

Frayed Knights: The Skull of S'makh-Daon

Game Manual



Frayed Knights: The Skull of S'makh-Daon

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Developer's Notes

Welcome, adventurer, to *Frayed Knights: The Skull of S'makh Daon*!

Frayed Knights is a computer role-playing game (CRPG) inspired by classic CRPGs of the past, particularly of the 1980s and 1990s, and by years of playing "dice-and-paper" role-playing games. It's an effort to recapture the spirit of those old days in a modern (if decidedly low-budget) format, but with a dose of humor.



That's not to say that the game is all jokes and parody - far from it. Underneath, I think you'll find it is a solid "hard-core" RPG with plenty of fun and juicy game mechanics to thrill and challenge you. The goal for *Frayed Knights* has always been to make a fun and entertaining game first and foremost, but then to layer it with humor, amusing characters, a somewhat "over-the-top" setting, and an entertaining story.

Frayed Knights: The Skull of S'makh-Daon is a turn-based game, meaning that nothing ingame happens while the game is waiting for your next command. You don't have to worry about pausing the game in the middle of combat to answer the phone. You don't have to wait around in real-time for an ability timer to refresh. And there are no great tests of your timing or eye-hand coordination. Instead, the game challenges you on the mental level. Risk assessment. Judgment. Problem-solving. The ability to outfight a pair of a pair of Gummy Golems while your nature-priest is barely keeping ahead of a disease after being bit by a plague rat.

Yes, it's a dirty job, but someone's gotta do it. And today, that someone is you.

On a final note, *Frayed Knights: The Skull of S'makh-Daon* is an indie game. No major publishers were harmed in the making of this game. It was made by dedicated fans of the genre with out-of-pocket expenses and volunteered time. Naturally, on many levels this tiny little game won't be able to compare with the big-budget spectacles released by the major studios. But we feel we compete just fine in the important areas: fun, innovation, and a style of game that the mainstream industry doesn't want to touch with a ten-foot pole anymore. (That's okay - *Frayed Knights* has the ten-foot pole). If this is important to you, please support us so we can keep making these kinds of games. If you like the game, please buy it and tell your friends about it. We don't have much of a marketing budget, so... you are it!

If you don't like the game... well, perhaps it is a good time for some silent reflection. But please go to http://rampantgames.com and see if there are any other games that are more your style. The indies are making the kinds of games the major studios aren't developing anymore... and games like nobody *ever* made before. Indies are doing some very fun, cool, and sometimes very weird things with games. We appreciate your support!

Good luck, and have fun!

Jay "Rampant Coyote" Barnson

Rampant Games

Background

The world of *Frayed Knights* is in many ways a typical fantasy world full of magic, monsters, mystery, and adventure.

Perhaps a little too typical.

In a world full of dungeons filled with gleaming treasure and ancient artifacts of power, adventuring is one of the most profitable (and risky) professions. Where there are rumors of opportunities and rewards to be had, adventurers swarm in like heavily armed and armored flies. Competition can get fierce between adventuring parties. But sometimes the camaraderie can be equally fierce. Over time, they have formed a subculture with their own (loose) code of ethics, terminology, and legends. Their high mortality rate contributes to their attitude of living for the day.

Many townspeople resent the coming of adventurers - and for good reason. Adventurers stir up trouble. They can be loud and boisterous, and dismissive of non-adventurers. They often pester townsfolk for things they call "quests." However, some enterprising townspeople realize that adventurers come bearing plenty of silver, a hearty thirst, and downright stupidity about the price of anything that isn't combat gear. A sudden influx of adventurers can turn a small village into a boom-town almost overnight.

The Wizard War

The Wizard War ended nearly three hundred years ago, but it is far from forgotten. The arch-lich Nepharides - an undead wizard of incredible power - gathered a force so powerful that he nearly conquered the entire world. Those cities he didn't conquer, he destroyed. He laid waste to those castles that followed the traditional design of being well-protected from the ground but nearly defenseless from the air, driving his enemies into deep underground fortresses hastily constructed by magic.

The war spanned over a generation. When it was over, little remained but ruins of the previous world's civilizations and kingdoms. In the decades that followed, humankind and allied races have partly recovered, but it may be many more generations before they return to their former glory.

And what of Nepharides? Was he truly destroyed, forever? In spite of brave and confident talk that this is so, the secret terror is that one day he will return, an army in tow, and finish the task of destruction.

The Adventurers' Guild

As the ranks of fortune hunters swelled, exploring the ancient ruins of past eras and fighting off the swelling ranks of evil creatures - including those descended from the servants of Nepharides in the war - some adventuring groups decided to band together in a spirit of cooperation. This group, led by legendary adventurer Argus Stormhammer, would share information, coordinate their adventures, trade equipment and treasure with each other, and keep tabs on each other to provide help or rescue when necessary.

While this had been done informally in the past, the new "Adventurers Guild" quickly grew to become an international organization that gave a real advantage to its members. But even now, as then, the Guild is best known for who it excludes rather than who it includes. Membership doesn't come easily, and only those who have proven their mettle on their own are allowed to join.

The Frayed Knights

One particular group of adventurers - referred to (but only behind their backs) as the "Frayed Knights" - has consistently failed to meet the quality profile recommended by the Adventurers' Guild, and has had a run of rather embarrassing bad luck. To top it off, their previous priest recently suffered a nervous breakdown and retired from adventuring, forcing them to replace him with a beginner to the profession.

But things may finally be turning around for them. They have finally managed to secure an official quest from the Adventurers' Guild. Success will mean a recommendation for membership, not to mention a tidy sum of silver. And so the unlikely heroes have answered the call, on a quest to obtain the cryptically-named Eyes of Pokmor Xang in an ancient, evil, thought-to-be-abandoned temple.



This is their shot at the big time. Failure is not an option. And the temple is not abandoned.

1. Installation

To install the game, run the setup program. Depending upon your operating system and security software, you are likely to get a slew of warnings about running a program that they don't recognize. Don't worry about it - its their job to give you all those warnings, just smile and click the buttons that tell them to let you keep doing what you intended to do.

Then you'll get to the fun part, which says, "Welcome to the Frayed Knights - The Skull of S'makh-Daon Setup Wizard" or "Welcome to the Frayed Knights - The Skull of S'makh-Daon Demo Setup Wizard" or something along those lines. Click "Next>", and select where you'd like to install the game. Then click next again. If you'd like a desktop icon to make it easier to run the game in the future, leave the option checked on the next page that reads, "Create a desktop icon." Click next again, and then "Install."

Once that's done, congratulations! *Frayed Knights* is installed! You can choose to start playing immediately when you finish the installer, or it will be in your startup folder and (if you chose) as a desktop icon you can run.

2. The Main Menu

This is the main menu screen for *Frayed Knights*. From here, you launch your adventure into the unknown, and stuff. Let's cover what each of the options mean, so we can get on to the cool stuff. You can choose one of the options by left-clicking on it with the mouse. You can tell which option the mouse is over because it has a really cool-looking sword icon underneath it. Swords are cool. And traditional. And this is a cool, traditional game. Thus the sword. Cool, huh?



Continue: If you quit a previous game, this option is available to resume play from where you last left off. This is the preferred way to keep your game going, because Continue allows you to resume play with all of your previous drama stars. For more information, see section 7, Drama Stars.

New Game: This option starts a brand new game, with the adventuring party beginning a raid on the dreaded temple of Pokmor Xang, the god of boils, blisters, and pimples. They've been assigned to retrieve the "Eyes of Pokmor Xang," whatever those are, for a nice reward and a recommendation to join the Adventurers' Guild.

Load Game: This allows you to load a previously saved game. Loading will let you pick up at your saved point, but you will lose any Drama Stars you accumulated up to that point. Again, see section 7, Drama Stars.

Options: This brings up the Options Menu, discussed in detail in the next section. This will allow you to tailor the screen or window size, audio volume, customize controls, and change other settings.

Credits: This brings up the Credits window, which lists the people and companies involved in making this game. Some folks listed here contributed assets and effort for nothing but a mention in the game. Thanks, everyone!

Quit: This exits the game. TTFN!

Buy Now: This only appears in the demo version of the game. This menu selection brings up a web page in your default browser where you can purchase *Frayed Knights: The Skull of S'makh-Daon.* Because the full game is even cooler than the demo! And a heck of a lot bigger. Alternately, you can just go to http://frayedknights.com and buy it yourself. Or buy a hundred copies and give them away to all of your friends! They will love you for it! And so will we!

Enter Key: If you have purchased the full version, this is where you unlock the full game using the personal registration key sent to you when you bought it. Enjoy! Once you register, this menu option will disappear.

3. Options Menu

The options menu is broken into three sections: Graphics and Gameplay, Controls, and Audio.

Graphics & Gameplay Menu

Display Driver: This lets you choose OpenGL or DirectX. DirectX is not fully supported - it is only provided as an option in case you cannot get OpenGL running correctly.

Resolution: This lets you choose the horizontal and vertical screen resolutions

Bit Depth: This is only applicable in full-screen mode. 32-bit mode is the default. 16-bit mode is usable on older systems with poor performance.

Screenshot: Screenshots work in windowed mode only, and can be taken by using hitting CTRL-S at any time. They will be stored in the screenshots subdirectory the game/directory. This controls whether they are stored in PNG or JPG format. PNGs are of higher quality, but are much bigger files.

Fullscreen Video: If this option is checked, the game will run in fullscreen mode. Otherwise it will run inside a window. Warning: It's possible to create a window larger than your desktop screen!

Disable UI Frame: Normally, *Frayed Knights: The Skull of S'makh-Daon* has a border around the UI that resembled a treasure map. You can disable that by checking this option. The text may not be very readable without it, but you will be able to see more of the world.

Hide Hotkey Hints: The command amulet normally has an overlay showing the default hotkeys to access the amulet commands. Naturally, if you have customized your controls, this may no longer be useful to you. Or you just don't want to see them anymore. Either way, check this option to make the overlay go away.

Reverse Mouselook: Check this to reverse the up and down control on the mouse when mouselook mode is active.

Gamma Control: This changes the gamma brightness of your 3D card while the game is active. Increase or decrease the brightness of the game as desired.

Controls Menu

This menu allows you to customize your keyboard controls. To change a control, double-click on it. This will bring up a new window that will allow you asking for the new control. When you are done customizing the controls, click "Save Changes." If you wish to revert back to the default key controls, click "Restore Defaults."

Audio Menu

This menu allows you to customize sound volume and enable or disable the in-game music.

Audio Drivers: Only OpenAL is supported.

Master Volume: Controls the overall game volume

Shell Volume: This slider controls the volume of interface-based sounds

Sim Volume: This slider controls the volume of sounds coming from the in-game environment.

Enable Music: This turns the in-game music (but not the music from the main menu) on and off.

Mid-Game Options

When in the game, bringing up the options menu will first bring up the mid-game options menu. This menu brings up the following choices:

Library O' Help: This brings up an index of help articles, most of which pop up in the early part of the game as tutorials. But if you need to review them later, here they are.

Load Game: This loads a previously saved game. Note that if you load a game, you lose all your current drama stars.

Save Game: Saves the current game. You can only save the game if you aren't currently in combat.

Graphics / Audio: Brings up the main options screen.

Quit Game: Exits to the main menu.

Return to Game: Closes the mid-game options window and returns to the game.

4. Characters

In *Frayed Knights: The Skull of S'makh-Daon*, you lead a team of intrepid would-be heroes and treasure hunters into dangerous dungeons and treacherous wilderness areas for wealth, glory, and a recommendation that you are worthy to obtain membership in the Adventurers' Guild. Being a guild member gives you advantages that you'll need in this highly competitive profession!

In *Frayed Knights*, you are playing ... the Frayed Knights. Not that they call themselves that. But we will, so long as it's behind their backs. The Frayed Knights are the following:

Arianna

Arianna is a half-elven warrior with a dainty build and a big attitude issue. While she's tougher than she looks, she looks nothing like the mighty-thewed man-mountains that typically fill the "warrior" role in other adventuring parties. While the comparison doesn't exactly give her an inferiority complex, she can get a little touchy about it. Otherwise, she tends to act as the party leader, by sheer virtue of being the most level-headed of the bunch.

Starting Stats: Class: Warrior

Might: 8
Reflexes: 5
Brains: 6
Charm: 4
Luck: 5
Extra Feats:

Equipment: Shortsword, Leather Jerkin, Beaten Shield, Potion of Recapacitation, Potion of

Negligible Healing, Potion of Liquid Nap

Benjamin

Most adventuring groups have a priest among their party, someone who can cast spells that heal and bolster their fighting abilities. Normally, this is a priest of either the Divine or Dark schools. Benjamin, on the other hand, was a nature-priest who had managed to make a career out of being a student and recreational herbalist, until his field research group was attacked and devoured by hobgoblins. He was rescued by Arianna, Chloe, and Dirk, and offered a spot on their team. With nothing better to do, he joined, contributing both his unusual line-up of nature spells as well as a wealth of "book knowledge" from his years of study. Unfortunately, he's found the real adventuring world doesn't always match what he's been led to believe in his previously cloistered lifestyle.

Starting Stats:

Class: Priest (Nature)

Might: 5
Reflexes: 4
Brains: 6
Charm: 8
Luck: 5
Extra Feats:

Equipment: Wooden Cudgel, Leather Jerkin, Potion of Recapacitation, Potion of Liquid Nap,

Potion of Negligible Healing

Chloe

Chloe is a perky and potentially powerful sorceress who loves cute and fluffy animals and blowing things up with fire. Though she prefers not to blow cute and fluffy animals up with fire. She had a problem staying focused, according to her instructors, who later expelled her from her school of sorcery for burning down the dining hall while attempting to rescue a wild raccoon who had gotten trapped inside an industrial-sized samovar.

Starting Stats: Class: Sorcerer

Might: 4
Reflexes: 5
Brains: 8
Charm: 5
Luck: 6
Extra Feats:

Equipment: Shoddy Quarterstaff, Quilted Armor, Potion of Negligible Healing, Potion of Liquid

Nap, Wand of Incendiary Crackleball

Dirk

Adventuring rogues are usually content to stay out of the spotlight, as their skills are best performed in silence and in secret. Dirk was never happy about that. He was kicked out of three different adventuring groups for his flamboyance, his tendency to shout "Booyah!" during surprise attacks, and most importantly his attraction to high risks for himself and his party. Still, he is pretty good at what he does (something he takes every opportunity to boast about), and has found a home for now in the Frayed Knights.

Starting Stats: Class: Rogue Might: 4 Reflexes: 8 Brains: 5 Charm: 5 Luck: 6

Extra Feats: Fade

Equipment: Dagger, Leather Jerkin, 10-foot pole, Potion of Negligible Healing, Potion of Liquid

Nap

Classes

The characters (and many enemies) in *Frayed Knights* may be of a particular class. There are four player classes in *Frayed Knights*:

Warrior (Arianna): Warriors are the best fighters in the game. They automatically have all weapon and armor competency feats. They gain an inherent +1 bonus to damage with any physical attack. Each level, warriors gain +5 additional hit points and +3 endurance points.

Accuracy: +3 Spot: +0

Defense: +0 Mechanical: +0
Magical Accuracy: -2 Health / Level: 5
Magical Defense: -2 Endurance / Level: 3

Priest (Benjamin): Priests cast priest spells of one of three categories: Nature, Divine, and Dark. Priests automatically gain proficiency in spears and blunt weapons, as well as light and heavy armor. Priests suffer a small (-1) penalty to accuracy, -2 to Search checks, a -2 penalty to defense, and a +1 bonus to spellcasting accuracy. They gain +4 hit points per level, and +4 endurance per level.

Accuracy: -1 Spot: -2

Defense: -2 Mechanical: +0
Magical Accuracy: +1 Health / Level: 4
Magical Defense: +0 Endurance / Level: 4

Sorcerer (Chloe): Sorcerers are well-trained in the art of sorcery, which should come as a surprise to no one.

Accuracy: -2 Spot: +0

Defense: +0 Mechanical: +1
Magical Accuracy: +2 Health / Level: 3
Magical Defense: +2 Endurance / Level: 4

Rogue (Dirk): Rogues don't have inherent spellcasting ability, nor are they as skilled in battles as warriors. This makes them something of a fifth wheel in many adventuring parties. Yet those who go rogueless in favor of an extra spellcaster or warrior often regret this choice later in their short careers, and rogues are very good at spotting danger, disabling traps, picking locks, and getting at hard-to-hit opponents in messy fights.

Accuracy: +1 Spot: +2

Defense: +2 Mechanical: +4
Magical Accuracy: -1 Health / Level: 4
Magical Defense: +1 Endurance / Level: 3

In addition, there are monsters. These are just creatures with no class. Yes, I've been waiting a long time to make that lame joke.

Attributes

Every character has five primary attributes: Might, Brains, Reflexes, Charm, and Luck.

Might represents a character's physical strength and hardiness. It influences the character's hit points, stamina, damage for non-bow weapons, and the character's ability to equip some items.

Brains represents the character's intelligence, willpower, education, and perception. It affects the character's ability to disarm traps and pick locks, is an important factor in determining the chance of detecting secrets and traps, and is the key attribute for hitting enemies with sorcery spells. It also has a small influence on the character's stamina.

Reflexes represents the character's agility, reaction speed, and efficiency of movement. It influences the character's accuracy, defense, and ability to disarm traps and pick locks.

Charm represents not only the character's ability to persuade others (hint: It's not actually used much, but can come in handy), but also their force of personality, willpower, self-confidence, passion, and faith. It is a factor in a character's endurance, and is the key attribute for all priest spells.

Luck is a catch-all attribute most frequently used to avoid spells, traps, and special attacks. Some feats also use luck to determine success.

Secondary Attributes

Health (AKA "hit points") represents the character's remaining ability to withstand harm. When health drops to zero, the character is rendered "incapacitated." An incapacitated character may be able to talk and may even be able to perform some simple tasks (like drink a *potion of recapacitation*, or some story-based activities - just 'cuz!), but are otherwise incapable of participating in combat, casting spells, picking locks, etc. If the entire party is incapacitated, they are DEAD. Game over.

Health is represented by a red bar over the character's portrait in the main screen. The actual numerical values - current and maximum - can be found on the character page.

Health can be recovered through various spells, potions, and drama star effects anywhere in the game. There are some feats (Bind Wounds and Battle Dressing) that allow non-casters to heal themselves or others, as well. When the party sleeps in a bed (usually at the inn in Ardin), they will all recover full health.

Resting while adventuring only recovers endurance (see below). However, you will be offered the opportunity to have your party cast healing spells and use their healing feats to automatically heal everyone up to full health. While it's convenient, it's not necessarily efficient, causing your healers to take more time and / or use more endurance than you could with measured, manual casting. No healing potions or other items will be used for auto-healing, either. The choice is yours as to how much manual verses automatic healing you wish to use.

Endurance represents how much energy a character has at any moment to swing a sword, cast a spell, or do virtually anything else. These all have an endurance cost that reduces the endurance level. When a character is running low on endurance, it significantly limits his or her options. This applies to enemies as well as your party. Outside of combat, the party can rest (default: "R" key) to regain all of their endurance (limited by exhaustion: see below). This may take several turns, and enemies may encounter the party while they are taking a break.

Endurance can also be recovered in combat by the same "rest" command, but this command takes a single action and may only recover a portion of the character's endurance. If a character drops to zero (or less!) endurance, they are forced to take a rest as their next action. While convenient, it is also dangerous - a character with no endurance is easier to hit. They just don't have the energy to dodge very well.

Endurance is represented by the blue bar on the character display.

Exhaustion: As an adventuring party fights battle after battle, the constant exertion wears on them, and short rest breaks just don't restore the group as much anymore. This is represented by exhaustion, and is shown on-screen as a gold ring to the right of the endurance bar. Every use of endurance increases exhaustion by a tiny amount, and as exhaustion increases, the gold ring moves slowly to the left, gradually reducing the maximum endurance available to the character.

Exhaustion can't bring the character's endurance below 25% of maximum. But that is a pretty crippling reduction, especially in a big fight.

Potions of Liquid Nap and the drama star effect "Second Wind" both restore endurance, and may partially or fully remove exhaustion. But the simplest way to remove exhaustion completely is to have a good night's sleep in a bed - usually at the inn.

Rules, or What Do Those Numbers Mean?

The *Frayed Knights* rules system is based around comparing a character's skill level with the difficulty level of the task. The character's skill level is generally based on an attribute and their level, and adjusted by modifiers based on their class, equipment, feats, current spells, status, and situation.

The chance of success is based on the skill level of the character versus the difficulty of the task. If you have a skill level of 10 against something with a difficulty of 10, you'll have about a 50% chance of success. The amount of difference a single level makes is not linear - it's more of a bell-curve. When the skill and difficulty are close, a one-point difference between skill and difficulty can be pretty significant ... over +/- 6% to the chance of success. But the further apart they are, the less difference a single point makes.

Some actions - particularly attacks with spells and weapons - get an inherent bonus to the skill roll. Attacks get a +4 bonus to the base skill right off the bat, making attacks against otherwise equal opponents more likely to hit than not.

5. Exploring

Let's face it, you could let your characters sit around the fireplace at the local inn and trade bad jokes, but that's not why you bought this game, is it? Exploring is what separates the adventurers from the townspeople. (That and the tendency to clank when they walk.)

Moving around

By default, you can use the W or up-arrow key to move forward, the S or down-arrow key to move backwards, the A or left-arrow keys to turn left, and the D or right-arrow keys to turn right. Q will have your party sidestep to the left, and E will sidestep to the right.

If you click and hold the right mouse button, you will go into "mouselook" mode, where moving the mouse will turn the party and look up and down. This is the most precise way to turn. While in mouselook mode, the "turn" keys will also act as sidestep keys.

And that's all there is to it!

Interacting with Objects

Your in-game cursor normally looks like an arrow. When it is hovering over something that is interactive, it will change to the form of a gauntleted hand. This may be over interactive user interface areas, like the command amulet or character portraits, or over something in the environment you can interact with. In either case, click on the left mouse button to interact with it.

The Command Amulet

The command amulet is in the lower right-hand corner of the screen. It's your basic interface to most actions in the game. All of the commands on the amulet can be accessed



via hotkey (the default hotkeys are displayed as an overlay). The following are the commands used while walking around in the world. For hotkeys and commands used when fighting monsters, refer to the Combat Command Amulet in the Combat section.

Rest (R): At the bottom of the amulet is the rest button, with the campfire icon. Outside of combat, resting causes your entire party to rest for one or more turns until the entire party is back up to their current maximum endurance. Alternately, you can choose to "auto-heal" while resting. This is somewhat more risky, as all those who can cast healing spells or use healing feats will do so in addition to resting, but not always in the most efficient manner. In any event, in unsafe areas resting can be interrupted by an enemy attack. The default hotkey for this command is "R" for Rest.

Options (O): This button, represented by the gears icon in the lower-left of the amulet, takes you to the mid-game options menu. More on that in the options section. The default hotkey is... wait for it... "O" for Options.

Inventory (I): This button - with an icon of a bag on the left of the command amulet - opens up the inventory screen. You can read more about this in the Inventory Screen section. The default hotkey is "I" for Inventory. Or "Items," if you prefer. We really don't care.

Cast Spell / Use Feat (C / U): This button, in the form of a scroll, opens up the Spellcasting / Feat Selection menu. If your character cannot cast any spells, it will default to the Feat Selection menu. The default hotkey is "C" for "Cast." Alternately, "U" (for "Use Feat") will directly launch the Feat Selection menu instead of the Spellcasting menu.

For more information, see the "Spells and Spellcasting" section.

Map (M): When not in combat, you can access the map of your current area with the top button of the amulet, which is the compass icon. As you explore, more of the map will be exposed. The default hotkey is "M" for Map. The red icon on the map is supposed to represent you. Sort of like a thumbtack. Only... not.

Search (X): This command at the upper-right of the amulet, represented by a magnifying glass, has the party take a turn to search the immediate surroundings for clues about possible hidden treasure, doors, or traps. The character with the highest search ability (based on Brains, level, class, and feat selection) will check for the entire party. Failure reveals nothing. What happens if you succeed is based on what you discover:

Secret Doors: You are informed of the presence of a secret door nearby.

Traps: If your search discovers a hidden trap, you are informed of the trap and taken immediately to the trap disarming screen.

Hidden Treasure: On a success, you will be told of your proximity to the hidden treasure if you are not close enough to immediately pick it up. The lower the number, the closer you are. You may need to move around and search a few more times to zero in on its location. Sometimes the treasure may be on a floor above or below you, which can make things even trickier. If you are right by the treasure, you get treated to a loot menu telling you what you discovered, and the items go immediately into your party inventory.

The default hotkey for searching is. "X." For "eXamine." Because S was already taken.

Journal (J): This opens the Quest Journal. More on this in the "Quest and Monster Journal" section. The default hotkey is "J" for Journal.



Facing Indicator

The compass-looking object to the left of the screen, below the character portraits, points the direction your party is currently facing - not like a true compass, which always points north. Due north is directly upwards. This may not correspond with the map orientation, nor is it infallible (especially in dungeons with strange, magically confusing effects). But it's helpful to make certain you aren't walking in circles.

Message Window

The message window, in the lower left, provides you with feedback on events in the game. It's useful to keep track of details. You can scroll through the message window a line at a time with the arrow buttons to the right, but it only retains the history of the most recent events this play-session. The history also clears when you travel to a new area.

Character Portraits

The upper sides of the screen represent the party. The order of their appearance is left-to-right, top-to-bottom. The top two characters are in the front-most rank in combat, putting them closest to the fight. The lower two characters are in the second rank, requiring them to use weapons with greater reach in combat, but also giving them somewhat more safety from hand-to-hand attacks in general. The portraits can be clicked on to bring up the Character Sheet Dialog (see section below), or they are hotkeyed in numerical order by hitting the appropriate number key. To change the position of any character, click on their portrait, then click "Order" at the bottom of the Character Sheet. This will bring up a new screen showing all characters and their positions; click on the portrait of the character you want to swap with.

Conversations and Pop-Up Dialogs

Conversations are frequent in *Frayed Knights*. These appear as word-balloon style dialogs with a command panel covering the lower part of the screen. Most conversations are fairly straightforward. Hit the enter key or "Next" button to advance the dialog, or the escape key or "Cancel" button to exit.

You'll also get a number of other dialog windows that pop up from time to time, explaining what is going on, or giving you a choice of actions, or asking for a confirmation of actions. Purely informational pop-ups can be dismissed with the escape or enter keys. For dialog windows that offer choices, you'll have to do the hard thing and click a button. We expect few adventurers will find this a daunting challenge.

Beds

The "Rest" command only provides a short rest from the grueling day-to-day grind of being an adventurer. You know--fighting, hiking, drinking, wenching, explaining to your mother why you don't have a 'real' job...that sort of thing can be exhausting! The most common way to remove exhaustion is to go back to the inn in Ardin, up the stairs, to the Frayed Knights' room on the left and click on the bed. There may be other beds available. Most of the time they have a small cost associated with renting the room for the night, but you may find beds in relatively safe locations that are free. Beds remove all status effects, all spells, all exhaustion, and bring back characters from the "incapacitated" condition. Beds really are amazing inventions. And it probably says something about the designer's sleep-deprived state of mind that they are something that you will tend to put off using for as long as possible...

Inventory Screen

The inventory screen helps you juggle gear, potions, and other useful items between the characters. It is very important to make sure characters have the gear they can use most effectively! To access this screen, click on the Inventory icon or the hotkey "i." You can also open the inventory screen by clicking on a character portrait and selecting the Equipment button

at the bottom of the page. The inventory display changes depending on the party's circumstances.

Standard/Non-Combat Inventory screen: The display has two panels. The panel on the left shows the inventory of one of the characters, while the panel on the right shows the character inventories plus the party inventory. You can cycle through the characters and party inventory using the yellow arrows at the bottom of each screen.



There are three inventory screen "modes" that change what happens when you click on an item. Outside of combat, the default mode is "Transfer." That lets you pick up and move an item between characters or between characters and the party inventory, or simply move, equip and un-equip items within a character's inventory. "Use" mode attempts to use an item - or equip / unequip it if it's an item you can equip (like armor or weapons). You can only use items from a character's personal inventory. "Discard" mode gets rid of an item forever - so be careful about what you throw away! You will always be asked to confirm a discard. Some items are necessary for quests and cannot be discarded or sold.

You change modes by clicking on the three buttons in-between the two panels, very helpfully labeled "Transfer," "Use," and "Discard." Each button stays selected until you click on a different one.

To one side of the character's inventory screen is the "Equip" icon. If you want to equip an item for a particular character, select the item and move it over this icon. If it's possible to equip the item, the Equip icon will glow blue. Dropping the item on that icon will automatically equip the item in the appropriate location. If a character can dual-wield weapons and the weapon is light enough to be held in the off-hand, a dialog will come up asking whether you want the weapon used in the primary or off-hand.

If there are more than twenty unique item types in an inventory, they will be spread across multiple pages. Above and below the "Equip" box are the page up and down controls. Click these to cycle through the inventory list.

At the top of the inventory screen, you can see the party's total silver coins. The party always pools their silver together on adventures, rather than tracking individual shares. The circular "X" button closes the inventory (or you can close it with the inventory key, by default the "i" key, or by hitting escape).

Combat Inventory Screen: During combat, you can only see one panel - the inventory of your active character. You cannot transfer items between characters in combat. They have to use what they've already got. Be prepared and make sure your characters are outfitted correctly before the monsters attack!

Shopping: When you are shopping with a merchant, the right-hand pane will be the merchant's inventory. This changes the rules of inventory management just a bit. Click on an object in the merchant's inventory to buy one or more of the item. Click on an object in a character or party inventory to try and sell it (or, if you have more than one, a quantity of them).

And the final question - is there a limit to the number of items any character can cart around with them? No. While we can't imagine how a human being could cart 32 suits of plate mail around with him, the inventory system abstractly assumes your characters found a way. Maybe they acquired a barren of pack mules or something. You've got enough things to worry about without managing weights and pack space.

Quest and Monster Journal

The Journal is a handy little tool for keeping track of information in the game. Not only does it automatically summarize important notes for you, but it also allows you to add your own. Granted, this probably would have been a lot cooler of a feature back in 1990 or something when firing up your favorite text editor in another window wasn't so easy to do, but hey: it's there.

The Quest and Monster Journal opens to a Table of Contents, which has some buttons and a list of topics. In the monster journal, the topics are the various creatures you have encountered in the game. In the quest journal side of things, it's a list of quests and informational items.

New Topic: This button allows you to create your own topic, if you want something else besides what's listed.

Add Note: This button is only visible on topic pages, not the table of contents. It allows you to append a short note to the existing topic.

Go To Index: Only visible from the topic pages, this takes you back to the journal's table of contents.

View Monsters / View Events: These buttons allow you to swap between the monster journal and quest journal.

Topic Selection Window: This is only visible from the table of contents page. It lets you select and highlight a topic. This is a scrollable window, if the list of topics grows too huge.

Each topic has a descriptor before the name. These are usually empty, as in the case of monster listings or incomplete (or non-completable) quests, but there are a few special descriptors:

[INFO] designates an informational topic that is not really part of any quest or task. [DONE] designates a quest or task that has been completed [USER] is a user-created topic

Go To Topic: This button lets you jump to whichever topic you have highlighted in the topic selection window. Naturally, this is only available from the table of contents.

Topic Information Window: Only available in topic pages, this is a scrollable text window containing all notes on your current topic.

Previous Page: This button changes the page to the previous topic. If you were looking at the first topic, it goes back to the table of contents.

Next Page: This button changes the page to the next topic.

Close Book: This closes the journal.

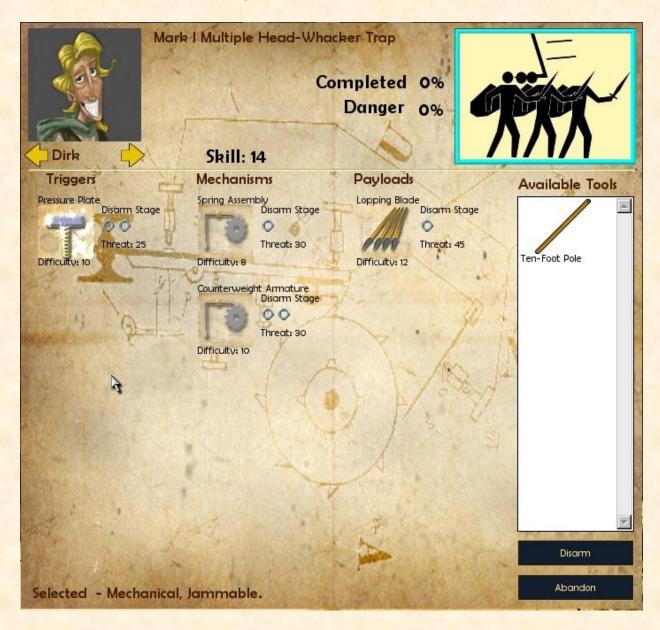
6. Traps and Locks

In *Frayed Knights*, you will frequently run into locked and booby-trapped objects. Or - less frequently - a trap in the middle of a corridor. These sorts of things are often in front of an obvious target of interest, or might be marked with the bloodstains of past victims. It's always best to do a quick search or two before getting too close.

If you activate a trap without detecting it, it will automatically go off at full strength on a random member of the party (certain traps will affect the entire party). Whether it activates or is disarmed, the party gets a small experience reward (and drama point). Characters have a chance of taking reduced damage / effect when traps go off, depending upon their level, luck score, feats, and the active character's use of the 10-foot pole.

Trap Screen

The trap screen will look something like this:



Your goal is to disarm the trap safely. You do this by disabling all the components within a single category (triggers, mechanisms, and payloads).

Character Selection & Portrait: These upper-left corner shows the name and portrait of the currently selected character attempting to disarm the trap. By default, the game will automatically select the character with the highest skill in disarming traps. This will probably be Dirk, at least early in the game, so long as he has not been incapacitated. But you can change the selection by clicking on the arrows below the character portrait. You can even change the active character mid-way through disarming the trap.

Trap Portrait: In the upper right is the trap portrait, showing an iconic representation of the trap in action. Just in case you needed a warning.

Trap Name: The name of the trap is at the top of the screen.

Completed Percentage: This represents how close the trap is to being completely disarmed. If you have attempted to disable components in multiple categories, it shows the completion of the category with the most progress.

Danger: This represents how close the trap is to going off accidentally, hitting the active character (or sometimes the entire party) with all payloads that have not yet been disarmed. If this value hits 100%, the trap goes off. If you abandon the trap before it has been fully disarmed, the chance of it going off is equal to this percentage.

Skill: This is your selected character's skill in disarming traps. This is based on his or her level, Reflexes score, rogue bonus (for Dirk), and any feats or spells that might influence the results.

Components: Components are broken up into three categories - Triggers, Mechanisms, and Payloads. You will need to disable all the components of one category to disarm the trap. We'll talk more about the components under "Disabling Components."

Available Tools: This is a scrolling window showing the rogue tools in the active character's inventory. Not all tools will be applicable for all components. Some only work on triggers, not payloads, and others may work to jam components that should be broken. All tools will be shown, but inappropriate tools will be marked "invalid."

Disarm: This button attempts to disable the currently selected component directly, without using any tools.

Abandon: This button causes the active character to abandon the trap, which will cause it to either go off, or reset. The chance of the trap going off is equal to the "Danger" level.

Message Line: On the bottom of a screen is the message line, which may have some additional information on your latest Disable check, or on the currently highlighted component.

Disabling Components

You must disarm the trap one component at a time. To do this, click on a component to highlight it, and then click on either the "Disarm" button on the lower right, or click on one of your rogue tools in the "available tools" window.

Each component has three numbers associated with it:

Disarm Stage: Components have one or more Disarm Stages, represented by silver gem sockets, which indicate the number of successful disarm attempts you will have to make against them to disable them completely. At each successful disarm, one socket will fill with a red gem; when all the sockets for a category are full, you've disarmed the trap!

Difficulty: The Difficulty level is compared to your active character's skill (plus or minus any modifiers) when you attempt to disable it or use a tool on it.

Threat: The Threat level indicates how much a failed disable or tool-use check will cause the trap's Danger level to increase.

If you score a critical success when disabling a component, it will advance the component two Disarm Stages instead of just one. If your check goes very badly, you may ruin your rogue tool, or cause the trap's Danger level to go up by twice the component's threat level.

When a component is highlighted, the message line will also display its type (mechanical, magical, or lock) and its operation (jammable or breakable). This provides information about what kind of rogue tool will work against it.

Payloads are a special case. They only exist in traps (not locks), and each payload represents one bad effect that will go into effect if the trap activates. If a payload is disabled, it will not fire at all even if the trap activates.

Locks

Locks are just like traps, except they have no payloads. Nothing happens when the danger level hits 100%, except that the lock resets. However, time has advanced, and hostile creatures in the area may take notice of your party huddled around trying to break into one of their locks.

Rogue Tools

Rogue tools act like buttons on this screen. Their operation may be limited to components of a particular type, category, or operation. Most rogue tools act as a standard "disable" check, but provide bonuses to the active character's skill check. Some tools have completely different effects. Here are the commonly available rogue tools and their effects:

10 Foot Pole: This tool has a -4 penalty when used as a tool on any trap component type. So why would you use it? Because it allows the active character to automatically dodge the trap payloads, taking half or no effect if it goes off.

Works on: All Bonus: -4 vs. all Reusable: Yes Cost: 3 silver

Anti-Sensory Bubble: A tiny magical device for blocking input into a trap's magical

sensor. Only effective against magical triggers.

Works on: Magical Bonus: +4 vs. triggers

Reusable: No Cost: 50 silver

Casting Jam: This gooey substance inhibits the proper release of programmed spells in traps. It is only effective against magical payloads.

Works on: Magical Bonus: +4 vs. payloads

Reusable: No Cost: 50 silver

Cutters: A disabling tool for cutting through wires, bolts, and metal strips. It's generally not gentle enough to use on triggers, but can be used in mechanisms and payload releases. And it is especially good at cutting the blue wire. Or is it the red wire? I'm pretty sure it's the blue wire.

Works on: Mechanical, breakable

Bonus: +2 vs. mechanisms and payloads

Reusable: Yes Cost: 90 silver

Dissolving Acid: This acid slowly eats away through trap components when it is applied. It is very good for breaking (disabling) some lightweight trap components with a very light touch - generally best used on triggers and mechanisms.

Works on: Mechanical, breakable

Bonus: +4 for triggers and mechanisms, +2 for payloads.

Reusable: No Cost: 30 silver

Featherweight Tension Wrench: This ultra-light touch tension wrench helps with those tricky security pins in locks. It is of minimal value until working on a pin's third stage or higher - assuming it has more than two stages.

Works on: Lock pins (triggers)

Bonus: +5 vs pins on stage 3 or higher Disarm Stage

Reusable: Yes Cost: 150 silver

Fusing Acid: A few drops of this acid on metal trap parts serves to fuse the items together, as if joined by great heat. Good for jamming some trap components, particularly internal mechanisms and triggers.

Works on: Mechanical, jamming

Bonus: +4 for triggers and mechanisms, +2 for payloads

Reusable: No Cost: 35 silver

Micro-Timing Disruption Thread: When wrapped around a trap's transmission mechanism - if it relies upon magic - this thread disrupts the timing of the signal. Thus the clever name. Thus the payload never gets activated. It is only effective against magical internal mechanisms.

Works on: Magical

Bonus: +4 vs. mechanisms

Reusable: No Cost: 50 silver **Quality Half-Diamond Pick:** This high-quality lockpick is great for defeating most kinds of pins in a lock. That's really all it does, and it's good at

it.

Works on: Lock pins (triggers)

Bonus: +4 vs. pins Reusable: Yes Cost: 200 silver

Quality Hook Pick: This high-quality lockpick is better at "feeling" out a pin in a lock. While not as great as other tools for the job, failures will cause less of a danger level increase so you are less likely to have to start over.

Works on: Lock pins (triggers)

Bonus: +1 vs. pins

Special: Failure results in lower than normal danger increase

Reusable: Yes

Cost: 150

Rake Pick: This quality rake-pick is not as effective as standard pick tools for setting pins. However, it is fast, and can work on several pins in a single pass. The biggest advantage is that the chance of the lock resetting is greatly reduced - the danger level increases more slowly.

Works on: Lock pins (triggers)

Bonus: Special Reusable: No Cost: 300 silver

Slowing Goo: This goo magically slows down a trap component, increasing its delay before it fires. This only works on traps, not locks.

Works on: Non-locks

Bonus: None Reusable: No Cost: 80 silver

Tension Spring: A trap-jamming tool. It is a spring with hooked caps used to apply constant, even pressure on parts of a booby-trap. It works well on triggers and payload release components, but typically doesn't provide enough pressure to gum up mechanisms much.

Works on: Mechanical, jammable Bonus: +4 vs. triggers and payloads

Reusable: No Cost: 30 silver

Trap Shim: A little wedge that can be used to help jam / freeze a trap component. Best used on internal mechanisms and payload release elements. They are deformed by use, so they are not reusable.

Works on: Mechanical, jamming

Bonus: +1 vs. triggers, +4 vs. mechanisms and payloads

Reusable: No Cost: 35 silver

Trap Disarming Strategies

In general, barring what tools you have at your disposal, you'll want to go after the category of components with the easiest difficulty and lowest-threat. Preferably this will also be the category with the least number of the successes necessary to disable each component.

In the screenshot above, the most obvious and "safe" choice is to go after the trigger category. It requires two checks at difficulty 10, with a threat of 25. Compare that to mechanisms, which requires two checks at difficulty 10 and a threat of 30, plus an additional check at difficulty 8 and threat 30. Another good choice might be to go after the payload - the lopping blade, which requires only a single success at only a slightly higher difficulty than the triggers. The threat of 45 is quite a bit higher than 25, but that still allows two failures without going off. Since Dirk's skill is higher than the difficulty level of the lopping blade, it is highly unlikely that he'll suffer three failures in a row (or a failure and a critical failure) before successfully disarming the trap.

If you fail on your very first disable attempt and the entire trap looks challenging, it may be the best time to abandon the trap and start over. Some players prefer to start with the lowest-threat components for this reason.

Use your rogue tools, especially the special-purpose tools like the rake pick and the slowing goo.

When the danger value is high and chance of success is diminishing, using the 10-foot pole may be better than abandoning the trap. There's still a chance of getting lucky and disarming the trap, but failure might not be guite so painful.

If there are multiple payloads, it may be advantageous to disable one or more payloads even if you aren't attempting to disarm the trap through another category. This is a safety measure to reduce the impact of failure. Payloads may be the best category to attack the trap for this reason alone, even if another category seems slightly easier.

7. Drama Stars

Up at the top of the screen you have three stars divided into eight sections each. These are drama stars. As you progress through the game, doing anything dramatic or dangerous or just making decisions, you will pick up



drama points. As your drama points increase, each star will fill up a section at a time until all three are bronze-colored. When that happens, additional drama points will begin filling the stars again, this time with silver; after three silver stars, the cycle is repeated, turning the stars gold.

Once you have at least one star filled, you can click on the stars to bring up the Drama Star menu, and buy an effect. This can help you in the game.

Note that drama stars *are not saved* with your regular saved games. If you quit normally while not in combat, and then use "continue" from the main menu, then you will be able to continue from exactly where you left off, including having drama stars.

Here's a list of drama star effects you can use:

Fool's Luck: For one bronze star, *Fool's Luck 1* grants a pretty hefty bonus to everything a character does for a short time. For a silver star, *Fool's Luck 2* has a bigger bonus for a longer time. For a gold star, *Fool's Luck 3* acts like *Fool's Luck 2* for the whole party.

Second Wind: For a bronze star, *Second Wind 1* cuts exhaustion in half and eliminates all pending fatigue. For a silver star, *Second Wind 2* eliminates all exhaustion and fatigue, and heals 8 hit points. For a gold star, *Second Wind 3* affects the entire party.

I Got Better: For two bronze stars, I Got Better 1 purges all negative spells and effects from a character. For two silver stars, I Got Better 2 does the same, but also heals up to 50% of the character's maximum hit points. I Got Better 3 affects the entire party the same way for 2 gold stars.

Only a Flesh Wound: For three bronze stars, Only a Flesh Wound 1 brings a character back from incapacitated status, and brings them up to half health. For three silver stars, Only a Flesh Wound 2 restores their active status, brings them to full health, and eliminates any pending fatigue. Only a Flesh Wound 3, for three gold stars, does this for the entire party.

8. The Character Sheet, Feats, and Leveling

You can access the character sheet interface for your characters by either clicking on their portrait, or by using the number controls 1-4 on the keyboard. This is where you will be able to view the character's statistics, status, improve them when you level, and and so forth.

Character Sheet

The character sheet is broken into several sections.

On the left is the character class and level information. It shows the character portrait, the character's name, their current experience points, and the amount of experience needed to progress to the next level. There's also a button to switch to the next character in your party.

At the bottom are the buttons to switch between the various sections of the character sheet.

The main panel displays the different sections of the character sheet as you select each button. The character sheet opens to the Status section (see below).

Character

Shown in the image here, this contains the character's basic attributes, total armor level, health, maximum health, endurance, maximum endurance, exhaustion level, and known feats. If an attribute is temporarily modified (usually due to a spell, status condition, magic item), that modified value will be shown, with the base value in parenthesis.

The "More Info" button will take you to another page describing feats and attributes.

Equipment

This button takes you to the inventory screen for this character.



Spells

This button takes you to a list of all spells known by the character. Spells with an (S) in parenthesis next to the name require a spellstone of some kind to cast. Spells with an (R) in parenthesis next to the name are rare spells, and were not obtained automatically on leveling up.

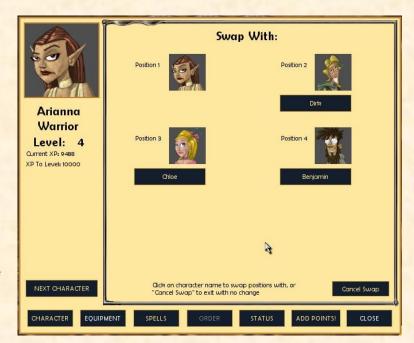
The "More Info" button takes you to a screen allowing you to look at spell details.

Order

This screen brings up an option to swap position with any other member of the party. Click the button below the other character's name and portrait, and the two will swap position. Or you can click on "Cancel Swap" to cancel the operation. In combat, this action uses the currently selected character's action (but not the action of the character he or she swapped with).

Status

This screen brings up information on the character's current status: A repeat of their current and maximum health and endurance, a list of all status effects



currently in effect on the character, a list of spells in effect and their durations, and - in combat - their haste build-up (see "Actions Per Turn and Haste" in the Combat section).

Add Points

When a character has character points to spend, this button becomes outlined in red. This screen allows you to spend character points to build up your character. At the top of the page you can see your base attributes, and the number of character points remaining to spend.

On the left is a menu of available feats for your selected category. On the right, there a description of your selected feat (if any), a set of radio buttons representing the categories you can select, and a short list of recommended feats. The recommended feats are suggestions if you don't already know what to purchase.

Gaining Experience

When the party defeats a challenging enemy, resolves a quest (or sometimes even just part of a quest), or sometimes just do something else kinda cool and risky, they will get an experience point award. For quest rewards, all experience points are received for the entire party equally.

For combat, however, it gets a little more complicated. First of all, combat experience is only given for victory - fleeing in the middle of combat yields no experience even if most enemies had been defeated. Secondly, characters who are incapacitated at the end of combat only receive a half-share of the experience (so be sure and use drama stars or spells to revive incapacitated characters before the end of the fight to make sure they get a full share).

Thirdly, the exact amount of experience a character receives for an enemy depends upon that enemy's level relative to the character's level. Tougher monsters are worth more than pushovers.

Finally, larger groups grant bonus experience. So fighting a group of six hobgoblins at once is worth more than fighting the six hobgoblins one at a time.

9. Gaining Levels and Improvement Points

Once the total experience points reach a certain threshold, the character gains a level.

An increased level grants a character all kinds of bonuses. They become a little bit better at doing most things - whether picking a lock, attacking an enemy, or avoiding damage. But there are some additional benefits:

Higher maximum hit points: Sorcerers get 3 extra hit points per level, warriors 5 hit points, rogues and priests 4 hit points.

Higher maximum endurance: Sorcerers get 5 extra endurance points per level, rogues 3 endurance points, warriors and clerics 4 endurance.

Improved skill rolls: Most rolls in the game are based on your character's level, with various feats and classes providing bonuses on top of that.

Improvement Points: At every odd level, characters get 1 improvement point to spend on increased main attributes, or on feats. At even levels, characters get 2 improvement points. Note that some feats cost two improvement points to obtain. Attributes cost one point to increase until they reach level 10 - after that, they cost two improvement points each.

The benefits of leveling up are applied automatically except for Improvement Points. You need to spend those manually. You do not have to spend them immediately - you can always save them up, particularly if you have your eye set on a feat that costs two points to increase and you have only one improvement point left.

Experience Point Threshold

Here are the experience point totals you need to obtain to reach each level. In *Frayed Knights: The Skull of S'makh-Daon*, you are limited to level 13. But upcoming games will allow you to progress much higher.

Level 1: 0 XP
Level 2: 1000 XP
Level 3: 3000 XP
Level 3: 3000 XP
Level 4: 6000 XP
Level 5: 10,000 XP
Level 5: 10,000 XP
Level 6: 15,000 XP
Level 7: 21,000 XP

Character Points

Each level, a character gains one or two character points (two at odd levels, one at even levels). Some quests may also provide bonus character points as a reward.

Raising an attribute by one (up to a total of ten) or buying a new feat usually costs only 1 character point. Certain feats - and raising an attribute above ten - cost two character points. Also, some feats have prerequisites. You can't buy "Weapon Mastery: Blade" until you have first obtained "Weapon Competence: Blade" and "Weapon Expertise: Blade." You can check out the feats in Appendix 1.

10. Combat

Fighting is a common activity in *Frayed Knights*. The basics are simple - combat is handled by turns. Every combatant who isn't unconscious, incapacitated, or otherwise immobilized will get to act at least once per turn.

On a character's action, they may attack, defend, cast a spell, use an active feat, rest, access their personal inventory, or swap position with another character in the party. Some other options are available that don't take a turn - such as accessing the character sheet, the monster journal, or options screen, or switching targets. Or even running away.



Combat Command Amulet

When battle begins, the command amulet changes to combat mode, pictured at right. Some commands are the same as in exploration mode, some work a little differently in combat, and there are some new commands. Searching and pulling out the map are not available in combat, as they'd be fairly ineffective when a goblin is trying to carve his initials on the far side of your liver.

- Attack (A) The crossed swords button on the amulet causes your active character to attack with their currently equipped weapon--or weapons, if they have the dual-wield feat and a weapon readied in each hand.
- **Defend (D)** The shield icon causes the character to defend. They expend no endurance, and gain a defensive bonus against attacks. Some feats may cause this option to have even greater effect.
- Cast (C) / Use Feat (U)- The currently selected character can cast a spell or use an active feat. Note that in combat, you can't change the active caster only the current character to act.
- **Inventory (I) -** This brings up the inventory screen for the active character only. He or she can't trade with any other character or the party inventory. If you make no changes, you can exit this screen and choose another action. You can equip or unequip any number of items while here, but this ends the character's action when you leave the inventory screen, or when you use an item.
- **Rest (R) -** This has your currently selected character pull back and take a very quick breather for a few seconds to restore some endurance.
- Flee (F) Not available in all fights, this command marked with an icon of a boot is actually for the entire party. Your party attempts to flee to another location away from the current fight. If it fails, the current character loses their action, and combat continues.
- **Journal (J) -** This opens up the quest and monster journal, as usual, but goes immediately to the entry on the currently targeted enemy if it has been encountered before.
- **Previous Target (P)** The button is on a diamond above the amulet, marked with a minus sign. This cycles the selected target to a previous enemy in the enemy party's order.
- **Next Target (N) -** Marked with a plus sign, this icon cycles the selected target to the next enemy in the enemy party's order.
- **Information (? and /) -** The round center button of the command amulet allows you to inspect the currently selected target's current status. This will pop up a screen showing its exact

health and endurance values, as well as whatever spell and status effects are active on them. This can be useful for timing when to re-cast spells.

Initiative

The order in which characters get to act is determined randomly, but is influenced by their reflexes score, certain feats, and equipment restrictions. High reflexes, light weapons, and light or no armor all help a character act a little faster in the turn than others.

The order in which your party members act is displayed by the initiative order marker - a gold circle with a black number inside it. This is updated with each action, so characters who have already taken their action(s) will have no marker. The markers only show the order of the party members, not enemies. You won't know exactly when the enemies will act.

Nuts and Bolts: The actual formula for determining initiative order is the characters Reflexes + Weapon Speed Modifier + Armor Speed Modifier + a random value between 1 and 6. It is also increased directly by haste modifiers. The "Ready for Action" feat provides a +5 bonus to initiative on the first turn of combat.

In the case of a tie, player characters get priority ahead of enemies, and characters closer to the front of the party get priority over those behind them.

Actions Per Round and Haste

Characters wielding two weapons with the dual-wield feat get a secondary attack as part of their main action (albeit at a penalty to hit). But this still counts as a single action.

Sometimes characters may receive a haste bonus from spells, magic items, and feats. A haste bonus allows a character to get additional actions in a single turn. A +1 bonus allows an extra action every 10 rounds, a +2 bonus allows an extra action every 5 rounds (two extra actions every 10 rounds), and so forth.

Most of the time, a character only gets one action per turn in combat. However, a character with a haste effect (usually obtained through the Speedy or Extra Speedy feats, spells, or magic items) or a high Reflexes score can perform multiple actions in a turn. This usually doesn't happen every turn. But haste effects cause a "build up" which can be seen on the character sheet status page. When ten haste points have been accumulated, the character can take an additional action in combat.

This additional action isn't shown in the initiative display. After taking a first action, the character gets a new (lower) initiative order for their next action. This may even occur before other characters have taken their first action. Speed has its rewards.

Heavier armor inhibits haste point build up, subtracting any speed penalties from any haste points accumulated during the turn. Weapon speed adjustments have no effect on haste build-up.

Nuts and Bolts: When the base initiative score (before adding haste modifiers or the Ready For Action feat modifier) is greater than 12, one point of haste build-up is accumulated "naturally" for the turn. It's not much, but characters with fast weapons, light armor, and high reflexes can enjoy the occasional extra action without any magical boosts.



Range and Weapon Reach

While positioning in *Frayed Knights* is somewhat abstract, it is still important. A character's position within the party determines their range to their target in another party. The first two characters in your party - by default, Arianna and Dirk - are on the first 'rank' and will always be positioned closest to an enemy group. The second 'rank' - usually Chloe and Benjamin - are in further away. Likewise, if you are fighting a group of six enemies, the two in the far back of the enemy party are going to be hard to reach.

For your two characters in the front rank of your party, the enemies in the front rank of your opposing party will be of range 1. The two behind them will be range 2. And so forth. For the characters in the back rank of your party, those ranges are increased by one. Simple enough so far?

All weapons have a "Reach" rating that indicates its modifier (or ability) to attack a creature of a certain distance away. These may be modified (or eliminated) by certain feats or actions, like Lunge, Point Blank Shot, and Fade. The chart is as follows:

Weapon Reach	Range 1	Range 2	Range 3+
Short (S)	0	X	Х
Medium (M)	0	-4	Х
Long (L)	-3	0	Х
Ranged (R)	-4	-1	0

11. Spells and Spellcasting

Spells are a major part of *Frayed Knights: The Skull of S'makh-Daon*. There are over 100 base spells available, and most of these can be upgraded to ever more powerful variants. The complete list of spells can be found in Appendix 2: Spell List.

Casting Spells

You cast spells through the spellcasting menu. The quickest way is to hit a quick-spell button or the number key 1-3, if the spell (or spell variant) you want is already assigned. Otherwise, choose the level range on the right-hand side of the window. That will take you to a new page, where you can select the spell in question. In some cases, especially if your character can cast both sorcery and priest spells, there may be more spells available than there is room on the page. In this case, there will be arrow buttons to browse through the additional spells.

Once the spell is selected by clicking on the button, you will be at the final page of spellcasting. On the left will be a list of available upgrades (if any) you can apply to the spell, based on your feats and the spell level relative to your endurance and maximum spellcasting ability.

On the right, the page is packed with a good deal of information. At the top are buttons to select this spell variant (the base spell + upgrade, if any) as one of the quick spells. Clicking one of these buttons will replace the previous quick-spell with this one. Below that is the description of this spell variant.

Below that, if it is a spell to be cast on a friendly party member, is a friendly target selection dialog. Change the target with the arrow keys. If the spell targets an enemy, it will automatically go after the current combat target (just like a regular attack). Finally, there is a "more info" button to bring up more information on the spell, and a "cast" button to commit to casting the spell.

Spell Durations and Status Effects

Many spells have an instantaneous effect – like damage, or healing. Others have a duration. Duration is the number of turns that the spell is in effect. In combat, the total duration is increased by one to include the time between the moment that the spell takes effect, and the recipient's first action.

Status effects have durations, but the spells that caused them are usually instantaneous. For example, Tryptophan causes its victim to go to sleep for several turns. The spell itself is instant, but the "Sleep" status effect that it caused may last for a while.

Spellstones

Most spells only cost endurance to cast, like any other ability. Many of the more powerful spells require a particular level of spellstone - gem-like stones that contain small amounts of raw magical energy. The spellstone is consumed by the spell when it is cast. Spellstones can be found as loot, but may also be purchased from some merchants. A caster must have the spellstone in their personal inventory to cast the spell - otherwise the spell won't even appear in your spellcasting menu. Spells that require spellstones are marked with an "S."

If you find your spellcasting menu has fewer choices, or that your favorite spell isn't available, check your inventory. Chances are that you have run out of the appropriate spellstone.

Base-level spells require only a single spellstone. Spells upgraded to level 3 or above require two spellstones to cast.



Spellstones are also used to power some magical devices, but only certain skilled artificers know the secrets to using them in this way. Which is a round-about way of saying there may be other uses of spellstones to be found in the game.

Spell Upgrades

A sorcerer or priest can get along quite fine with the standard sets of spells, particularly if they hunt around for those rare ones that aren't taught in the schools. In theory, that's all you'd ever need. But in practice, magical effects aren't evenly distributed across all spell levels. If your most powerful damage-dealing spell at level 6 is *Deep Fat Fry*, but you find yourself facing a creature immune or highly resistant to fire spells, you may realize your spell array lacks its usual wallop. Or you could find yourself in a long and drawn-out battle that may require you to re-cast your protective spells in the middle of things. Or you might end up in a sticky situation where conserving your energy isn't nearly as important as getting the bad guy dead as fast as possible.

Those situations - and more - are what spell upgrades are for. There is a progression of five feats that any caster can obtain as he or she levels which allow spells to be cast at more powerful levels. These upgrade feats must be obtained in the following order: *Augment Spell, Enhance Spell, Escalate Spell, Maximize Spell,* and *Overcharge Spell.* Each upgrade increases

the effective casting level of the target spell, along with a corresponding upgrade in effect or duration, endurance cost, and (potentially) spellstone cost. In general, an upgraded offensive spell might not be quite as efficient as a natural spell of the equivalent level, but it may prove more effective in the short term.

When you choose a spell from the spellcasting menu, the final screen will display upgrade choices (if any) for your chosen spell. By default, no upgrade will be selected. You can click the upgrade level buttons to see their impact on the spell's endurance and spellstone costs (if any) before committing to casting. To see the upgrade's actual impact on the spell's effect ... well, you'll just have to cast it and find out.

Spellcasting Limits

Spells have levels. They tend to vary a bunch in their effects, but in general a higher-level spell is more powerful and costs more endurance to cast than a lower-level spell. A character can cast a spell of a particular level and type if:

- #1 They have the correct feat (Divine Magic, Nature Magic, Profane Magic, or Sorcery) of the appropriate type for the spell.
- #2 Their character level is equal to or greater than that of the spell. For example, to cast a level 8 spell, your character must be at least level 8.
- #3 Your character knows the spell. More on this in "Learning New Spells."
- #4 Your character's Charm (for nature, divine, or profane spells) or Brains (for sorcery spells) is equal to or greater than the spell level.

There are some additional feats (some inherent to a character class) that will let a character cast a spell a little higher than their attribute score. But at higher levels, it's important for casters to increase their appropriate attribute through leveling increases, magic items, spells, or other adjustments to keep up with their potential spellcasting ability.

Learning New Spells

Most spells are commonly known among spellcasters. These common spells are known immediately by any caster qualified to cast them (see "Spellcasting Limits").

But there are many lesser-known spells that are not automatically known, and must be sought out by casters to be added to their arsenal. The most common way this is done is through scrolls. If a character uses a scroll containing a spell he or she qualifies for but doesn't know already, you will be asked if you want them to learn the spell. This action consumes the scroll, but the spell will be permanently added to the character's regular spell arsenal. This only works for one character at a time - if you want two characters to learn the spell, you will need two scrolls.

Another way is to be taught - by a computer-controlled character or artifact. When your party is taught a spell, it is now permanently "known" by all party members - even if they cannot cast it yet. If they ever gain the skills and meet the requirements to cast that spell, it will be available in the spellcasting menu.

12. Equipment

Equipment Slots and Limitations

It is not physically possible to wear eight suits of plate mail to get eight times the protection. It just doesn't work. Every equippable item has a slot, and every slot can hold only one to three items. Most only allow a single item. The slots are:

Primary Hand: Used for main weapons.

Secondary Hand: Used for shields, or secondary weapons if the character can dual-wield. The secondary hand is unavailable for any items if the character is wielding a two-handed weapon in the primary hand.

Head: Used for hats or helmets.

Feet: For boots.

Torso: For most types of worn clothing and armor.

Face: For anything worn on the face, such as a mask or nose ring.

Ring: For rings. You can equip two rings at a time.

Accessory: For miscellaneous items, like scarves, gloves, hairbows, whatever. You can equip three accessories at a time.

Armor Statistics and Types

Armor is worn in case the wearer happens to do something silly like not avoid a deadly weapon being thrust at his chest. The total armor being worn is combined to determine how much incoming weapon damage is reduced.

Value: The silver cost of the armor.

Armor: This is literally the maximum points of damage mitigation this piece of armor offers. Which is why you are wearing this thing in the first place.

Might: The minimum Might score a character must have to wear this armor piece.

Speed: The adjustment to the wearer's initiative. Half of this (rounded down) is also applied to the haste points the character accumulates each round (though this can never result in negative haste points).

Armor Type: There are four categories of armor: None, Light, Medium, and Heavy.

None is a category for plain old clothing that normally provides no protective value. However, in some cases the clothing can be enchanted to provide protection or other special abilities. Clothing has no penalty to spellcasting or rogue skills.

The *Light* category consists of lightweight armor that generally offers little protection, but also very little restriction in movement. Light armor offers no penalty for rogue skills or priest spellcasting, but does cause those casting sorcerer spells to take a -3 penalty. It can be worn by characters who have the "Light Armor" feat.

Medium armor offers a blend of moderate weight and movement hindrance with middle-of-the-road protection. Medium armor causes a -1 penalty to casting priestly spells and a -2 penalty to all rogue skills. It is very restrictive to sorcery, causing a -6 penalty. It can

be worn by characters who have the "Light Armor" feat. There is no "Medium Armor" feat. There's just not enough of a feat-worthy difference between wearing light and medium armor. Sorry.

Heavy armor offers the greatest protection, but with the most movement and visibility restrictions. Heavy armor causes a -6 penalty to rogue skills, a -4 penalty to cast priest spells, and makes sorcery almost impossible with a -12 penalty.

Armor effects are cumulative, so if a character is wearing medium-armor gloves, a heavy-armor helmet, and medium-armor over their torso, their total rogue skill penalty will be -10 --- pretty hefty!

Characters must have the appropriate feat to use armor of a given category.

There are some other useful bits of information you will need to have to compare different kinds of armor:

Weapon Statistics

Weapons have a number of statistics that come up when you hover over them in the inventory screen. Here's what they mean:

Weapon Type: The category of weapon - Bow, Ranged, Blade, Bludgeon, Axe, or Spear

Damage Type: Bludgeoning, Edged, or Piercing damage.

Speed: The bonus (or penalty) applied to initiative by the given weapon. Note that unlike the armor speed modifier, this is only applied to initiative, and not (directly) to accumulation of haste points.

Might: The minimum might needed to wield this weapon in the primary hand.

Accuracy: Attack Bonus when using this weapon.

Damage: The base damage done by the weapon on a hit.

Two-Handed: Uses two hands if true.

Range: The weapon's range or length: Short, Medium, Long, or Ranged. See Combat.

Shield Bonus: The defensive bonus granted when wielding this weapon.

Armor Piercing: This is usually zero. If it's positive, this weapon is good at penetrating armor, and this value is subtracted from the target's armor rating before it is applied.

Weapons Versus Armor

It's a small and subtle effect, but different types of weapons react differently against armor.

First of all, some weapons have an armor piercing value. This is subtracted from the target's armor value before the armor value is applied against the weapon damage.

For edged weapons, the armor value is subtracted from the final damage value.

For piercing weapons, high damage values grant the weapon a chance to bypass the armor completely. Piercing weapons thus have a chance of scoring higher damage against relatively lightly-armored opponents than the other weapon types.

Against blunt weapons, armor is only of use at higher damage values, as the first bit of damage - the "blunt trauma" - impacts regardless of armor. Therefore blunt weapons will tend do more damage on the average than the other weapons against a heavily armored opponent. They are better for "nickel and dime-ing" an enemy.

13. Some Final Tips and Hints

Be careful about auto-healing when you rest. It's usually less efficient than doing so manually - which means you will take more time and use up more endurance (and gain more exhaustion). This is especially dangerous in the Temple of Pokmor Xang, or deep in any other dungeon when you can't get back to town to sleep at the inn.

When you aren't sure what to do next, be sure and check your journal. An unfinished quest or two may have the hint that you need.

Especially in the towns, some people (or goblins) may have different things to say to you at different times - especially at the inn, or lurking in a dark alley.

Be conservative in easy battles. You don't want to blow your endurance / build too much exhaustion on the easy ones, and have little left for the tougher ones later.

Check the monster journal, especially if the information has been fully filled out (from repeat encounters, the Monster Watcher feat, or the Cheatsheet spell), for clues on how to be more successful against your enemies. You can use the journal in mid-combat for guidance, so take advantage of it.

When you obtain useful loot, allocate it immediately to appropriate characters. A spellstone or potion in your party inventory does no good in battle.

Take advantage of all of the potions and other expendable magic items in the game! Using magic items costs no endurance, and this isn't the kind of game where you need to hoard dozens of them to spam-drink in a single battle.

Put monsters on the rear ranks to sleep, to try and keep them out of the fight as much as possible until you are ready to fight them. Alternately, hit them with poison or other damage-over-time spells to gradually "soften them up" until the enemies in front of them have been eliminated.

If your character is low on health, especially on the front rank, don't just keep attacking. Use defend while your healer(s) heal the character.

While damage spells have the most "flash," it's often the "buffs" or "debuffs" - the spells that enhance or weaken their target - that will often win battles.

Drama stars can be used in mid-battle, and don't require an action to activate. That's often the best time to use them!

Try avoid resting out in the open, especially along a patrol path. This will reduce the number of unplanned combat encounters.

When in doubt - RUN! Fleeing works best if you use it before you get into serious trouble, as chances are it will take a couple of tries to succeed (unless someone in your party has the Fast Feet feat).



Appendix 1: Feats

Feats are broken up into two categories: Active and Passive. Passive feats are easy. You just take them, and they give you whatever bonuses or extra capabilities that come with them. Take the Sorcery feat, and you can cast low-level Sorcery spells. Take the Deft Fingers feat, and you automatically get a bonus on any attempt to pick a lock or disarm a trap. Some checks (like searching) are always made by the most skilled member of the party, so doubling up on feats that give bonuses in those situations might not be too useful unless your "best" character is incapacitated or debilitated somehow.

Active feats, on the other hand, are called up from the same menu as spells. There aren't many of them, but they are additional actions your character can take, particularly in combat. The endurance cost is on top of the cost of using the weapon, in the case of attacks. You activate these feats through the spellcasting menu, much like casting a spell, but simpler.

Some feats have other feats as prerequisites. This means you have to have the prerequisite feats before these become available for purchase.

Each class also has some inherent feats that come automatically with the class. For example, a warrior automatically has competence with all weapons, shields, and both armor feats. Sorcerers get the Sorcery feat for free, and Priests gets one of the three priestly magic feats. For more information on automatic feats, see the Character Classes section.

In the following list, all feats are Passive unless otherwise noted.

Proficiency Feats

Light Armor

Cost: 1 point

Description: Character can wear light or

medium armor.

Heavy Armor

Cost: 1 point

Prerequisite: Light Armor

Description: Character can wear heavy

armor.

Weapon Proficiency Feats

Cost: 1 point

Description: There are three levels of weapon proficiency: Competence, which allows you to wield a weapon of a given type, Expertise - which grants a +2 Attack bonus, and Mastery, which grants a +4 attack bonus (superseding the Expertise bonus). They must be obtained in order for any of the weapon types: Blade, Bow, Spear, Bludgeon, Axe, and Thrown.

Shield Competence, Expertise, and Mastery

Cost: 1 point

Description: These three feats must be obtained in order. Competence allows the character to use a shield in their secondary hand. Shield Expertise grants a +2 defensive bonus when using a shield. Shield Mastery grants a +4 defensive bonus

when using a shield, superseding the Expertise bonus. These bonuses are on top of the shield's natural defensive bonus or other attributes.

Spellcasting Feats

Advanced Priest

Cost: 1 point

Prerequisite: Any Priest Spellcasting

Description: Increases the limit on maximum

priest spell level to Charm +1.

Advanced Sorcery

Cost: 1 point

Prerequisite: Sorcery

Description: Increases the limit on maximum

sorcery spell level to Brains +1.

Arcane Runes

Cost: 1 point

Prerequisite: Any Spellcasting Ability
Description: Character can cast familiar

spells from scrolls.

Augment Spells

Cost: 1 point

Prerequisite: Any Spellcasting Ability
Description: Allows Level 1 Spell Upgrades
(Beefy and Extended Spells). This raises

the spell's effective level by 1.

Dark Magic

Cost: 2 points

Description: Character can cast priestly

magic of the Dark type.

Divine Magic

Cost: 2 points

Description: Character can cast priestly

magic of the Divine type.

Effortless Casting

Cost: 1 point

Prerequisite: Spell-Slinging Stamina
Description: Spells require even less
endurance to cast than with Spellslinging

Stamina.

Enhance Spells

Cost: 1 point

Prerequisite: Augment Spells

Description: Allows Level 2 Spell Upgrades (Massive and Durable Spells). This raises

the spell's effective level by 2.

Escalate Spells

Cost: 1 point

Prerequisite: Enhance Spells

Description: Allows Level 3 Spell Upgrades (Awesome and Prolonged Spells). This raises the spell's effective level by 3.

Expert Priest

Cost: 1 point

Prerequisite: Advanced Priest

Description: Increases the limit on maximum

priest spell level to Charm +2.

Expert Sorcery

Cost: 1 point

Prerequisite: Advanced Sorcery

Description: Increases the limit on maximum

sorcery spell level to Brains +2.

Loudmouth

Cost: 1 point

Prerequisite: Any Spellcasting Ability

Description: Silence has a shorter duration

on this character.

Maximize Spells

Cost: 1 point

Prerequisite: Escalate Spells

Description: Allows Level 4 Spell Upgrades (Hellacious and Protracted Spells). This raises the spell's effective level by 4.

Nature Magic

Cost: 2 points

Description: Character can cast priestly

magic of the Nature type.

Overcharge Spells

Cost: 1 point

Prerequisite: Maximize Spells

Description: Allows Level 5 Spell Upgrades

(Uber Spells). This raises the spell's

effective level by 5.

Sorcery

Cost: 2 points

Description: Character can cast Sorcery

spells.

Spell Homing

Cost: 1 point

Prerequisite: Any Spellcasting Ability

Description: Single-target spells more likely

to hit.

Spell-Slinging Stamina

Cost: 1 point

Description: Character loses less stamina

from spellcasting.

Spell Spread

Cost: 1 point

Prerequisite: Spell Homing

Description: Area-effect offensive spells are more likely to hit their targets as the spell spreads more evenly, filling in nooks and

crannies.

Wand Usage

Cost: 2 points

Prerequisite: Arcane Runes

Prerequisite 2: Any Spellcasting Ability Description: Character can cast familiar

spells from wands.

Enhancement Feats

Alert

Cost: 1 point

Description: Character recovers full faculties

quickly. Stun and Sleep durations are

reduced.

Awareness

Cost: 1 point

Description: Character is adept at searching for hidden objects and ambushes. This gives the character a +4 bonus on any

search checks.

Deft Fingers

Cost: 1 point

Description: Character is skilled at picking

locks and disarming traps.

Energy Conservation

Cost: 1 point

Description: Character uses less endurance

when performing active feats.

Extra Hardy

Cost: 1 point

Prerequisite: Hardy

Description: Character is harder to kill (+10

hit points, including hardy bonus).

Extra Speedy

Cost: 1 point

Prerequisite: Speedy

Description: Character's actions are even faster, acting as if under 20% haste in

combat.

Goes the Distance

Cost: 1 point

Description: Character has significantly more endurance than normal (+10).

Hangfire Reaction

Cost: 1 point

Description: Character is more likely to take

reduced effect from a trap.

Hardy

Cost: 1 point

Description: Character is harder to kill (+5

hit points).

Lunge

Cost: 1 point

Description: Character can make extendedreach attack with medium melee weapons

without penalty.

Mechanical Aptitude

Cost: 1 point

Description: This character gains a +2 bonus to rolls when using rogue tools.

Monster Watcher

Cost: 1 point

Description: Monster journal updates with every successful encounter. Character gains combat bonus against familiar foes.

Point Blank Shot

Cost: 1 point

Description: Character can use a ranged weapon to attack targets at point-blank with

no penalty.

Quick Draw

Cost: 1 point

Description: Character enjoys a speed bonus when wielding thrown weapons.

Quick Healer

Cost: 1 point

Description: Healing spells and potions are slightly more effective on this character than normal, healing an extra 1-4 points.

Rapid Recovery

Cost: 1 point

Description: Character recovers more quickly from fatigue from resting, and receives long-term exhaustion more slowly.

Ready For Action

Cost: 1 point

Description: Character receives a high initiative bonus on the first round of combat.

Size Doesn't Matter

Cost: 1 point

Description: Small weapons gain +1 Base
Damage and +1 Accuracy when wielded by
this character.

Speedy

Cost: 1 point

Description: Character acts just a little faster than most, acting as if under 10% haste in combat.

Turtler

Cost: 1 point

Prerequisite: Guard

Description: Character is so well protected when defending that they can even blunt some of the damage they take if they are

hit.

Skill Feats

Aggressive Attack (Active)

Cost: 1 point

Base Endurance Cost: 1 (+ Attack cost)
Description: Character can accept a
reduced defensive value in exchange for a

higher chance of hitting.

Auto-Fade

Cost: 2 points

Prerequisite: Fade

Description: Character can begin every nonambush combat in a faded state, making their first attack a doozy. This initial fade

costs no endurance.

Battle Dressing (Active)

Cost: 1 point

Base Endurance Cost: 13
Prerequisite: Bind Wounds

Description: As Bind Wounds, but more effective and functions on the entire party. This is a non-combat action only, and takes

1 turn per party member.

Bind Wounds (Active)

Cost: 1 point

Base Endurance Cost: 6

Description: Character can heal self by a small amount, even in mid-combat.

Cautious Attack (Active)

Cost: 1 point

Base Endurance Cost: 1 (+ Attack cost)
Description: Character can accept a lower attack chance in exchange for better defense. Not quite as good as defending, but close.

Crippling Strike (Active)

Cost: 1 point

Base Endurance Cost: 7 (+ Attack cost)

Prerequisite: Slam

Description: A nasty attack that leaves the

opponent briefly debilitated.

Dirty Fighter

Cost: 2 points
Prerequisite: Fade

Description: Character's attack from a faded state has a chance of staggering, blinding, or even stunning their opponent on a

successful hit.

Dual Wield

Cost: 2 points

Description: Character can fight with an offensive weapon in each hand - but at a

penalty.

Fade (Active)

Cost: 2 points

Base Endurance Cost: 3

Description: This character hide in the confusion of melee, making their next attack from surprise for easier attacks and more damage, and can even circle the enemy to hit any target in any rank without penalty.

Fast Feet

Cost: 1 point

Description: This feat increases the chance

of escape when fleeing combat.

Fierce Attack (Active)

Cost: 1 point

Base Endurance Cost: 1 (+ Attack cost)
Description: Character increases maximum
potential damage in an attack, in exchanged

for penalties to chance of hitting and

defense.

Group Spell Blocker (Active)

Cost: 1 point

Base Endurance Cost: 7
Prerequisite: Spell Blocker

Description: Character's spell-blocking

ability affects the entire party.

Guard

Cost: 1 point

Description: Increases defense bonus when

defending.

Impale (Active)

Cost: 1 point

Base Endurance Cost: 2 (+ Attack cost)

Prerequisite: Lunge

Description: With a spear weapon, character can sacrifice likelihood to hit for significantly extra damage in an all-out thrust.

Improved Dual Wield

Cost: 1 point

Prerequisite: Dual Wield

Description: Character can fight with two offensive weapons with minimal penalties.

Improved Spell Blocker

Cost: 1 point

Prerequisite: Spell Blocker

Description: Character is very impressive

with blocking enemy spells.

Linebacker

Cost: 1 point

Description: A character with this feat offers some protection to those behind him or her. This protection goes up even more if the

character is defending.

Magic Guard

Cost: 1 point

Description: When character defends, he or she (or it) gains a defensive bonus against magical attacks as well.

Point Person

Cost: 1 point

Description: If this character is in the front rank, they have a chance of detecting a random encounter and giving the party the opportunity to avoid the fight entirely.

Rank-Smack (Active)

Cost: 1 point

Base Endurance Cost: 4 (+ Attack cost)

Prerequisite: Aggressive Attack

Description: Character can attack an entire rank at once with a bludgeon, blade, or axe.

Skewer (Active)

Cost: 1 point

Base Endurance Cost: 4 (+ Attack cost)

Prerequisite: Impale

Description: Just like it sounds! With a spear weapon, character can sacrifice attack likelihood for a chance to hit both the primary target and a random target one rank

behind.

Slam (Active)

Cost: 1 point

Base Endurance Cost: 2 (+ Attack cost)
Description: Character perform a good ol'
country-boy full-contact body check. With a
weapon. The character sacrifices accuracy
and some damage on a melee attack for a
chance to knock an opponent off-balance,
drain endurance, or even stun them.

Spell Blocker (Active)

Cost: 1 point

Base Endurance Cost: 3

Prerequisite: Any Spellcasting Ability Description: Character receives a high defensive bonus for inbound offensive

spells.

Spell-Dodger

Cost: 1 point

Prerequisite: Magic Guard

Description: Character is more adept than usual at avoiding magical effects when

defending.

Appendix 2: Spells

Sorcerer Spells

Name: Cheat Sheet

Level: 1

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: -4
Spellstone Cost: None

Effect: Special

Description: A wonderful way to violate all kinds of privacy through magic. This spell maximizes the knowledge level of the target enemy for the purposes of the monster journal. You only need to cast this spell once per monster type - it immediately maxes out your knowledge of the creature.

Name: Hotfoot

Level: 1

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Upgrades: Effect

Effect: Damage (Fire): 2 to 8 points.

Description: This spell ignites a short-lived blaze on the ground underneath the target's feet, a practice which 4 out of 5 medical professionals surveyed believe to be hazardous to the target's health.

Name: Blurry Form

Level: 2

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 6

Upgrades: Duration

Effect: Defense Mod: 2 points.

Description: This spell makes the target shimmer and become blurry in the air.
Besides being a great party trick to convince people they've had too much to drink, it is also used to make the recipient harder to hit in combat.

Name: Demotivate

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 3 Spellstone Cost: None

Effect: Cause Status Effect - STUNNED: 1

point.

Description: Target becomes highly uninterested in anything, including survival. Recreational use of this spell on self is not recommended.

Name: Frostbiter

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Upgrades: Effect

Effect: Damage (Cold): 3 to 10 points.

Description: A ray of intense cold strikes your opponent. Unless you miss, of course. In which case the brief, flesh-freezing cold

really does nothing.

Name: Invoke Snoring

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 4
Spellstone Cost: None

Effect: Cause Status Effect - ASLEEP: 2 to

3 points.

Description: Target sleeps. Probably not peacefully, since they are usually in the middle of a fight when this spell hits.

Name: Hustle

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 20

Upgrades: Duration Effect: Haste: 2 points.

Description: Accelerates the target

character's speed by a small amount, giving them an extra action about once every five

turns.

Name: Microvenom

Level: 3

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: -2 Spellstone Cost: None

Duration: 8 Upgrades: Effect

Effect: Damage Over Time (Poison): 2

points.

Description: A really minor poison effect that is more of an irritant than a killer. But it can

help speed up combat.

Name: Zap Level: 3

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 0 Spellstone Cost: None Upgrades: Effect

Effect: Damage (Electricity): 5 to 15 points.

Description: A bolt of electricity can do some awesomely horrible things to a living body. As this spell allows you to discover.

Name: Acid Spray

Level: 4

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Damage (Acid): 10 to 22 points. Description: A spray of acid covers your target, causing a chemical decomposition of their body. Not a recommended toy for

young children.

Name: Incendiary Crackleball

Level: 4

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Damage (Fire): 3 to 12 points.

Description: This lower-level fireball variant

sacrifices raw damaging power for a sparkling white-hot storm of incendiary submunitions. While it is unlikely to kill any but the weakest opponents outright, it will cause mild injury to a group of enemies. It also puts out a very awesome display of

pyrotechnics.

Name: Nails to Chalkboard

Level: 4

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect 1: Damage (Sonic): 4 to 14 points.

Effect 2: Cause Status Effect - STAGGERED: 1 to 2 points.

Description: The caster emits a focused screeching sound guaranteed to make the target's hair (if any) stand on end. Probably causes some minor rupturing of the blood vessels, too. Also tends to shake the target up for a round or two.

Name: Bitterchill

Level: 5

Target: Enemy Group

Rarity: Rare

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Damage (Cold): 3 to 10 points.

Description: The area surrounding your opponents becomes bitterly cold, capable of flash-freezing flesh, blood, and boogers.

Name: Blindness

Level: 5

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None Upgrades: Duration

Effect: Cause Status Effect - BLIND: 3 to 8

points.

Description: If you keep casting this spell,

your opponents will go blind.

Name: Hasten

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 20

Upgrades: Duration Effect: Haste: 4 points.

Description: Accelerates the target character's speed by a moderate amount, giving them an extra action about twice every five turns.

Name: Power Word: Vomit

Level: 5

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 0 Spellstone Cost: None Upgrades: Duration

Effect 1: Cause Status Effect - SICKENED:

5 points.

Effect 2: Endurance Mod: -3 to -8 points.

Description: A messy spell that sickens your target. Heaving their guts in mid-combat has a nice, secondary effect of draining their endurance slightly as well. Unfortunately, it also has the unfortunate side effect of leaving the battlefield even more smelly than normal, but that's just the way it goes.

Name: Break the Silence

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: -2 Spellstone Cost: None Upgrades: Duration

Effect: Negate Status (SILENCED): 3 to 8

points.

Description: Ends or reduces the silence

status on one character.

Name: Deep Fat Fry

Level: 6

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None Upgrades: Effect Effect: Damage (Fire): 7 to 18 points.

Description: This causes the equivalent of dipping the victim into a cauldron of boiling oil for about one second. Targets end up extra-crispy.

Name: Mass Hustle

Level: 6

Target: Friendly Group Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Basic Spell-Stone

Duration: 20

Upgrades: Duration Effect: Haste: 2 points.

Description: Accelerates the entire party's speed by a small amount, giving them an extra action about once every five turns.

Name: Mass Invoke Snoring

Level: 6

Target: Enemy Group
Rarity: Common

Endurance Cost Mod: 8

Spellstone Cost: Basic Spell-Stone

Effect: Cause Status Effect - ASLEEP: 2 to

3 points

Description: Puts an entire group to sleep. Probably not peacefully, since they are usually in the middle of a fight when this

spell hits.

Name: Mass Gas

Level: 6

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Upgrades: Duration

Effect: Cause Status Effect - SICKENED: 5

points.

Description: Delivering the extremely toxic (but generally non-lethal) fumes of the legendary Giant Karathian Barking Tree

Spider, which sickens a group of opponents for several turns.

Name: Silence

Level: 6

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Upgrades: Effect

Effect: Cause Status Effect - SILENCED: 3

to 5 points.

Description: Used to get your opponents to finally quit talking. Not very handy, unless that talking is actually spellcasting, in which case it can be incredibly useful to shut them

up.

Name: Accelerate

Level: 7

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 20

Upgrades: Duration Effect: Haste: 6 points.

Description: Accelerates the target

character's speed by a substantial amount, giving them an extra action more than every

other turn.

Name: Acid Rain

Level: 7

Target: Enemy Group

Rarity: Rare

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Damage (Acid): 10 to 22 points.

Description: A rain of acid descends upon the entire enemy group, causing great damage and may be a contributor to erosion

and water pollution. Not recommended for environmentalists.

Name: Exploding Kneecaps

Level: 7

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Upgrades: Effect

Effect 1: Cause Status Effect - STAGGERED: 3 to 4 points.

Effect 2: Damage (Blunt): 7 to 18 points. Description: This spell inflicts substantial injury to weight-bearing joints. Not only does this cause damage, but staggers the victim for several seconds. For even more amusement, this spell even works on creatures without kneecaps. It takes the 'phantom limb syndrome' to a whole new level!

Name: Forked Lightning

Level: 7

Target: Enemy Group Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Damage (Electricity): 8 to 18 points. Description: Sometimes, it's way more fun to shock an entire group than just shocking one individual at a time. This spell is for those times. And by shock, we mean electrocute.

Name: Open Dimensional Portal

Level: 7
Target: Self
Rarity: Rare

Endurance Cost Mod: 10 Spellstone Cost: None

Effect:

Description: This spell is only referred to by myth and rumor. Frankly, we do not believe it exists.

Name: Rest Stop

Level: 7
Target: Self
Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Effect: Special

Description: This spell hides the entire party from all perception for several minutes. This otherwise incredible utility is unfortunately rendered less useful by the need for everyone to remain relatively motionless. However, it is perfect for allowing the entire party to rest up and take a breather in the field without risk of interruption by hostile enemies.

Name: Crash

Level: 8

Target: Enemy Attack Mod: 2 Rarity: Common

Endurance Cost Mod: 4
Spellstone Cost: None

Effect: Cause Status Effect - ASLEEP: 6 to

12 points.

Description: Target sleeps. Hard. Fast. For quite a while. Likely forever, if you can get a knife to their throat.

Name: Mass Hasten

Level: 8

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Intermediate Spellstone

Duration: 20

Upgrades: Duration Effect: Haste: 4 points.

Description: Accelerates the entire party's speed by a moderate amount, giving them an extra action about twice every five turns.

Name: Sound Bomb

Level: 8

Target: Enemy Group

Rarity: Rare

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect 1: Damage (Sonic): 4 to 14 points.

Effect 2: Cause Status Effect - STAGGERED: 1 to 2 points.

Description: A group-effecting blast of concussive sound energy. Tends to make eardrums bleed and staggers opponents.

Name: Magnum Inferno

Level: 9

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Damage (Fire): 10 to 26 points. Description: (Relatively) cheap and deadly, the Magnum Inferno Fireball is a staple of

mid-level wizards everywhere.

Name: Sonic Piledriver

Level: 9

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect 1: Damage (Sonic): 8 to 22 points. Effect 2: Cause Status Effect - STUNNED: 1

to 3 points.

Description: The caster cranks everything up to eleven as he or she pours words of arcane might into a single opponent at volume with extreme concussive force. It often results in a cosmic freak-out that stuns them into passivity for a round or three.

Name: Speed

Level: 9

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 20

Upgrades: Duration Effect: Haste: 8 points.

Description: Accelerates the target

character's speed by a large amount, giving them an extra action four turns out of five.

Name: Boot to the Head

Level: 10

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect 1: Cause Status Effect - STAGGERED: 3 points.

Effect 2: Damage (Blunt): 6 to 17 points. Description: Boots appear to give an enemy group a sound butt-kicking. Or head-kicking. Seriously, the boots hit all over. After such an ordeal, the targets are often left not only disoriented, but also fairly humiliated. It's

great fun!

Name: Mass Accelerate

Level: 10

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Intermediate Spellstone

Duration: 20

Upgrades: Duration Effect: Haste: 6 points.

Description: Accelerates the entire party's speed by a substantial amount, giving them an extra action more than every other turn.

Name: Power Word: Defenestrate

Level: 10 Target: Enemy Attack Mod: 4 Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Damage (Blunt): 13 to 35 points. Description: Tosses opponent out a magically created window. Yes, we're

serious.

Name: Double-Time

Level: 11

Target: Friendly Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 20

Upgrades: Duration Effect: Haste: 10 points.

Description: Doubles the target's number of actions, allowing them an extra action every

turn.

Name: Mass Speed

Level: 12

Target: Friendly Group Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Advanced Spellstone

Duration: 20

Upgrades: Duration Effect: Haste: 8 points.

Description: Accelerates the entire party's speed by a large amount, giving them an

extra action four turns out of five.

Name: Mass Double-Time

Level: 14

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Advanced Spellstone

Duration: 20

Upgrades: Duration Effect: Haste: 10 points.

Description: Doubles the entire party's actions, allowing them to act twice every

turn.

Divine Spells

Name: Negligible Healing

Level: 1

Target: Friendly Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None Upgrades: Effect

Effect: Healing: 4 to 10 points.

Description: This spell causes a cool heartshaped lightshow around the target. Some minor healing effects have also been

reported.

Name: Pause the Dead

Level: 1

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None Upgrades: Duration

Effect: Cause Status Effect - STUNNED: 1

to 2 points.

Description: Stuns an undead creature for a single round. Because not all undead are

slow shufflers like zombies.

Name: Halt Level: 2 Target: Enemy Attack Mod: -2 Rarity: Common

Endurance Cost Mod: 5 Spellstone Cost: None Upgrades: Duration

Effect: Cause Status Effect - STUNNED: 1

point.

Description: Stuns a target for one turns.

Just long enough to say, 'Neener, neener.'

Name: Treat Poison

Level: 2

Target: Friendly Rarity: Common

Endurance Cost Mod: -2 Spellstone Cost: None

Duration: 8

Upgrades: Duration

Effect:

Description: Reduces the damage caused

by poison each turn.

Name: Palpable Healing

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: 4 Spellstone Cost: None Upgrades: Effect

Effect: Healing: 6 to 16 points.

Description: Good for recovering from those

hits, some palpable hits.

Name: Resist Fire

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -1
Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Fire Damage: 6 points.

Description: Protects target from fire damage for a time. Really major damage

may get through.

Name: Treat Disease

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Duration: 8

Upgrades: Duration

Effect 1: Negate Status (SICKENED): 4 to 8

points.

Effect 2: Resist Disease Damage: 6 points. Description: Removes or reduces the

duration of the sickened status, and reduces

the damage of disease.

Name: Wake Up!

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Upgrades: Effect

Effect 1: Negate Status (STUNNED): 2 to 4

points.

Effect 2: Negate Status (ASLEEP): 2 to 4

points.

Description: Removes or reduces the stun

and sleep status on a target friendly

creature.

Name: Blessing

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 4

Upgrades: Duration

Effect 1: Modify Might: 1 point.

Effect 2: Modify Reflexes: 1 point.

Effect 3: Modify Luck: 2 points.

Description: Gives target character an edge in several abilities at once (Might, Reflexes, and Luck). Not a huge edge, and not for very long, but it could easily tip the odds in a difficult fight. And most importantly, give them good self-esteem.

Name: Holy Shield

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 5

Upgrades: Duration

Effect: Armor Mod: 2 points.

Description: Surrounds the recipient with the

protection of the gods. Well, okay,

protection by the gods. Well, not so much protection as their influence in a protective direction. Hey, it's a couple of extra points of armor from a divine source; do you really want to piss off the gods by complaining?

Name: Mass Pause the Dead

Level: 4

Target: Enemy Group

Rarity: Rare

Endurance Cost Mod: 8

Spellstone Cost: Basic Spell-Stone

Upgrades: Duration

Effect: Cause Status Effect - STUNNED: 1

to 2 points.

Description: Stuns any number of undead creatures in a group for a single round. Potentially. Warning: Not a hit at Dracula's

parties.

Name: Resist Acid

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Acid Damage: 8 points.

Description: Protects target from acid damage for a time. Really major damage

may get through.

Name: Resist Poison

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: -1 Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Poison Damage: 8 points. Description: Protects target from poison damage for a time. Really major damage

may get through.

Name: Shred the Dead

Level: 4

Target: Enemy
Attack Mod: 2
Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Upgrades: Effect

Effect: Damage (Divine): 6 to 16 points.

Description: Does substantial damage to a

single undead target.

Name: Consequential Healing

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: 4 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 8 to 20 points.

Description: This spell provides a fairly respectable amount of healing to take place

on the target. Unfortunately, enemy

combatants have been known to undo the effects of this spell in less time than it takes to cast it. (Divine Version)

Name: Mass Negligible Healing

Level: 5

Target: Friendly Group Rarity: Common

Endurance Cost Mod: 5 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 4 to 10 points.

Description: This spell causes a cool heartshaped lightshow around the entire friendly group. Some minor healing effects have

also been reported.

Name: Restore Sight

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None
Upgrades: Duration

Effect: Negate Status (BLIND): 3 to 8 points. Description: Restores sight to the recipient - or at least reduces the blindness duration. It still won't help them see things your way,

though.

Name: Break the Silence

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None
Upgrades: Duration

Effect: Negate Status (SILENCED): 3 to 8

points.

Description: Ends or reduces the silence

status on one character.

Name: Mass Resist Fire

Level: 6

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Fire Damage: 6 points.

Description: Protects entire group from fire damage for a time. Really major damage

may get through.

Name: Resist Acid

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: -1 Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Acid Damage: 8 points.

Description: Protects target from acid damage for a time. Really major damage

may get through.

Name: Silence

Level: 6

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Upgrades: Effect

Effect: Cause Status Effect - SILENCED: 3

to 5 points.

Description: Used to get your opponents to finally quit talking. Not very handy, unless that talking is actually spellcasting, in which case it can be incredibly useful to shut them

up.

Name: Call to Awaken

Level: 7

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect 1: Negate Status (STUNNED): 2 to 4

points.

Effect 2: Negate Status (ASLEEP): 2 to 4

points.

Description: Removes or reduces the stun and sleep status on the entire friendly

group.

Name: Group Blessing

Level: 7

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 6

Spellstone Cost: Intermediate Spellstone

Duration: 4

Upgrades: Duration

Effect 1: Modify Might: 1 point.
Effect 2: Modify Reflexes: 1 point.
Effect 3: Modify Luck: 2 points.

Description: A Blessing for the entire party. Make everybody feel special and gifted!

Name: Mass Holy Shield

Level: 7

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 5

Upgrades: Duration

Effect: Armor Mod: 2 points.

Description: Surrounds the recipients - your entire group - with the protection of the gods. It's slightly more effective than a wish

and a prayer by themselves.

Name: Mass Palpable Healing

Level: 7

Target: Friendly Group Rarity: Common

Endurance Cost Mod: 7

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Healing: 6 to 16 points.

Description: Good for recovering from those

hits, some palpable hits.

Name: Mass Resist Acid

Level: 7

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Acid Damage: 8 points.

Description: Protects entire from acid damage for a time. Really major damage

may get through.

Name: Mass Resist Poison

Level: 7

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Poison Damage: 8 points. Description: Protects entire from poison damage for a time. Really major damage

may get through.

Name: Mass Shred the Dead

Level: 7

Target: Enemy Group Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Damage (Divine): 6 to 16 points.

Description: Does substantial damage to all

undead enemies.

Name: Blessing with a Kick

Level: 8

Target: Friendly Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Intermediate Spellstone

Duration: 7

Upgrades: Duration

Effect 1: Modify Might: 2 points. Effect 2: Modify Reflexes: 2 points. Effect 3: Modify Luck: 3 points.

Description: A more powerful, longer-lasting

version of Blessing.

Name: Extra Healing

Level: 8

Target: Friendly Rarity: Common

Endurance Cost Mod: 6 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 12 to 28 points.

Description: When a target is extra

damaged, this is the spell to help undo all that. Or most of it. Heals a major amount of

damage. (Divine Version)

Name: Mass Restore Sight

Level: 8

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Basic Spell-Stone

Duration: 4

Upgrades: Duration

Effect: Negate Status (BLIND): 3 to 8 points. Description: Restores sight to the recipients - or at least reduces the blindness duration. It still won't help them see things your way,

though.

Name: Reap the Dead

Level: 8

Target: Enemy Attack Mod: 2 Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect 1: Damage (Divine): 12 to 30 points.

Effect 2: Cause Status Effect - STAGGERED: 2 to 5 points.

Description: Does substantial damage and

staggers an undead enemy.

Name: Mass Silence

Level: 9

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Cause Status Effect - SILENCED: 3

to 8 points.

Description: Silences an entire group of enemies. Besides not having to hear their screams or pleas for mercy, it also stops spellcasters from doing their magic thing.

Name: Mass Unsilence

Level: 9

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 4

Upgrades: Effect

Effect: Negate Status (SILENCED): 3 to 8

points.

Description: Removes the silence effect

from the entire friendly party.

Name: Holy Armor

Level: 10

Target: Friendly Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Advanced Spellstone

Duration: 6

Upgrades: Duration

Effect: Armor Mod: 4 points.

Description: Now we're talking! This divine spell surrounds the recipient with an extra layer of armor that can really cut down on physical damage from the bad guys. Just remember the example of Saint Marcus the Flat when using this spell: Protected does

not mean invulnerable.

Name: Mass Consequential Healing

Level: 10

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 6

Spellstone Cost: Advanced Spellstone

Upgrades: Effect

Effect: Healing: 8 to 20 points.

Description: This spell provides a fairly respectable amount of healing to take place

on the target. Unfortunately, enemy combatants have been known to undo the effects of this spell in less time than it takes

to cast it. (Divine Version)

Name: Mass Reap the Dead

Level: 11

Target: Enemy Group Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Intermediate Spellstone

Upgrades: Effect

Effect: Damage (Divine): 8 to 18 points.

Description: Does substantial damage to all

undead enemies.

Name: Massive Healing

Level: 11

Target: Friendly Rarity: Common

Endurance Cost Mod: 6 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 15 to 32 points.

Description: Heals an incredible amount of damage. The target of this spell is either at death's door, or has the constitution of a

mammoth.

Name: Mass Holy Armor

Level: 13

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Expert Spellstone

Duration: 6

Upgrades: Duration

Effect: Armor Mod: 4 points.

Description: As with Holy Armor, but surrounds the entire party with an extra protective layer or armor. Your sorcerers in

their fancy robes will thank you for it.

Name: Recapacitation

Level: 14

Target: Friendly Rarity: Rare

Endurance Cost Mod: 20

Spellstone Cost: Expert Spellstone Effect: Recapacitation: 4 points.

Description: Recovers a character from

incapacitated status.

Nature Spells

Name: Negligible Healing

Level: 1

Target: Friendly Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 4 to 10 points.

Description: This spell causes a cool heartshaped lightshow around the target. Some minor healing effects have also been

reported.

Name: Angry Flowers

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None Upgrades: Effect

Effect: Damage (Pierce): 2 to 9 points.

Description: Summons flowers to surround

an opponent. Oh, and they bite.

Name: Treat Poison

Level: 2

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Duration: 8

Upgrades: Duration

Effect:

Description: Reduces the damage caused

by poison each turn.

Name: Writhroots

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 4

Upgrades: Duration

Effect: Defense Mod: -2 points.

Description: This spell causes grasping, binding tendrils of plants to emerge and bind around a target. Besides being incredibly annoying, this also reduces the target's ability to perform fancy footwork to protect him or herself from attacks.

Name: Life Trickle

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Duration: 8
Upgrades: Effect

Effect: Healing Over Time: 2 points.

Description: Gradually heals the subject by

a small amount every turn.

Name: Resist Cold

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -1
Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Cold Damage: 6 points.

Description: Protects target from cold damage for a time. Really major damage

may get through.

Name: Resist Electricity

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -1
Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Electricity Damage: 6 points. Description: Protects target from electrical damage for a time. Really major damage

may get through.

Name: Treat Disease

Level: 3

Target: Friendly Rarity: Common

Endurance Cost Mod: -2 Spellstone Cost: None

Duration: 8

Upgrades: Duration

Effect 1: Negate Status (SICKENED): 4 to 8

points.

Effect 2: Resist Disease Damage: 6 points.

Description: Removes or reduces the

duration of the sickened status, and reduces

the damage of disease.

Name: Palpable Healing

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 6 to 16 points.

Description: Good for recovering from those

hits, some palpable hits.

Name: Resist Poison

Level: 4

Target: Friendly Rarity: Common

Endurance Cost Mod: -1
Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Poison Damage: 8 points. Description: Protects target from poison damage for a time. Really major damage

may get through.

Name: Snakebite

Level: 4

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 5
Upgrades: Effect

Effect 1: Damage Over Time (Poison): 2

points.

Effect 2: Modify Might: -1 to -2 points.

Description: Inflicts an enemy with snakebite venom, causing minor damage

over time and a loss of abilities.

Name: Tryptophan

Level: 4

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 3 Spellstone Cost: None

Effect: Cause Status Effect - ASLEEP: 3 to

5 points.

Description: Causes an incredible sleepiness to descend over a single opponent, which few can resist.

Name: Angry Flowerpatch

Level: 5

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Upgrades: Effect

Effect: Damage (Pierce): 2 to 9 points.

Description: A mass-target version of Angry

Flowers. They still bite.

Name: Curse of Loose Bowels

Level: 5

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 7

Effect 1: Modify Might: -1 to -3 points.

Effect 2: Modify Charm: -1 to -3 points.

Description: Don't ask. Well, okay, the spell causes debilitating cramps in the abdominal region (and below), resulting in a loss of Charm and Might in the victim for the

duration.

Name: Restore Sight

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: -2 Spellstone Cost: None Upgrades: Duration

Effect: Negate Status (BLIND): 3 to 8 points. Description: Restores sight to the recipient - or at least reduces the blindness duration. It still won't help them see things your way,

though.

Name: Silver Tongue

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 17

Upgrades: Duration

Effect: Modify Charm: 2 points.

Description: Makes your target glib,

persuasive, and even more attractive. +2 to

target Charm.

Name: Smart Pill

Level: 5

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 17

Upgrades: Duration

Effect: Modify Brains: 2 points.

Description: Makes your target smart and

perceptive. +2 to target Brains.

Name: Writhroot Garden

Level: 5

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 4

Upgrades: Duration

Effect: Defense Mod: -2 points.

Description: What's better than ensnaring an opponent's ankles in writhing, grasping tendrils of animated plants? Doing it to all of your opponents at once! This spell is great for making a group of enemies a little easier

to smack.

Name: Consequential Healing

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 8 to 20 points.

Description: This spell provides a fairly respectable amount of healing to take place

on the target. Unfortunately, enemy

combatants have been known to undo the effects of this spell in less time than it takes

to cast it. (Nature Version)

Name: Fight or Flight Boost

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 14

Upgrades: Duration

Effect: Modify Reflexes: 2 points.

Description: Enhances your target's natural

reflexes by +2 for a short time.

Name: Mass Life Trickle

Level: 6

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 8

Upgrades: Effect

Effect: Healing Over Time: 2 points.

Description: Gradually heals the entire party

by a small amount every turn.

Name: Mass Resist Cold

Level: 6

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Cold Damage: 6 points.

Description: Protects entire group from cold damage for a time. Really major damage

may get through.

Name: Mass Resist Electricity

Level: 6

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Electricity Damage: 6 points. Description: Protects entire group from electrical damage for a time. Really major

damage may get through.

Name: Resist Acid

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: -1 Spellstone Cost: None

Duration: 10

Upgrades: Duration

Effect: Resist Acid Damage: 8 points. Description: Protects target from acid damage for a time. Really major damage

may get through.

Name: Ripen Flesh

Level: 6

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 4 Spellstone Cost: None

Effect: Cause Status Effect - WEAK-FLESH:

2 to 3 points.

Description: You know what an overripe banana or tomato is like? Especially when struck? Yeah. This spell does that to people. Ick. While the 'flesh is weak,' the victim takes 50% more damage from

physical attacks.

Name: Strength Enhancement

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 14

Upgrades: Duration

Effect: Modify Might: 2 points.

Description: Pumps up your target. +2 to

target Might.

Name: Annoying Insect Swarm

Level: 7

Target: Enemy Group

Rarity: Rare

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Duration: 5

Upgrades: Duration

Effect 1: Modify Charm: -2 points. Effect 2: Modify Brains: -2 points. Effect 3: Modify Reflexes: -2 points. Description: Annoys an entire group with

biting insects. Detracts from their reflexes, brains and charm. Great against casterheavy groups! Or embarrassing family

members!

Name: **Debilitating Affliction**

Level: 7

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 8

Upgrades: Duration

Effect 1: Cause Status Effect - SICKENED:

4 to 10 points.

Effect 2: Damage Over Time (Disease): 6

points.

Description: Inflicts a nasty illness upon the target, which damages them and renders

them feverish and weak.

Name: Life Flow

Level: 7

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 12 Upgrades: Effect

Effect: Healing Over Time: 5 points.

Description: Gradually heals the subject by

a moderate amount every turn.

Name: Mass Resist Poison

Level: 7

Target: Friendly Group
Rarity: Common

Endurance Cost Mod: -1

Spellstone Cost: Basic Spell-Stone

Duration: 10

Upgrades: Duration

Effect: Resist Poison Damage: 8 points. Description: Protects entire from poison damage for a time. Really major damage

may get through.

Name: Blinding Fever

Level: 8

Target: Enemy
Attack Mod: 0
Rarity: Common

Endurance Cost Mod: 2

Spellstone Cost: Intermediate Spellstone

Duration: 6

Upgrades: Duration

Effect 1: Cause Status Effect - BLIND: 4 to

8 points.

Effect 2: Damage Over Time (Disease): 4

points.

Description: Inflicts the target with a short-lived but powerful illness that constantly saps their health and blinds their vision.

Name: Mass Restore Sight

Level: 8

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: -2

Spellstone Cost: Basic Spell-Stone

Duration: 4

Upgrades: Duration

Effect: Negate Status (BLIND): 3 to 8 points. Description: Restores sight to the recipients - or at least reduces the blindness duration. It still won't help them see things your way,

though.

Name: Mass Smart Pills

Level: 8

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 17
Upgrades: Effect

Effect: Modify Brains: 3 points.

Description: Makes your entire group

smarter - +3 to group Brains.

Name: Ozzy Poppies

Level: 8

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 3

Spellstone Cost: Intermediate Spellstone Effect: Cause Status Effect - ASLEEP: 2 to

4 points.

Description: Knocks an entire group unconscious. The slightest damage WILL

wake them, however...

Name: Bindroots

Level: 9

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 8

Upgrades: Duration

Effect 1: Defense Mod: -4 points.
Effect 2: Accuracy Mod: -2 points.

Description: As the Writhroots spell, but this version creates thick ropelike roots to wrap

around an enemy and impede their footwork, greatly impeding their defense and, to a lesser degree, their offense. Plus it's kind of humiliating to have a plant hold you down while someone beats you.

Name: Mass Fight or Flight Boost

Level: 9

Target: Friendly Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Duration: 14

Upgrades: Duration

Effect: Modify Reflexes: 3 points.

Description: Enhances your party's natural

reflexes by +3 for a short time.

Name: Mass Ripen Flesh

Level: 9

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 8

Spellstone Cost: Advanced Spellstone

Effect: Cause Status Effect - WEAK-FLESH:

2 to 3 points.

Description: You know what an overripe banana or tomato is like? Especially when struck? Yeah. This spell does that to a group of enemies. Ick. While the 'flesh is weak,' the victims take 50% more damage

from physical attacks.

Name: Mass Strength Enhancement

Level: 9

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Duration: 14

Upgrades: Duration

Effect: Modify Might: 3 points.

Description: Pumps up your target. +3 to the

entire group's Might.

Name: Cat Totem

Level: 10

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 17 Upgrades: Effect

Effect: Modify Luck: 5 points.

Description: While your target won't get nine lives, they may get lucky and land on their

feet. +5 to target Luck.

Name: Mass Life Flow

Level: 10

Target: Friendly Group

Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Basic Spell-Stone

Duration: 12 Upgrades: Effect

Effect: Healing Over Time: 5 points.

Description: Gradually heals the entire party

by a moderate amount every turn.

Name: Monkey Totem

Level: 10

Target: Friendly Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 17
Upgrades: Effect

Effect: Modify Brains: 5 points.

Description: Makes your target smart and perceptive. Much more so than a monkey, we think, but the spell's creator seemed to hold them in great esteem. +5 to target

Brains.

Name: Snake Totem

Level: 10

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 17
Upgrades: Effect

Effect: Modify Charm: 5 points.

Description: Makes your target charming

and eloquent. +5 to target Charm.

Name: Bear Totem

Level: 11

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 19
Upgrades: Effect

Effect: Modify Might: 5 points.

Description: Pumps up your target. +5 to

target Might.

Name: Life Surge

Level: 11

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 15 Upgrades: Effect

Effect: Healing Over Time: 8 points.

Description: Rapidly heals the subject by a

significant amount every turn.

Name: Mass Blinding Fever

Level: 11

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 6

Spellstone Cost: Advanced Spellstone

Duration: 6

Upgrades: Duration

Effect 1: Cause Status Effect - BLIND: 4 to

8 points.

Effect 2: Damage Over Time (Disease): 4

points.

Description: Inflicts an entire enemy group with a short-lived but powerful illness that constantly saps their health and blinds their

vision.

Name: Rabbit Totem

Level: 11

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 19
Upgrades: Effect

Effect: Modify Reflexes: 5 points.

Description: Makes your target quick like a

bunny rabbit. +5 to target Reflexes.

Name: Bindroot Garden

Level: 12

Target: Enemy group
Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Advanced Spellstone

Duration: 8

Upgrades: Duration

Effect 1: Defense Mod: -4 points.
Effect 2: Accuracy Mod: -2 points.
Description: As with Bindroots, this spell creates thick ropelike roots that wrap around an entire enemy group and impede their footwork, greatly restricting their defense and somewhat limiting offense. It just goes to show that skilled Nature spellcasters have really green thumbs.

Name: Bloodboil

Level: 12
Target: Enemy
Attack Mod: 0
Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Advanced Spellstone

Duration: 12 Upgrades: Effect

Effect: Damage Over Time (Fire): 6 points.

Description: Causing one's blood to boil isn't always hyperbole. When it really happens,

it's pretty dang destructive.

Dark Spells

Name: Negligible Healing

Level: 1

Target: Friendly Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 4 to 10 points.

Description: This spell causes a cool heartshaped lightshow around the target. Some minor healing effects have also been reported.

Name: **Demotivate**

Level: 2

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 3 Spellstone Cost: None

Effect: Cause Status Effect - STUNNED: 1

point.

Description: Target becomes highly uninterested in anything, including survival. Recreational use of this spell on self is not

recommended.

Name: Doom & Boom

Level: 2

Target: Enemy
Attack Mod: 0
Rarity: Common

Endurance Cost Mod: 2 Spellstone Cost: None

Duration: 2

Upgrades: Effect

Effect 1: Damage (Dark): 3 to 10 points.

Effect 2: Modify Luck: -1 to -2 points.

Description: Reduces the victims luck by a point or two, then demonstrates this by smacking them upside the head with

magical damage.

Name: Broken Mirror

Level: 3

Target: Enemy
Attack Mod: 2
Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 5

Upgrades: Duration

Effect: Modify Luck: -2 to -3 points.

Description: Makes the spell target feel down on his luck. Which is how he'll really be. And since avoiding spells is largely a matter of luck, it's good to follow this spell up with some additional magical harm.

Name: Microvenom

Level: 3

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: -2
Spellstone Cost: None

Duration: 8
Upgrades: Effect

Effect: Damage Over Time (Poison): 2

points.

Description: A really minor poison effect that is more of an irritant than a killer. But it can

help speed up combat.

Name: Blindness

Level: 5

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None
Upgrades: Duration

Effect: Cause Status Effect - BLIND: 3 to 8

points.

Description: If you keep casting this spell,

your opponents will go blind.

Name: Curse of Loose Bowels

Level: 5

Target: Enemy Attack Mod: 0 Rarity: Rare

Endurance Cost Mod: 0 Spellstone Cost: None

Duration: 7

Effect 1: Modify Might: -1 to -3 points. Effect 2: Modify Charm: -1 to -3 points. Description: Don't ask. Well, okay, the spell causes debilitating cramps in the abdominal region (and below), resulting in a loss of Charm and Might in the victim for the duration.

Name: Palpable Healing

Level: 6

Target: Friendly Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 6 to 16 points.

Description: Good for recovering from those

hits, some palpable hits.

Name: Ripen Flesh

Level: 6

Target: Enemy Attack Mod: 0 Rarity: Common

Endurance Cost Mod: 4 Spellstone Cost: None

Effect: Cause Status Effect - WEAK-FLESH:

2 to 3 points.

Description: You know what an overripe banana or tomato is like? Especially when struck? Yeah. This spell does that to people. Ick. While the 'flesh is weak,' the victim takes 50% more damage from

physical attacks.

Name: **Zot** Level: 7

Target: Enemy
Attack Mod: 0
Rarity: Common

Endurance Cost Mod: 0
Spellstone Cost: None

Duration: 5

Effect: Fool's Luck: -2 to -4 points.

Description: A nasty spell in the evil priests' bag of tricks, it curses the victim with bad luck for several crucial seconds.

Name: Consequential Healing

Level: 9

Target: Friendly Rarity: Common

Endurance Cost Mod: 0 Spellstone Cost: None

Upgrades: Effect

Effect: Healing: 8 to 20 points.

Description: This spell provides a fairly respectable amount of healing to take place

on the target. Unfortunately, enemy combatants have been known to undo the effects of this spell in less time than it takes

to cast it. (Dark Version)

Name: Mass Ripen Flesh

Level: 9

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 8

Spellstone Cost: Advanced Spellstone
Effect: Cause Status Effect - WEAK-FLESH:
2 to 3 points.

Description: You know what an overripe banana or tomato is like? Especially when struck? Yeah. This spell does that to a group of enemies. Ick. While the 'flesh is weak,' the victims take 50% more damage

from physical attacks.

Name: Mass Strip Armor

Level: 11

Target: Enemy Group Rarity: Common

Endurance Cost Mod: 0

Spellstone Cost: Intermediate Spellstone

Duration: 6

Upgrades: Duration

Effect: Armor Mod: -4 points.

Description: As with Holy Armor, but surrounds the entire party with an extra protective layer or armor. Your sorcerers in

their fancy robes will thank you for it.