the Zonei
(repeat 3 times) (name of the spell and level)”

Druids -

“By my power I summon the power of nature
(repeat 3 times) (name of the spell and level)”

Elementalists -

“By my power I call the power of the Elements
(repeat 3 times) (name of the spell and level)”

Necromancer -

“By my power and the power of Necromancy
(repeat 3 times) (name of the spell and level)”

If you lose your magic point tickets, or fail to spend ten minutes each morning reading your spellbook, you will be unable to any cast spells for that day.

If, when you are casting a spell, you receive damage of any form, be from another spell, power or through direct physical means, then the spell you are attempting to cast has been disrupted and the power you are calling on dissipates harmlessly back to where it was being drawn from.

Battlecasting

Certain careers, more specifically Warlocks and Templars, are granted an additional trait called battle-casting. A battle-caster may continue to cast their spells despite taking damage from another source whilst doing so.

In addition to this, Templars may also fight whilst they are casting a spell however, they **must** be wielding their Templar sword in order to do so, they may not do this with any other weapon unless it is part of the weapon's properties.

Backlash

Although undoubtedly powerful, magic is a dangerous and often uncontrollable force in the world that even the most proficient spellcaster can struggle to bend to their will. Or perhaps the divine beings that a caster serves are easily offended and choose to punish their faith instead of aiding them. The unpredictable nature of magic is represented by the fact that, when certain conditions occur, the spell being cast can result in harmful, or occasionally lethal, consequences. A number of examples that can cause a backlash effect are described below:

- ⌘ **Verbal not Audible/Clear** – The caster automatically spends an additional number of magic points on the spell they were casting, as if they were instantly casting it.
- ⌘ **Incorrect Verbal** – The spell the caster was attempting fails, and the magic points expended are wasted. Furthermore the caster suffers an amount of damage equal to the level of the spell they were casting, for example a Burn spell would only inflict 1 point of damage whereas Wrath would inflict 4 points. Damage inflicted this way ignores all forms of protection, magical or otherwise, and cannot be negated or otherwise prevented. This same form of backlash applies to characters of multiple magic-using guilds who use a verbal from one guild to cast the spells of another.
- ⌘ **Overcasting** – A spellcaster who expends more magic points than they actually have available may continue to cast their spell however, they will expend a number of global hit points equal to the difference. Damage inflicted through

overcasting ignores all forms of protection, magical or otherwise, and cannot be negated or otherwise prevented.

Learning New Spells

It is entirely possible for your character to learn new spells during their career. This can be achieved by the following methods:

- ℵ When you increase your level in a spellcasting guild, you will automatically be entitled to choose a new spell from that guild's spell list, of any level equal to, or lower than, the new level you can cast at.
- ℵ If you have accrued hours on your character you may spend them to learn a new spell. This is covered in more detail below.
- ℵ If a deity, or other extra-planar entity, gifts, or "gifts" in the case of more malevolent entities your character with the knowledge of a new spell.

At any point during your character's career, you may undergo the process of learning new spells, in addition to those you already know. In order to do so, you must:

- ℵ Spend 50 of the hours you have accrued on your character.
- ℵ Seek out a spellcaster who knows the spell you wish to learn to teach you.

Both you, and your tutor, must spend 1 hour per level of the spell you wish to learn, engaged in the instruction of the spell. At the conclusion of the instruction, both you and your tutor must approach a ref for the new spell to be recorded on your character sheet. The new spell must also be written down in your spellbook.

If you are learning a spell that does not appear on the spell list for your guild then you must learn an adapted variation of it. You must still under go the In Character instruction, however it will cost 50 hours per level of the spell you are learning.

Inventing New Spells

It is also possible for you to create a new, unique spell for your character to use and to do so, you must undergo the following:

- ℵ You must write, in the standard format described near the beginning of this handbook, how your character came across the spell. This can be through experimentation, discovery of an incomplete formula or other such method.
- ℵ You must submit, to the ref team, details of how the new spell will function. This must be presented in a similar manner to the published spells lists.

Once submitted, the new spell will be compared to the spells published in this handbook and assigned a level appropriate to the effect, or effects, it will cause.

A Note on Alchemists

Alchemists do not have the need for a 'casting time' instead they have a brewing time for each potion they create, which once stored will last for a certain period of time, what we call a 'Sell by Date'. With a successful test with a referee, or previously agreed understanding between an Alchemist and a referee or member of the plot team, the Alchemist can come to an event with a certain amount of pre-prepared potions. However, if this is not done, the Alchemist must spend time in character brewing potions for the event, be it for a day, three days or even a week.

- | | |
|----------------------------|--|
| Apprentice Level Potions | - These are among the simplest and quickest potions to concoct for an Alchemist, in twenty minutes, the Alchemist can have one potion prepared and cooked, with a Sell-by-Date of one day. After the day has elapsed, the potion will simply become a meaningless sludge. |
| Journeyman Level Potions | - These require a little more time and more careful preparation, but with the greater skill, so comes the greater effect; it takes an hour to prepare and brew, with a Sell-by-Date of one week (effectively a whole event) - once that week has elapsed, it becomes a meaningless sludge. |
| Master Level Potions | - Great attention, preparation and cooking time are essential with props definitely needed and role playing required, however effort reaps its rewards. It takes a day to prepare and brew, but has a Sell-by-Date of two months (effectively two events). The brewing of such potions at this level does of course create the possibility of events being solely for the purpose of gathering ingredients to create such legendary potions... |
| Grand Master Level Potions | - The stuff of legend and definitely deserving to be related to the driving of plot. Grand Master potions take an event to prepare and brew, but do not have a Sell-by-Date - the potion will simply last a year before becoming, you guessed it! Meaningless sludge! |

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Any good Alchemist of course will want to reduce the time it takes to brew a potion just as any good magic user can reduce their casting by expending extra magic points in the reduction of time; Masters and Grand Masters, with the greater lengths of time to brew can do so, alas Journeymen and Apprentices cannot. Each additional magic point spent by a Master reduces a brew time by one hour. Grand Masters employing the same may reduce brew times by one day per extra magic point invested.

An Alchemist can have a number of potions on the brew equal to as many Alchemist levels they possess. So an Apprentice Alchemist can brew one potion at a time, whereas a Grand Master could have four.

An Alchemist is not restricted to brewing potions of their level. They may, instead, brew potions of their own level or lower.

Alchemists have to give recipes to the Guild Master for approval and entering into the Guilds recipe book. If an alchemist is found to have created a potion from a non-guild approved recipe, they maybe be subject to an investigation and punishment.

Note: Procedure for new recipe is to give the recipe to the guild master who will pass it on to the alchemist Ref who will decide if the recipe works or not. All recipes need the ingredient's list, the method on how you are going to mix the ingredients and the desired result of the recipe.



LRP

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Spell Lists

Reading the Spell Lists

The spell lists presented here have been laid out in a format that will provide you with all the information you require in order to know how each spell interacts within the game as well as how to react to them should one be used against you.

By way of example, this is the entry for the spell called **Burn**, a spell that creates a bolt of fire, a heat wave or some similar thematic in order to cause damage to the intended target.

Burn	Ap	Inflicts one point of fire damage per level of caster to all locations. The subject is on fire and will continue to take damage until extinguished	1	RD
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As you can see from this sample entry, all spells in the following lists are laid out as follows:

- ⌘ **Name of Spell** – The name of the spell.
- ⌘ **Level** – The lowest caster level required to learn the spell.
- ⌘ **Description** – The effects the spell has on the game when cast.
- ⌘ **Spell Points** – The number of Spell Point tickets that must be ripped when casting.
- ⌘ **Tags** – What skills and other defences can be used against the spell.

Spell Tags

The tags column of the spell lists provides you with what skills, or other defences, you can use when subjected to a given spell. The tags can also tell you if the spell can be used at range, by touch and whether or not it creates an area of effect. Each single letter presented in the tags column corresponds to a different skill or defence. The full list of these tags, and their meanings are as follows:

Tag	Description
A	The spell creates an Area of Effect. If you are at the edge of the area, you may use the dodge skill to remove yourself from it. You may not do so if you are at, or near, the centre.
D	You may use the Dodge skill to avoid the effect of this spell.
F	You may use the skill Iron Fortress to resist the effect of this spell.
G	You may use the Agility skill to resist the effect of this spell.
I	You may use the skill Iron Will to resist the effect of this spell.
P	The spell creates a pet or other minion.
R	You may use the spell at range, within your line of sight.
S	The spell may only be cast on yourself.
T	You must touch the subject before the spell can be effective. You may use the Dodge skill to avoid touch range spells.

Unique Spells

There are spells that do not appear in any of the presented spell lists. This is mostly because such spells require very special training in order to learn them and so will not be written in this handbook. If you wish for your character to learn one of these unique spells, then you will need to seek out either the original developer of the spell, or someone else, who has been taught it already.

Assassination Magic Spell List

Name of Spell	Level	Description	Spell points	Tags
Darkness	Ap	Creates a magical darkness over a 10ft radius per level of the caster. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Discern Magic	Ap	Caster discerns magic, if any, in a 10ft radius area per caster level.	1	S
Dispels	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call out their rank in their verbal.	1	R
Glue	Ap	The subject is stuck to the spot, unable to move their feet. Lasts 30 seconds per level.	1	R
Invisibility	Ap	Subject becomes invisible. The effects of this spell are broken if they take offensive action. Lasts 30 seconds per level.	1	T
Insight	Ap	Allows the caster to gain one clue or hint per level, as per the Insight skill.	1	S
Locate	Ap	Gives the general location of an object, person or creature.	1	S
Lock	Ap	Locks both mundane and magical locks, doors, portals and containers.	1	T
Muddle	Ap	Causes target to forget what they were doing and wander aimlessly. Lasts 30 seconds per level.	1	RI
Mute	Ap	Renders the subject unable to speak. Lasts 30 seconds per level.	1	R
Open	Ap	Opens both mundane and magical locks, doors, portals and containers.	1	T
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Sleep	Ap	Puts one human sized creature or person to sleep. Lasts 30 seconds per level.	1	RD
Trip	Ap	Causes target to trip and fall over.	1	RG
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for 1 question per level of the caster.	1	RI
Alibi	J	Caster alters one memory per level of caster.	2	RI

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Blind	J	Blinds the subject. Removed by the 'Restore' spell Lasts until removed.	2	R
Blink	J	Allows caster to make a minor teleport to any location within 10 foot per level. Caster must be able to see their destination.	2	S
Block	J	Hides the caster from all scrying attempts and magical detection spells of equal or lower level than the caster. Lasts for 1 hour.	2	S
Breath	J	The subject no longer needs to breathe. Lasts 30 seconds per level.	2	T
Detect (X)	J	Discerns whether anything from a specified category is within a 10ft area. (Examples: Traps, Danger, Life, Ambushes, etc.)	2	RA
Dodge	J	Grants the subject one use of the Dodge skill per level of the caster. Lasts until dawn or used up.	2	S
Fall	J	Subject falls gently and reaches the ground unharmed, no matter the drop. Lasts for 1 drop, 5 minutes or a combat encounter.	2	S
Immunity (X)	J	Makes the subject immune to a specified type of damage. (Examples: Fire, Cold, Lightning, Sharp, Blunt, etc.) Lasts 30 seconds per level.	2	T
Jump	J	Allows caster to make a single jump 10ft per level. Lasts for 1 jump, 5 minutes or a combat encounter.	2	S
Trackless	J	Subject leaves no trace or tracks and undetectable by Sniff and similar skills. Lasts 30 seconds per level.	2	S
Rebound	J	Rebounds the next spell of equal or lesser caster level back on it's caster. Lasts until dawn or used up.	2	S
Reveal	J	Makes the invisible visible to all, within a 10ft radius. Creatures using Stealth are not revealed.	2	A
Seeking Servant	J	Conjures a small, venomous, creature that seeks out their intended subject and bites them with a fatal poison.	2	P
Silence	J	Creates a 5ft radius of silence around the caster. Lasts 30 seconds per level.	2	SA
Snap	J	Causes one arm or leg of the subject to break, reducing the location to 0. Location should be specified when cast i.e. "Right Leg".	2	R

Bardic Magic Spell List

Name of Spell	Level	Description	Spell points	Tags
Befriend (Person)	Ap	Subject becomes the caster's loyal friend. They will not harm or sacrifice themselves but will do anything that would reasonably be done by a good friend. Lasts while sung.	1	RI
Bravery	Ap	For as long as the Bard performs, their allies, within earshot, cannot be affected by fear. Lasts while sung.	1	RI
Close	Ap	Closes doors, portals and containers.	1	T
Clumsy	Ap	The subject cannot hold anything, and drops whatever is already held. Lasts while sung.	1	R
Dance	Ap	Forces the subject to dance and prevents any other action. Lasts while sung.	1	R
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'	1	R
Fascinate	Ap	Caster causes the subject to be completely and utterly fascinated by them. Lasts while sung.	1	RI
Fear	Ap	Causes the subject to flee from the caster. If the subject is unable to flee, they will cower in front of the caster instead. Lasts while sung.	1	RI
Glue	Ap	The subject is stuck to the spot, unable to move their feet. Lasts while sung.	1	R
Gravity	Ap	Subject is bound to a wall or floor. Lasts while sung.	1	R
Identify	Ap	Allows caster to know one magical property of a magical item per caster level.	1	S
Insight	Ap	Allows caster to gain one clue, or hint, per level.	1	S
Itch	Ap	Causes itchiness; the subject may only parry and scratch. Lasts while sung.	1	R
Locate	Ap	Gives the direct of a specified object, person or creature. Lasts while sung.	1	S

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Muddle	Ap	Causes subject to forget what they are doing and wander off aimlessly. Lasts while sung.	1	RI
Mute	Ap	Renders the subject unable to speak.	1	R
Open	Ap	Opens both mundane and magical locks, doors, portals and containers.	1	T
Pacify	Ap	Renders one creature unable to bring themselves to fight. Lasts while sung.	1	RI
Shatter	Ap	Breaks a non-magical object so it is unusable, and must be mended before it can be used again.	1	T
Sleep	Ap	Puts one normal sized creature, or person, to sleep. Lasts while sung.	1	RD
Alibi	J	Caster alters one memory per level of caster	2	RI
Berserk	J	This spell allows the person to enter a state of a frenzied battle-rage allowing to you do one extra level of damage you become immune to injures and all mind effecting spells and powers. Berserk state lasts for 1 minute plus an additional minute for each level of the caster. When you return to your normal state, you must collapse to the ground, exhausted, with your Hits per location reduced to 0 and you start your death count. Lasts while sung.	2	TI
Blind	J	Blinds the subject. Can only be removed by the 'Restore' spell. Lasts while sung or until removed.	2	T
Deaf	J	Causes one subject to be deafened. This lasts until they have the 'Restore' spell cast on them.	2	R
Detect (X)	J	Discerns whether anything from a specific category is within a chosen 10' area. (Examples: Traps, Danger, Life, Ambushes, etc)	2	SA
Gluttony	J	Fills the subject with an overwhelming hunger. The subject must run around looking for and eating whatever they can. Lasts while sung.	2	T
Grovel	J	The subject must grovel. They are unable to make any other actions. Lasts while sung.	2	RI
Haste	J	Allows the subject to move at double speed. Lasts while sung. <i>Bards may not cast Haste upon themselves.</i>	2	T
Thirst	J	Fills the subject with an overwhelming thirst. The subject must run around looking for water and drinking water where ever they can. Lasts while sung.	2	T

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Lesser Swarm	J	Summons a swarm of insects whose bite distracts the target, preventing any other action other than fighting off the swarm. Lasts while sung.	2	RD
Orate	J	The subject is forced to pay full attention to the caster, and their attention cannot be distracted by any other means. Lasts while speaking.	2	AI
Rest	J	The subject rests for 5 minutes and gains the benefits of a meal and a full night's sleep. Each subject may only benefit from this spell once per day.	2	T
Scry	J	Scrying on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. The Bard must sing their orders to the servitor. Lasts until Dawn.	2	P
Slow	J	Forces the subject to move at half speed. Lasts while sung.	2	R
Snare	J	Caster binds subject in magical rope with a strength rating equal to the caster. Lasts while sung.	2	RD
Suggestion	J	Caster offers the subject an idea, which the subject will follow. The suggestion offered cannot be self-harming to the subject.	2	RI
Vertigo	J	Causes totally debilitating dizziness. Lasts while sung.	2	R
Animate (Object)	M	Caster causes a chosen physical object to move and act as directed. Lasts while sung.	3	P
Dominate	M	The caster can control the actions of the subject. Does not work on the mindless. Lasts while sung.	3	RI
Freedom	M	Caster frees the subject from paralysis as well as any other mental restraints or controls.	3	R
History	M	Allows the caster to know the basic history of an item, place or person. The caster must meditate for 5 minutes.	3	S
Protégé	M	Caster grants a chosen skill that they possess, to another subject. The caster is unable to use this skill for the spell's duration. Lasts while sung.	3	R

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Study	M	Caster learns the strengths and weaknesses of the subject as well as their location.	3	S
Geas	GM	Caster sends the subject on a quest, the nature of which is set out at the time of casting. Every day the subject does not actively work towards this quest, they will lose 1 HP to all locations and cannot be healed. Once they resume the Geas they will be able to be healed, unless they repeatedly neglect the Geas. Lasts until completed.	4	R
Glamour	GM	Any creature looking at the caster sees whatever they would be most comfortable and unsuspecting seeing. Lasts until Dawn	4	S
Lore	GM	Combines the effect of the Insight, Identify and History spells. Requires 5 minutes of meditation.	4	S
Night Terror	GM	Caster subjects the subject to potent nightmares which prevent both natural healing as well as the recovery of spell points. Lasts until removed.	4	RI

Cleric Spell List

Name of Spell	Level	Description	Spell points	Tags
Burn	Ap	Inflicts one point of fire damage per level of caster to all locations. The subject is on fire and will continue to take damage until extinguished	1	RD
Chill	Ap	Inflicts one point of cold damage per level of caster to all locations.	1	RD
Darkness	Ap	Creates a magical darkness over a 10ft radius per caster level. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'.	1	R
Hallow	Ap	Sanctifies a 10ft radius around the caster. No creatures of dark or undead may enter and those already in the area are pushed out. Lasts 30 seconds per level.	1	A
Heal (Location)	Ap	Heals one hit point per level of caster to the location you are touching. Chest and back count as the same location.	1	T

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Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA
Insight	Ap	Allows caster to gain one clue or hint per level.	1	S
Lie	Ap	Grants Undetectable Lie at caster level. Lasts until Dawn	1	S
Locate	Ap	Gives the direction of a specified object, person or creature.	1	S
Mark	Ap	Magically brands the subject that is visible to other members of the caster's church. Lasts until removed.	1	T
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Repel	Ap	Pushes the subject back by 10ft per level.	1	R
Shock	Ap	Inflicts 1 point of lightning damage per level of caster to all locations. Lightning damage is doubled to locations that are wet, and doubled for locations that are encased in metal and quadrupled for both.	1	RD
Smash	Ap	Breaks a non-magical object so it is unusable. Weapons and armour must be repaired before they can be used again.	1	R
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for one question per level.	1	RI
Unhallow	Ap	Desecrates a 10ft radius around the caster. No creature of light may enter and those already in the area are pushed out. Lasts 30 seconds per level.	1	A
Agility	J	Caster grants the subject one use of the Agility skill per level of the caster. Lasts until Dawn or used.	2	T
Detect (X)	J	Discerns whether anything from a specified category is within a chosen 10ft area. Examples: Traps, Danger, Life, Ambushes, etc.	2	SA
Dodge	J	Caster grants the subject one use of the Dodge skill per level of the caster. Lasts until Dawn or used.	2	T
Endurance	J	Caster grants the subject the endurance skill equal to the level of the caster. This spell overrides any existing levels of Endurance the subject already possess. Lasts until Dawn or used.	2	T

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Immunity (X)	J	Makes the subject immune to a specified type of damage. Examples: Fire, Cold, Sharp, Blunt, Missile, etc. Lasts for 30 seconds per level.	2	T
Reveal	J	Makes the invisible visible to all within a 10ft radius. Stealth does count as invisible.	2	A
Snap	J	Causes one arm or leg of the subject to break, reducing the location to 0. Location should be specified when cast, i.e. 'Right Leg'.	2	R
Smite	J	Magically enchants an existing weapon with the power of the Zoni. Weapon causes +1 damage and calls "Blessed". Lasts 5 minutes or a combat encounter.	2	T

Strength	J	Caster grants the subject the Strength skill equal to the level of the caster. This spell overrides any existing levels of strength the subject already possess. Lasts 5 minutes or a combat encounter.	2	T
Wall	J	Creates a divine force wall 10ft long and 10ft high in front of the caster, which is immune to mundane effects. Lasts 30 seconds per level.	2	
Vortex	J	The caster creates a vortex of magical energy. Anyone within 10ft of the vortex starts getting dragged towards it. If anyone gets dragged into it, they are sent to a nearby location and their equipment to another. Lasts 30 seconds per level.	2	AR
Call	M	Allows caster to call a minor spirit of the Zonei for aid. The creature will have 10 hit points per level and abilities according to their type. Lasts 1 hour.	3	P
Consecration	M	The area for 10ft per level around the caster becomes consecrated. Unholy creatures suffer 1 point of damage per level to all locations every 30 seconds. Lasts 30 seconds per level.	3	A
Desecration	M	The area for 10ft per level around the caster becomes consecrated. Holy creatures suffer 1 point of damage per level to all locations every 30 seconds. Lasts 30 seconds per level.	3	A
Dominate	M	The caster can control the actions of the subject. Does not work on the mindless. Lasts 30 seconds per level.	3	RI

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Aid	GM	Allows the caster to summon a greater spirit of the Zonei (20 HP), or two minor spirits (8HP) for aid. These spirits will have abilities according to their type Lasts 1 hour.	4	P
Excommunicate	GM	The caster strips a member of the church from all of their spellcasting and supernatural abilities granted by the Zoni. If cast on a non-member of the church this spell prevents the subject from receiving beneficial effects from church spells. Lasts until removed. (Only taught to the head of the Order)	4	T
Forbiddance	GM	Caster protects the designated area so that it is sealed from all forms of mystical and supernatural travel. Lasts until Dawn.	4	A
Redeem	GM	Caster redeems an excommunicated member of the church. (Only taught to the head of the Order)	4	T
Safety	GM	Teleports the caster and up to 3 others to the nearest location which is safe and sanctified to the Zoni.	4	ST
Maelstrom	GM	Caster creates a black hole-like opening for 2 minutes. The nearest 4 creatures are slowly dragged towards the opening and are consigned to the Void if they reach it. Lasts 2 minutes.	4	AR
Wrath	GM	Calls down holy energy that inflicts 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. Wrath will follow the subject and continue to inflict damage, even if the caster dies. Lasts 2 minutes.	4	RD

Dark Arts Spell List

Name of Spell	Level	Description	Spell points	Tags
Bone Blast	Ap	Inflicts 1 point of damage per caster level to all locations.	1	RD
Clumsy	Ap	The subject cannot hold anything, and drops whatever is already held. Lasts 30 seconds per level.	1	R
Dark Bolt	Ap	Inflicts 1 point of damage per caster level to all locations.	1	RD
Darkness	Ap	Creates a magical darkness over a 10ft radius per level of the caster. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'.	1	R
Dust	Ap	Breaks a non-magical object so it is unusable. The object can only be repaired using the Mend spell.	1	R
Enslave	Ap	Caster gains control over a demonic creature of equal or lesser level. Lasts 5 minutes or combat encounter.	1	R
Fear	Ap	Causes the subject to flee from the caster. If the subject is unable to flee, they will cower in front of the caster instead. Lasts 30 seconds per level.	1	RI
Imp	Ap	Caster summons an Imp with hits, damage and magic resistances equal to the caster level.	1	P
Muddle	Ap	Causes subject to forget what they are doing and wander off aimlessly. Lasts 30 seconds per level	1	RI
Curse	J	The caster places a curse upon the subject that lasts until it is removed. The caster may maintain one curse per caster level and the subject cannot be affected by more than one curse at any time. Powerful curses will require rituals in order to work. Lasts until removed.	2	

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Dark Pool	J	Turns the ground in a 10ft radius into liquid darkness. Anyone within the area starts to sink. Unless you are at the edge of the pool you are unable to pull yourself up without help. Anyone fully submerged at the end of the spell is trapped in the Shadow Realm; anyone partially submerged is ejected. Lasts 30 seconds per level.	2	RA
Dark Trap	J	Caster sets a dark trap on a 1ft square area that lasts until tripped. A creature that triggers the trap is affected as per Doom Bolt. Lasts until Dawn or triggered.	2	RD
Dark Weapon	J	Magically enchants an existing weapon with darkness. Weapon causes +1 damage and calls "Enchanted" as well as gaining the effect of the "Dust" spell. Lasts 5 minutes or a combat encounter.	2	T
Doom Bolt	J	Destroys all armour, then deals 1 point of damage per level of caster to all locations.	2	RD
Pain	J	Renders the subject unable to act with crippling pain. Lasts 30 seconds per level.	2	R
Messenger	J	Caster sends a shadow clone of themselves to one other person, allowing two way communications between the caster and the receiver. Lasts 30 seconds per level.	2	
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Shadow Walk	J	Allows the caster to move unseen from one area of shadow to another within line of sight, or scryed.	2	S
Shadow Wall	J	Caster creates a wall of shadow, 10ft high by 10ft wide per two caster levels. Affects a creature walking through the wall as per Doom Bolt at the level of the caster. Lasts until Dawn.	2	A
Snap	J	Causes one arm or leg of the subject to break, reducing the location to 0. Location should be specified when cast, i.e. 'Right Leg'.	2	R
Terror	J	Causes the subject to flee from the caster, even if they are unable to do so. Lasts 30 seconds per level.	2	RF

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Vortex	J	The caster creates a vortex of magical energy. Anyone within 10ft of the vortex starts getting dragged towards it. If anyone gets dragged into it, they are sent to a nearby location and their equipment to another. Lasts 30 seconds per level.	2	AR
Banish	M	Destroys an undead or demonic creature of equal or lesser level than the caster,	3	R
Dominate	M	The caster can control the actions of the subject. Does not work on the mindless. Lasts 30 seconds per level.	3	RI
Nightmare	M	The subject's worst nightmare appears to them only. They will flee, cower or try to fight it. If overwhelmed they may become catatonic for the duration. Lasts until Dawn	3	RI
Shadow	M	The caster creates a creature from pure shadow that lasts until it is destroyed. The shadow-creature has the same physical abilities as the caster and can move through shadows. Needs a large area of shadow to create from. Lasts until Dawn or destroyed.	3	P
Creeping Doom	GM	Caster creates a 40ft by 40ft carpet composed of a multitude of insects that moves slowly forward. Any creature caught inside the carpet will be struck for 1 point of damage to all locations, ignoring all forms of physical armour every 30 seconds. In addition, a damage subject is also poisoned. Lasts until Dawn.	4	AR
Cripple	GM	Causes all arms and legs of the subject to break and become weak or useless, reducing these locations to 0.	4	R
Illusion	GM	Creates a variety of illusionary effects which are convincing to sight, smell and hearing. Lasts until Dawn	4	
Shadow Form	GM	The caster becomes a shadow, allowing them to harness all of its components and powers	4	S
Shadow Storm	GM	Envelops the subject in darkness, inflicting 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. The storm will continue to follow the subject and continue to inflict damage even if the caster dies. Lasts 2 minutes.	4	RD
Spirit Wrack	GM	Immobilises the subject with intense pain. Lasts until Dawn.	4	R

Druid Spell List

Name of Spell	Lvl	Description	Spell points	Tags
Bark Skin	Ap	Subject gains 1 point of natural armour per level of the caster to all locations. Lasts until dawn or destroyed	1	T
Befriend (Animal)	Ap	Makes a natural animal the caster's loyal companion. The animal may act in self-defence and will follow its natural instincts. Lasts 30 seconds per level.	1	RI
Chill	Ap	Inflicts 1 point of cold damage per level of caster to all locations.	1	RD
Clumsy	Ap	The subject cannot hold onto anything, and drops anything already being held. Lasts 30 seconds per level.	1	R
Dance	Ap	Forces the subject to dance and prevents any other action. Lasts 30 seconds per level.	1	R
Darkness	Ap	Creates a magical darkness over a 10ft radius per level of the caster. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Darksight	Ap	Caster can see in complete darkness, both magical and natural. Lasts 30 seconds per level.	1	S
Discern Magic	Ap	Caster discerns the magic, if any, in the area.	1	S
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'.	1	R
Fountain	Ap	Conjures a supply of fresh, clean, water. Lasts 5 minutes or a combat encounter.	1	
Entangle	Ap	A single subject is entangled in vines and rooted to the spot. Takes 30 seconds work per caster level to hack the vines off.	1	RD
Extinguish	Ap	Caster puts out a small fire or burning ally.	1	R
Heal, Location	Ap	Heals one hit point per level of caster to the location you are touching. Chest and back count as the same location.	1	T
Heat	Ap	Heats a person or liquid to a pleasant warmth. Lasts 5 minutes or a combat encounter.	1	
Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA

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Insight	Ap	Allows caster to gain one clue or hint per level.	1	S
Locate	Ap	Gives the direction of a specified object, person or creature.	1	S
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Purify	Ap	Caster can purify food and water.	1	T
Repel	Ap	Pushes the subject back by 10ft per level.	1	R
Shock	Ap	Inflicts 1 point of lightning damage per level of caster to all locations. Lightning damage is doubled to locations that are wet, and doubled for locations that are encased in metal and quadrupled for both.	1	RD
Sleep	Ap	Puts one normal sized creature or person to sleep. Lasts 30 seconds per level.	1	R
Thorn Darts	Ap	Inflicts 1 point of damage per caster level to all locations.	1	RD
Trip	Ap	Causes target to trip and fall over.	1	RG
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for one question per level.	1	RI
Warp	Ap	Warps wood so it is unusable. Must be mended to be used again.	1	R
Antidote	J	Caster cures a subject of a level of poison equal to their caster level.	2	T
Detect (X)	J	Discerns whether anything from a specified category is within a 10ft area. (Examples: Traps, Danger, Life, Ambushes, etc.)	2	SA
Elemental Trap	J	Sets an elemental trap on a 1ft square area that lasts until triggered. The caster must specify what element the trap is aligned to. Druids may never set fire traps. Earth: As Gravity Air: As Shock Water: As Chill and Glue Lasts until Dawn or triggered. Once triggered Earth and Water last 30 seconds per caster level.	2	RD

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Elemental Weapon	J	Enchants a weapon with the power of a chosen element. The weapon deals an additional point of damage and gains an effect according to the element. Druids may never enchant with fire, and Elementalists may never enchant with their opposite element: Earth: Knock Down Air: As Shock Water: As Glue Lasts 5 minutes or a combat encounter. On strike Water lasts 30 seconds.	2	T
Immunity (X)	J	Makes the subject immune to a specified type of damage. (Examples: Fire, Cold, Lightning, Sharp, Blunt, etc.) Lasts 30 seconds per level.	2	T
Lesser Swarm	J	Summons a swarm of insects whose bite distract the target, preventing any other action other than fighting off the swarm. Lasts 30 seconds per level.	2	RD
Paralysis Trap	J	Caster sets an elemental trap on a 1ft square area that lasts until triggered. The first creature to trigger the trap is effected by a Paralyse spell equal to the level of the caster who set the trap. Lasts until Dawn or triggered. Once triggered lasts 30 seconds per level.	2	R
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Thorns	J	Anyone striking the caster with weapons takes one point of damage to each location. Lasts 5 minutes or combat encounter.	2	S
Tree Form	J	For as long as the caster is standing still they look and feel like a tree. Lasts until Dawn	2	S
Tree Walk	J	Caster may move unseen from one tree to another that is within line of sight.	2	S
Quicksand	J	Turns the ground in a 10ft radius into quicksand. Anyone within the area starts to sink. Unless you are at the edge of the pit you are unable to pull yourself up without help. Anyone submerged at the end of the spell is buried partially or wholly buried (anybody unable to breathe will require healing, and will die after 2 minutes) Lasts 30 seconds per level.	2	RA

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Weaken	J	When touched, the subject is drained of 1 level of strength. Lasts 30 seconds per level.	2	R
Wind	J	Conjures a huge gust of wind that knocks down everyone in a 10ft square area of the casters choosing.	2	AR
Banish	M	Destroys an undead or demonic creature of equal or less level than the caster.	3	R
Commune	M	Caster meditates for 5 minutes, then chooses information or empowerment. Information will be given as per Insight and Speak with Plants, Animals and Rocks. Empowerment restores magic points equal to double the caster's level.	3	S
Ethereal	M	Caster becomes incorporeal and may pass through inorganic objects. Can no longer touch, speak, smell or taste. Immune to mundane and magical damage, affected only by Supernatural or higher damage and other incorporeal beings. Lasts 30 seconds per level.	3	S
Fog	M	Caster conjures a thick bank of fog	3	AR
Hail	M	Only works during the rain. Changes rain into stinging hail, causing 1 point of damage to all locations every 30 seconds. Lasts 30 seconds per caster or stops raining.	3	A
Nature Guard	M	The subject is guarded against Nature. Plants and animals will only attack them if provoked during this time. To nature and to magical detection, the subject resembles their totem animal. Lasts 30 seconds per level.	3	T
Plantwalk	M	Caster may move unseen from one plant to another that is within line of sight.	3	S
Rot	M	Caster completely rots away any chosen organic matter, including wood, plants, etc. Creatures or people lose 1 permanent hit point to all locations.	3	T
Shapechange	M	Caster can assume one of their Shapechange forms. Lasts for 1 hour.	3	S
Totem	M	Caster assumes the shape of their totem animal. While in totem form, they have double hit points and strike for Spirit. Lasts for 1 hour.	3	S

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Wall of Thorns	M	Creates a wall of thorns 10ft long per caster level, and 10ft high in front of the caster. The wall can be cut down by sharp weapons – it has 30 hit points. Every time the wall is struck in melee range, it strikes back with thorns for 1 point of damage to all locations. Lasts until Dawn or destroyed.	3	A
Wither	M	Causes one arm or leg of the subject to wither and become useless, effectively reducing the location to 0. Needs to be cured by a Regenerate spell.	3	R
Death	GM	Stops the heart of the subject, killing them instantly.	4	R
Dominate	GM	The caster can control the actions of the subject. Does not work on the mindless. Lasts 30 seconds per level.	4	RI
Call Elemental	GM	Caster calls an elemental of Earth, Air, Fire or Water to provide aid. The elemental arrives with a good disposition towards the Druid. Lasts until Dawn.	4	P
Greater Swarm	GM	Summons a swarm of flying insects to follow and attack the subject, causing them to be poisoned and receive 4 points of damage to all locations every 30 seconds. Lasts for 2 minutes.	4	RD
Petrify	GM	Subject is turned completely to stone.	4	R
Reincarnate	GM	Requires ritual. Can return the soul of a dead person to this plane in a new body. There is a chance that the person may not return as the same race they were when they died.	4	

Elementalist Spell List (Air)

Name of Spell	Lvl	Description	Spell points	Tags
Identify	Ap	Allows caster to know one magical property of a magical item per caster level.	1	S
Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA
Insight	Ap	Allows caster to gain one clue or hint per level.	1	S
Invisibility	Ap	Subject becomes invisible. The effects of this spell are broken if they take offensive action. Lasts 30 seconds per level.	1	T
Levitate	Ap	Allows the caster to levitate up to 10ft per level above the ground. They can move at a slow walk, allowing them to avoid floor traps. Lasts 30 seconds per level.	1	S
Mute	Ap	Renders the subject unable to speak. Lasts 30 seconds per level.	1	R
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Repel	Ap	Pushes the subject back by 10ft per level.	1	R
Shock	Ap	Inflicts 1 point of lightning damage per level of caster to all locations. Lightning damage is doubled to locations that are wet, and doubled for locations that are encased in metal and quadrupled for both.	1	RD
Sleep	Ap	Puts one human sized creature or person to sleep. Lasts 30 seconds per level.	1	R
Stench	Ap	Emits a foul smell within a 10ft area. Anybody within the area chokes and gags until they leave the area. Lasts 30 second per level	1	RA
Talk	Ap	Caster can send a message on the winds to one person per level of the caster. The message can only be 10 words per level of caster in length.	1	S
Trip	Ap	Causes target to trip and fall over.	1	RG
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for one question per level.	1	RI

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Vertigo	Ap	Causes utterly debilitating dizziness. Lasts 30 seconds per level	1	RM
Analyse (X)	J	Allows the caster to know one property of a creature per level of the caster. Includes powers, weaknesses, etc.	2	S
Blink	J	Allows caster to make a minor teleport to any location within 10 foot per level. Caster must be able to see their destination.	2	S
Block	J	Hides the caster from all scrying attempts and magical detection spells of equal or lower level than the caster. Lasts for 1 hour.	2	S
Breath	J	The subject no longer needs to breathe. Lasts 30 seconds per level.	2	T
Dodge	J	Grants the subject one use of the Dodge skill per level of the caster. Lasts until dawn or used up.	2	T
Elemental Trap	J	Sets an elemental trap on a 1ft square area that lasts until triggered. The caster must specify what element the trap is aligned to. Druids may never set fire traps. Fire: As Burn Earth: As Gravity Air: As Shock Water: As Chill and Glue Lasts until Dawn or triggered. Once triggered Earth and Water last 30 seconds per caster level.	2	RD
Elemental Weapon	J	Enchants a weapon with the power of a chosen element. The weapon deals an additional point of damage and gains an effect according to the element. Druids may never enchant with fire, and Elementalists may never enchant with their opposite element: Fire: Subject continues to take 1 point of damage every 30 seconds until extinguished. Earth: Knock Down Air: As Shock Water: As Glue Lasts 5 minutes or a combat encounter. On strike Water lasts 30 seconds.	2	T
Fall	J	Subject falls gently and reaches the ground unharmed, no matter the drop. Lasts for 1 drop, 5 minutes or a combat encounter.	2	T
Jump	J	Allows caster to make a single jump 10ft per level. Lasts for 1 jump, 5 minutes or a combat encounter.	2	S

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Paralysis Trap	J	Caster sets a paralysis trap on a 1ft square area that lasts until triggered. The first creature to trigger the trap is effected by a Paralyse spell equal to the level of the caster who set the trap. Lasts until Dawn or triggered. Once triggered lasts 30 seconds per level.	2	RD
Reveal	J	Makes the invisible, visible to all within a 10ft radius. Stealth does count as invisible.	2	A
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. Lasts until Dawn.	2	P
Silence	J	Creates a 5ft radius of silence around the caster. Lasts 30 seconds per level.	2	A
Telekinesis	J	Allows the caster to move objects with the power of their mind. Limited to the caster's body weight per level. Last 30 seconds per level.	2	R
Wind	J	Conjures a huge gust of wind that knocks down everyone in a 10ft square area of the casters choosing.	2	AR
Elemental Gate	M	Conjures a gateway of the caster's element between the caster's location and another point known to the caster. Travelling through different gates have different effects; fire gates burn exposed paper and singe clothes; earth gates involve a trip through a pitch-black enclosed space; water gates drench the travellers; air gates produce static electricity. Lasts 30 seconds per level.	3	
Ethereal	M	Caster becomes incorporeal and may pass through inorganic objects. Can no longer touch, speak, smell or taste. Immune to mundane and magical damage, affected only by Supernatural or higher damage and other incorporeal beings. Lasts 30 seconds per level.	3	S
Fog	M	Caster conjures a thick bank of fog	3	AR
History	M	Allows the caster to know the basic history of an item, place or person. The caster must meditate for 5 minutes.	3	S

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Suffocate	M	Suffocates the subject, causing them to lose consciousness. If the caster maintains concentration for 2 minutes, then the subject dies of suffocation. Lasts 2 minutes.	3	R
Summon	M	Caster calls an elemental of the element they are attuned to. Lasts until Dawn.	3	P
Embody Elemental	GM	Caster assumes the form of an elemental of the element they are attuned to. Lasts 1 hour.	4	S
Hurricane	GM	Conjures a violent wind storm around the caster. Anybody moving within 10ft of the caster is repelled and struck with a level 4 Shock. Lasts 5 minutes or combat encounter.	4	SA
Lightning Storm	GM	Calls down a storm of lightning bolts, inflicting 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. The storm will continue to follow the subject and continue to inflict damage even if the caster dies. Lasts 2 minutes.	4	RD
Lore	GM	Combines the effect of Insight, Identify and History spells. Requires 5 minutes of meditation.	4	S
Teleport	GM	Allows the caster to teleport one person per level to any location known to the caster.	4	T

Elementalist Spell List (Earth)

Name of Spell	Lvl	Description	Spell points	Tags
Armour	Ap	Give the subject 1 point of armour to each location per level of the caster. This armour does not stop Supernatural, or higher, attacks.	1	T
Bravery	Ap	Allows the subject to ignore fear. Lasts 1 hour.	1	RI
Dig	Ap	Caster digs a 10ft per level trench, or tunnel, out of the earth.	1	
Earth Meld	Ap	Allows the caster to pass through solid earth or stone, once per caster level.	1	S
Glue	Ap	The subject is stuck to the spot, unable to move their feet. Lasts 30 seconds per level.	1	R
Gravity	Ap	The subject is bound to a wall or floor. Lasts 30 seconds per level.	1	R
Magnetic	Ap	Caster touches a surface and the area they touch becomes magnetic. Causes metal objects within 10ft to fly towards it. Lasts 30 seconds per level.	1	T
Mend	Ap	Caster mends broken weapons or 1 point of armour per level of the caster. Caster can also mend small broken objects. This spell does not restore any lost properties of a mended magical item.	1	T
Smash	Ap	Breaks a non-magical object so it is unusable. Weapons and armour must be mended before they can be used again.	1	R
Stone Skin	Ap	Allows the caster to absorb one instance of mundane or magical damage per level. Lasts until Dawn or used.	1	T
Elemental Trap	J	Sets an elemental trap on a 1ft square area that lasts until triggered. The caster must specify what element the trap is aligned to. Druids may never set fire traps. Fire: As Burn Earth: As Gravity Air: As Shock Water: As Chill and Glue Lasts until Dawn or triggered. Once triggered Earth and Water last 30 seconds per caster level.	2	RA

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Elemental Weapon	J	Enchants a weapon with the power of a chosen element. The weapon deals an additional point of damage and gains an effect according to the element. Druids may never enchant with fire, and Elementalists may never enchant with their opposite element: Fire: Subject continues to take 1 point of damage every 30 seconds until extinguished. Earth: Knock Down Air: As Shock Water: As Glue Lasts 5 minutes or a combat encounter. On strike Water lasts 30 seconds.	2	T
Endurance	J	Caster grants the subject the endurance skill equal to the level of the caster. This spell overrides any existing levels of Endurance the subject already possess. Lasts until Dawn or used.	2	T
Fortify	J	Makes the subject immune to Knock Back and Knock Down. Lasts 1 hour.	2	T
Passwall	J	Subject may pass through 1 foot of earth, stone and rock per caster level. If unable to pass through the entire way, the subject will be ejected at the point they entered. This spell cannot be used to bypass magic that prevents mystical travel.	2	T
Quicksand	J	Turns the ground in a 10ft radius into quicksand. Anyone within the area starts to sink. Unless you are at the edge of the pit you are unable to pull yourself up without help. Anyone submerged at the end of the spell is buried partially or wholly buried (anybody unable to breathe will require healing, and will die after 2 minutes) Lasts 30 seconds per level.	2	AR
Trackless	J	Subject leaves no trace or tracks and undetectable by Sniff and similar skills. Lasts 30 seconds per level.	2	T
Stonespeak	J	Caster may speak to rock and stone. Lasts 30 seconds per level.	2	S
Strength	J	Caster grants the subject the Strength skill equal to the level of the caster. This spell overrides any existing levels of strength the subject already possess. Lasts 5 minutes or a combat encounter.	2	T

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Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. Lasts until Dawn.	2	P
Animate (Earth)	M	Casters touch animates a humanoid sized amount of rock or earth. Lasts 5 minutes or combat encounter.	3	T
Earthquake	M	Causes the earth within 10ft per level to shake, knocking everyone to the ground except the caster. Negated by Agility and by levitation/flight/incorporeality. Lasts 30 seconds per level.	3	AG
Elemental Gate	M	Conjures a gateway of the caster's element between the caster's location and another point known to the caster. Travelling through different gates have different effects; fire gates burn exposed paper and singe clothes; earth gates involve a trip through a pitch-black enclosed space; water gates drench the travellers; air gates produce static electricity. Lasts 30 seconds per level.	3	
Glassee	M	Touch enables the caster to see through a wall, or obstacle, of earth, stone or rock. Spell ends once touch is released. Lasts whilst touch is maintained.	3	T
Reinforce	M	Subject gains both the effect of the Strength spell and the Endurance Spell. Lasts 5 minutes or combat encounter.	3	T
Summon	M	Caster calls an elemental of the element they are attuned to. Lasts until Dawn.	3	P
Transmute	M	Caster can turn a volume of rock into mud, or mud into rock. Volume that can be transmuted is dependent on the level of the caster. Lasts until Dawn.	3	T
Avalanche	GM	Brings down an avalanche 40ft in radius. Everyone inside the area takes 4 points of damage to all locations every 30 seconds, and is knocked down when the damage is taken. There must be suitable higher ground nearby with sufficient rocks, snow, mud or similar. Lasts 2 minutes.	4	AR
Brittle	GM	Caster bestows touched object with the fragile weakness of glass. Lasts until Dawn.	4	T

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Embody Elemental	GM	Caster assumes the form of an elemental of the element they are attuned to. Lasts 1 hour.	4	S
Glassteel	GM	Caster bestows touched volume of glass with the strength of steel. Lasts until Dawn.	4	T
Invulnerability	GM	Caster cannot be harmed by any mundane or magical sources. Lasts 2 minutes.	4	S
Petrify	GM	Subject is turned completely to stone.	4	R

Elementalist Spell List (Fire)

Name of Spell	Lvl	Description	Spell points	Tags
Burn	Ap	Inflicts one point of fire damage per level of caster to all locations. The subject is on fire and will continue to take damage until extinguished	1	RD
Control Fire	Ap	Allows the caster to manipulate the intensity and size of fires. The size of the fire able to be controlled is dependent on their level. Lasts 5 minutes or combat encounter.	1	R
Extinguish	Ap	Caster puts out a small fire or burning ally.	1	R
Flame Dance	Ap	Caster causes a fire to twist and dance as they desire. Lasts 5 minutes or combat encounter.	1	R
Flamewisp	Ap	Caster creates one Flamewisp per level, which can be sent in different directions. The Flamewisps can deal 1 point of damage every 30 seconds each. Lasts 30 seconds per level.	1	RD
Fear	Ap	Causes the subject to flee from the caster. If the subject is unable to flee, they will cower in front of the caster instead. Lasts 30 seconds per level.	1	RI
Heat	Ap	Heats a person or liquid to a pleasant warmth. Lasts 5 minutes or a combat encounter.	1	
Ignite	Ap	Starts a small fire. Requires suitable material in order to work.	1	R
Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA
Melt	Ap	Melts a non-magical object so it is unusable. Weapons and armour must be mended before they can be used again.	1	R
Walk (Fire)	Ap	Subject may walk over fires, and other hot surfaces, unharmed. Lasts 30 seconds per level.	1	T
Berserk	J	This skill allows the person to enter a state of a frenzied battle-rage allowing to you do one extra level of damage you become immune to injuries and all mind effecting spells and powers. Berserk state lasts for 1 minute plus an additional minute for each level of the caster. When you return to your normal state, you must collapse to the ground, exhausted, with your Hits per location reduced to 0 and you start your death count.	2	TI

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Blind	J	Blinds the subject. Removed by the 'Restore' spell Lasts until removed.	2	T
Delayed Burn	J	Caster enchants a designated point, which holds a Burn spell. This spell remains at the point either until triggered by the caster, or until Dawn the next day. Lasts until Dawn or triggered.	2	RD
Elemental Trap	J	Sets an elemental trap on a 1ft square area that lasts until triggered. The caster must specify what element the trap is aligned to. Druids may never set fire traps. Fire: As Burn Earth: As Gravity Air: As Shock Water: As Chill and Glue Lasts until Dawn or triggered. Once triggered Earth and Water last 30 seconds per caster level.	2	RD
Elemental Weapon	J	Enchants a weapon with the power of a chosen element. The weapon deals an additional point of damage and gains an effect according to the element. Druids may never enchant with fire, and Elementalists may never enchant with their opposite element: Fire: Subject continues to take 1 point of damage every 30 seconds until extinguished. Earth: Knock Down Air: As Shock Water: As Glue Lasts 5 minutes or a combat encounter. On strike Water lasts 30 seconds.	2	T
Evaporate	J	Dries out a body of water.	2	R
Phobia	J	Caster instils an irrational fear into the subject. The nature of the phobia is decided by the character. Lasts 30 seconds per level.	2	RI
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Sear	J	Inflicts 2 points of fire damage per level of the caster to a specific location only. Caster should call double this spell's rank to indicate the amount of damage dealt.	2	RD
Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. Lasts until Dawn.	2	P

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Combust	M	The object bursts into flames, Causes 1 point of damage every 30 seconds, Lasts 30 seconds per level.	3	R
Elemental Gate	M	Conjures a gateway of the caster's element between the caster's location and another point known to the caster. Travelling through different gates have different effects; fire gates burn exposed paper and singe clothes; earth gates involve a trip through a pitch-black enclosed space; water gates drench the travellers; air gates produce static electricity. Lasts 30 seconds per level.	3	
Fire Cage	M	Caster creates a cage of fire around a subject. The cage is 10ft high and 5ft in diameter. Affects a creature passing through the cage as per Burn at the level of the caster. Lasts until Dawn.	3	A
Flame Chase	M	Caster creates a flame that chases their subject. Every occasion the flame catches the subject, they are burnt in the touched location for 1 point of damage per caster level. Last 30 seconds per level.	3	RD
Insanity	M	Caster renders the subject insane until the next sunrise. The nature of the insanity is determined by the caster. Lasts until Dawn.	3	RI
Smoke	M	Caster conjures a thick cloud of choking smoke. Lasts 30 seconds per level.	3	A
Summon	M	Caster calls an elemental of the element they are attuned to. Lasts until Dawn.	3	P
Consume	GM	Subject burns from the inside, losing 1 point of damage to the chest location every 30 seconds, ignoring all forms of defence, until dispelled. Lasts until dispelled.	4	RD
Disintegrate	GM	Subject is reduced to ash, killing them instantly.	4	R
Embody Elemental	GM	Caster assumes the form of an elemental of the element they are attuned to. Lasts 1 hour.	4	S
Fire Storm	GM	Calls down a column of burning embers, inflicting 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. The subject is set on fire, and will continue to take damage until extinguished. The storm will continue to follow the subject and continue to inflict damage even if the caster dies. Lasts 2 minutes.	4	RD

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Grand Melt	GM	Melts all metal weapons within a 40ft radius so that they are unusable, including magical ones. Weapons must be mended before they can be used again. Ritual is required to melt artefacts.	4	A
Nova	GM	The caster explodes, killing themselves and doing damage to everyone in a 40ft radius. The damage is equal to the caster's remaining spell points after casting this spell.	4	SA

Elementalist Spell List (Water)

Name of Spell	Lvl	Description	Spell points	Tags
Chill	Ap	Inflicts one point of cold damage per level of caster to all locations.	1	RD
Extinguish	Ap	Caster puts out a small fire or burning ally.	1	R
Fountain	Ap	Conjures a supply of fresh, clean, water. Lasts 5 minutes or a combat encounter.	1	
Glue	Ap	The subject is stuck to the spot, unable to move their feet. Lasts 30 seconds per level.	1	R
Locate	Ap	Gives the direction of a specified object, person or creature.	1	S
Magnify	Ap	Caster sharpens their vision. This spell can either enhance close by objects or enable the caster to see over greater distances; the caster must decide which when casting. Lasts 30 seconds per level.	1	S
Muddle	Ap	Causes subject to forget what they are doing and wander off aimlessly. Lasts 30 seconds per level	1	RI
Orientation	Ap	Caster knows which direction North is and which direction home is.	1	S
Purify	Ap	Caster can purify food and water.	1	T
Rust	Ap	Breaks a non-magical object so it is unusable. Object must be repaired using the Mend spell.	1	R
Stench	Ap	Emits a foul smell within a 10ft area. Anybody within the area chokes and gags until they leave the area. Lasts 30 second per level	1	RA
Walk (Water)	Ap	The subject may walk on water Lasts 30 seconds per level.	1	T
Alibi	J	Caster alters one memory per level of caster.	2	RI
Blood Bond	J	Caster uses this spell to ensure an agreement, oath	2	T

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		or contract is kept. Each party of the agreement gives a drop of blood, which the spell is cast over. If any party does not keep the terms set, the spell does 2 points of damage to each location, each other party knows who has broken the agreement		
Breath	J	The subject no longer needs to breathe. Lasts 30 seconds per level.	2	T
Detect (X)	J	Discerns whether anything from a specified category is within a 10ft area. (Examples: Traps, Danger, Life, Ambushes, etc.)	2	A
Elemental Trap	J	Sets an elemental trap on a 1ft square area that lasts until triggered. The caster must specify what element the trap is aligned to. Druids may never set fire traps. Fire: As Burn Earth: As Gravity Air: As Shock Water: As Chill and Glue Lasts until Dawn or triggered. Once triggered Earth and Water last 30 seconds per caster level.	2	RD
Elemental Weapon	J	Enchants a weapon with the power of a chosen element. The weapon deals an additional point of damage and gains an effect according to the element. Druids may never enchant with fire, and Elementalists may never enchant with their opposite element: Fire: Subject continues to take 1 point of damage every 30 seconds until extinguished. Earth: Knock Down Air: As Shock Water: As Glue Lasts 5 minutes or a combat encounter. On strike Water lasts 30 seconds.	2	T
Freeze	J	Freezes a subject solid. Lasts 30 seconds per level.	2	R
Haste	J	Allows the subject to move at double speed. Lasts 30 seconds per level.	2	T
Messenger	J	Caster sends an image of themselves to one other person, allowing two way communications between the caster and the receiver. Lasts 30 seconds per level.	2	
Part Water	J	Caster can part a body of water. The size of the body of water that can be parted is dependent on the level of the caster. Lasts 5 minutes or a combat encounter.	2	

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Thirst	J	Fills the subject with an overwhelming thirst. The subject must run around looking for water and drinking whatever they can. Lasts 30 seconds per level.	2	R
Reveal	J	Reveals one invisible person or object per level. They are revealed to all, not just the caster. People with Stealth are not invisible.	2	R
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. Lasts until Dawn.	2	P
Steal Aptitude	J	The caster steals a chosen skill from the subject. The subject is unable to use the stolen skill for the duration of this spell. Lasts 30 seconds per level.	2	T
Summon Spirit	J	Caster can summon a spirit that is tethered to an object, or designated location. The caster can ask one question to the spirit per level however the spirit can only reply with a Yes or No answer. The spirit remains until 1 question per caster level has been answered.	2	
Dominate	M	The caster can control the actions of the subject. Does not work on the mindless. Lasts 30 seconds per level.	3	RI
Drown	M	Creates a bubble of water around the subject, preventing breathing. The subject moves as if in water, falls unconscious after 1 minute, and dies after 2 minutes. Lasts 30 seconds per level.	3	R
Elemental Gate	M	Conjures a gateway of the caster's element between the caster's location and another point known to the caster. Travelling through different gates have different effects; fire gates burn exposed paper and singe clothes; earth gates involve a trip through a pitch-black enclosed space; water gates drench the travellers; air gates produce static electricity. Lasts 30 seconds per level.	3	
Seaspout	M	Caster creates a jet of water, enabling the caster to knock back large objects (such as ships). A suitable body of water is required for this spell to work.	3	

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Procure	M	Caster creates a small portal to the nearest example of an object they have seen or scryed for. The portal appears within arms-reach of the object. Lasts 30 seconds per level.	3	
Project	M	The caster projects their consciousness outside of their body, which is left helpless during the spell's duration. The effect of this spell lasts until dawn, however the caster must return to their body before the spell ends otherwise their consciousness is trapped outside of their body. Lasts until Dawn	3	S
Replay	M	The caster can observe events that have occurred at their location within the past 24 hours. Lasts 1 hour.	3	S
Summon	M	Caster calls an elemental of the element they are attuned to. Lasts until Dawn.	3	P
Whirlpool	M	Caster creates a whirlpool within a body of water. All creatures caught within the whirlpool are dragged under and down towards the bottom. A suitable body of water is required for this spell to work.	3	RA
Augury	GM	Caster receives knowledge on whether or not an action will result in a good or bad outcome.	4	S
Embody Elemental	GM	Caster assumes the form of an elemental of the element they are attuned to. Lasts 1 hour.	4	S
Ice Storm	GM	Calls down a gathered freezing torrent, inflicting 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. The storm will continue to follow the subject and continue to inflict damage even if the caster dies. Lasts 2 minutes.	4	RD
Liquefy	GM	Liquefies the subject, killing them instantly	4	R
Lore	GM	Combines the effect of Insight, Identify and History spells. Requires 5 minutes of meditation.	4	S
Simulacrum	GM	Caster creates an identical copy of themselves. The copy possesses all the skills and powers of the caster, but a half level.	4	S

Healers Spell List

Name of Spell	Lvl	Description	Spell points	Tags
Armour	Ap	Give the subject 1 point of armour to each location per level of the caster. This armour does not stop Supernatural, or higher, attacks.	1	T
Bravery	Ap	Allows the subject to ignore fear. Lasts 1 hour.	1	RI
Clumsy	Ap	The subject cannot hold anything, and drops whatever is already held. Lasts 30 seconds per level.	1	R
Darkness	Ap	Creates a magical darkness over a 10ft radius per level of the caster. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Diagnose	Ap	Allows the caster to know whether a person has an injury, a disease or has been poisoned.	1	T
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'.	1	R
Extinguish	Ap	Caster puts out a small fire or burning ally.	1	R
Glue	Ap	The subject is stuck to the spot, unable to move their feet. Lasts 30 seconds per level.	1	R
Hallow	Ap	Sanctifies a 10ft radius around the caster. No creatures of dark or undead may enter and those already in the area are pushed out. Lasts 30 seconds per level.	1	A
Heal, Global	Ap	Heals 1 hit point to all locations per level of the caster.	1	T
Ignite	Ap	Starts a small fire. Must have suitable material in order to work.	1	R
Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA
Insight	Ap	Allows caster to gain one clue or hint per level.	1	S
Mend	Ap	Caster mends broken weapons or 1 point of armour per level of the caster. Caster can also mend small broken objects. This spell does not restore any lost properties of a mended magical item.	1	T

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Pacify	Ap	Renders one creature unable to bring themselves to fight. Lasts 30 seconds per level.	1	RI
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Purify	Ap	Caster can purify food and water.	1	T
Rust	Ap	Breaks a non-magical metal object so it unusable. Object must be repaired using the Mend spell.	1	R
Sleep	Ap	Puts one human sized creature or person to sleep. Lasts 30 seconds per level.	1	R
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for one question per level.	1	RI
Antidote	J	Caster cures the subject of a level of poison equal to their caster level.	2	T
Barrier	J	Creates a divine force wall 10ft long per two caster levels and 10ft high in front of the caster. The wall is immune to mundane effects as well as magical effects lower than the casters level. Lasts 30 seconds per level.	2	A
Blessing	J	Casters touch removes the effects of a single curse from the subject that is equal to or lower than the level of the caster.	2	T
Cure	J	Caster cures the subject of a level of disease equal to their caster level.	2	T
Endurance	J	Caster grants the subject the endurance skill equal to the level of the caster. This spell overrides any existing levels of Endurance the subject already possess. Lasts until Dawn or used.	2	T
Immunity (X)	J	Makes the subject immune to a specified type of damage. (Examples: Fire, Cold, Lightning, Sharp, Blunt, etc.) Lasts 30 seconds per level.	2	T
Martyr	J	Caster transfers the injuries of the touched subject to themselves.	2	T
Rest	J	Caster grants the subject the benefits of a full nights rest and meal, restoring health and magic points. Can only be cast on each subject once per day.	2	T

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Restore	J	Caster restores sight and hearing lost to magic.	2	T
Strength	J	Caster grants the subject the Strength skill equal to the level of the caster. This spell overrides any existing levels of strength the subject already possess. Lasts 5 minutes or a combat encounter.	2	T
Banish	M	Destroys an undead or demonic creature of equal or less level than the caster.	3	R
Revitalize	M	Restores abilities lost due to undead powers. i.e. Strength Drain.	3	T
Stabilize	M	Caster puts subject into a stasis like condition. Subject can be on 0 hits or less and not die. Lasts 1 day per level.	3	T
Stun	M	Subject is stunned and suffers the effect of Knock Down. They cannot attack or cast spells.	3	R
Yield	M	Causes one hostile of equal level or multiple creatures equal to the casters level to surrender.	3	R
Rejuvenate	GM	Cures subject of all damage taken, including poisons and disease.	4	T
Regenerate	GM	Caster re-grows a limb of a subject.	4	T
Resurrection	GM	Restores a dead person to life. The subject loses 1 racial level, 1 level from all their guilds and 1 hit point to all locations. Requires ritual in order to work.	4	

Necromancer Spell List

Name of Spell	Lvl	Description	Spell points	Tags
Bone Blast	Ap	Inflicts 1 point of damage per caster level to all locations.	1	RD
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'.	1	R
Fear	Ap	Causes the subject to flee from the caster. If the subject is unable to flee, they will cower in front of the caster instead. Lasts 30 seconds per level.	1	RI
Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Revoke	Ap	Causes one undead to lose all the animating magic that keeps it moving. If the caster is twice the level of the subjected undead, it is destroyed instead.	1	R
Rust	Ap	Breaks a non-magical object so it is unusable. Object must be repaired using the Mend spell.	1	R
Skeleform	Ap	Caster assumes the shape of a skeleton, gaining all its powers. Lasts 5 minutes or combat encounter	1	S
Skeleton	Ap	Caster raises 1 skeleton per level of the caster, which will serve until they are destroyed. There must be suitable corpses available for this spell to work.	1	P
Thing	Ap	Caster animates a hand to act as their loyal servant until it is destroyed.	1	P
Blind	J	Blinds the subject. Removed by the 'Restore' spell Lasts until removed.	2	R
Blood Bond	J	Caster uses this spell to ensure an agreement, oath or contract is kept. Each party of the agreement gives a drop of blood, which the spell is cast over. If any party does not keep the terms set, the spell does 2 points of damage to each location, each other party knows who has broken the agreement	2	T
Corpse Walk	J	Caster may move unseen from one dead body to another that is within 10ft per 2 levels.	2	S

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Empower Undead	J	When cast on an undead creature it doubles their statistics. Lasts 30 seconds per level.	2	R
Enfeeble Mind	J	Caster renders touched subject into a drooling idiot. Lasts 30 seconds per level.	2	R
Guide	J	The caster summons a shadowy guide from the Nether Realm. Lasts until dawn.	2	P
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Skullsee	J	Caster empowers a skull, enabling them to see everything the skull does. Lasts until dawn	2	
Snap	J	Causes one arm or leg of the subject to break, reducing the location to 0. Location should be specified when cast, i.e. 'Right Leg'.	2	R
Speak With Dead	J	The caster enters a trance and can speak with a recently dead person. The caster may not speak to a person who has been dead for longer than 1 day per level of the caster. Lasts 30 seconds per level.	2	S
Zombie	J	Caster raises 1 zombie per level of the caster, which serve until they are destroyed. There must be suitable corpses available for this spell to work	2	P
Zombieform	J	Caster assumes the shape of a zombie, gaining all its powers. Lasts 5 minutes or combat encounter.	2	S
Contagion	M	Infects touched subject with a potent disease that lasts until it is removed. The disease is chosen at time of casting.	2	T
Ghoul	M	Caster raises 1 ghoul per 2 levels of the caster, which serve until they are destroyed. There must be suitable corpses available for this spell to work	3	P
Ghoulform	M	Caster assumes the shape of a ghoul, gaining all its powers. Lasts 5 minutes or combat encounter.	3	S
Skullwatch	M	Caster enchants a skull to act a sentry. The skull detects any creature within sight, even through walls and other non-magical barriers.	3	
Strangulate	M	Chokes the subject with dark tendrils. The subject subjected to this spell falls unconscious after 1 minute, and will die after 2 minutes. Lasts 30 seconds per level.	3	R

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Death	GM	Stops the heart of the subject, killing them instantly.	4	R
Guardian	GM	Creates a guardian formed of bone. This serves until destroyed. The guardian has 10 hits per location and is immune to bladed and pointed weapons. The guardian is immune to singles and doubles, even if the damage is Blessed or Enchanted. The guardian melee attacks inflict Doubles and it can cast Bone Blast 6 times per day.	4	P
Life Drain	GM	Drains 4 hit points and 4 magic points from the subject. Half of these are gained by the caster.	4	R
Wraith	GM	Caster raises 1 Wraith per 2 levels of the caster, which serve until they are destroyed. There must be suitable corpses available for this spell to work	4	P
Wraithform	GM	Caster assumes the shape of a Wraith, gaining all its powers. Lasts 5 minutes or combat encounter.	4	S

Wizard Spell List

Name of Spell	Lvl	Description	Spell points	Tags
Armour	Ap	Give the subject 1 point of armour to each location per level of the caster. This armour does not stop Supernatural, or higher, attacks.	1	T
Burn	Ap	Inflicts one point of fire damage per level of caster to all locations. The subject is on fire and will continue to take damage until extinguished	1	RD
Darkness	Ap	Creates a magical darkness over a 10ft radius per level of the caster. Automatically dispels magical illumination. Lasts 30 seconds per level.	1	RA
Dispel	Ap	Dispels magic of an equal or lesser level than the caster. Caster should call their rank in their verbal, eg, 'Master Dispel'	1	R
Heal, Location	Ap	Heals one hit point per level of caster to the location you are touching. Chest and back count as the same location.	1	T
Identify	Ap	Allows caster to know one magical property of a magical item per caster level.	1	S
Illuminate	Ap	Creates magical light in a 10ft radius. Can be cast on an item and carried as a light. Dispels magical darkness. Lasts 30 seconds per level.	1	RA
Invisibility	Ap	Subject becomes invisible. The effects of this spell are broken if they take offensive action. Lasts 30 seconds per level.	1	T
Insight	Ap	Allows caster to gain one clue or hint per level.	1	S
Locate	Ap	Gives the direction of a specified object, person or creature.	1	S
Lock	Ap	Locks both mundane and magical locks, doors, portals and containers.	1	T
Mage Bolt	Ap	Inflicts 1 point of damage per level of the caster to all locations.	1	RD
Mute	Ap	Renders the subject unable to speak. Lasts 30 seconds per level.	1	R
Open	Ap	Opens both mundane and magical locks, doors, portals and containers.	1	T

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Paralyse	Ap	The subject cannot move. Anyone who touches a paralysed subject is also affected with a fresh duration timer. A creature has 5 seconds after their duration timer to move away from other affected creatures. Lasts 30 seconds per level.	1	R
Repel	Ap	Pushes the subject back by 10ft per level.	1	R
Sleep	Ap	Puts one human sized creature or person to sleep. Lasts 30 seconds per level.	1	R
Trip	Ap	Causes target to trip and fall over.	1	RG
Truth	Ap	The subject must answer the next question(s) as wholly and truthfully as possible. Lasts for one question per level.	1	RI
Alibi	J	Caster alters one memory per level of caster.	2	R
Blink	J	Allows caster to make a minor teleport to any location within 10 foot per level. Caster must be able to see their destination.	2	S
Dodge	J	Grants the subject one use of the Dodge skill per level of the caster. Lasts until dawn or used up.	2	T
Immunity (X)	J	Makes the subject immune to a specified type of damage. (Examples: Fire, Cold, Lightning, Sharp, Blunt, etc.) Lasts 30 seconds per level.	2	T
Rebound	J	Rebounds the next spell of equal or lesser caster level back on it's caster. Lasts until dawn or used up.	2	S
Reveal	J	Reveals one invisible person or object per level. They are revealed to all, not just the caster. People with Stealth are not invisible.	2	R
Scry	J	Scrys on a specific person or location, providing live sound and vision. Lasts 30 seconds per level.	2	S
Servitor	J	Summons a small invisible humanoid to carry out non-combative tasks for the caster. Lasts until Dawn.	2	P
Silence	J	Creates a 5ft radius of silence around the caster. Lasts 30 seconds per level.	2	A
Silver shot	J	Inflicts 1 point of damage per caster level to all locations.	2	RD
Snare	J	Caster binds subject in magical rope with a strength rating equal to the caster. Lasts while sung.	2	RD

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Telekinesis	J	Allows the caster to move objects with the power of their mind. Limited to the caster's body weight per level. Last 30 seconds per level.	2	R
Dismiss	J	Sends an extra-planar creature back to its home plane.	2	R
Dominate	M	The caster can control the actions of the subject. Does not work on the mindless. Lasts 30 seconds per level.	3	RI
History	M	Allows the caster to know the basic history of an item, place or person. The caster must meditate for 5 minutes.	3	S
Tongues	M	Allows the subject to both understand and speak any language. Lasts until Dawn.	3	T
Arcane Storm	GM	Calls a barrage of magical bolts, inflicting 4 points of damage to all locations every 30 seconds, ignoring all physical armour both mundane and magical. The storm will continue to follow the subject and continue to inflict damage even if the caster dies. Lasts 2 minutes.	4	RD
Lore	GM	Combines the effect of Insight, Identify and History spells. Requires 5 minutes of meditation.	4	S
Nova	GM	The caster explodes, killing themselves and doing damage to everyone in a 40ft radius. The damage is equal to the caster's remaining spell points after casting this spell.	4	SA
Teleport	GM	Allows the caster to teleport one person per level to any location known to the caster.	4	T



LRP

COURT APPOINTED OFFICES

Court appointed offices are positions created by the nobility in your region to help run a region or kingdom. Each officer takes on the running of one or more aspects of a court and this is both a real world responsibility and an in character responsibility too. Players should only accept such charges if they have the time and inclination to make such a position work; likewise, the nobility should not just appoint friends to these posts, but the people with the right skills for the job. It should be noted that not all situations call for offices to be appointed or filled, what follows now is a list of sample offices and their in and out of game function:-

Court Title:	Role within Demesne:
Historian	Records all the major (and minor) events within the Demesne
Archivist	Keeper of all Official and Court records
Scribe	Works with the Historian and Archivist to record day to day information
Chancellor	Treasurer of the Demesne and Keeper of all financial records and books
Herald	The Herald keeps track of all Coats-of-Arms, Family Crests and Family Lines
Marshall	Safety for fighting, tourneys, wars etc. and equipment inspection
Master of the Lists	Lists who is who at tourneys and contests and states rules of such events
Master of the Watch	In charge of security
Watchmen	Assistants to the Master of the Watch
Deputies	Assistants to any of the other court positions
Castilian	Welcoming Public Relations
Seneschal	Organises the lending of equipment, costumes etc.

Bonus character hours for starting an office will be awarded when the court position is up and running and the player has submitted their first reports to the regions scribe. Character points will then be awarded for holding the position for a period of six months and further points will be awarded every six months that follows.

The holder of a court position is entitled to one deputy per one to ten members of the Demesne and only Freemen may hold a court position within any given Demesne.

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Starting a Court Office		Holding a Court Office	Assistant/Deputy
Shire	(5)	5	2
Barony	(7)	7	5
County	(10)	10	7
Duchy	(15)	15	10
Principality	(20)	20	15
Kingdom	(25)	25	20