

# Norfolk Warriors

## Playing Pieces

There are two primary playing pieces in the game: Characters and Stacks.

Characters are the heroes and villains in the game (although I would expect that wandering monsters would prefer to not be referred to as villains.)

Stacks are groups of characters. All the player's characters will move as a single stack throughout the course of the game.

Cities and villages are not playing pieces per se, but they are often the sites for where many of the game's quests and adventures take place.

## The Story

Norfolk Warriors is set in the Veil of Entropy Universe. The story takes place in the northern reaches of the Western Continent on the world of Orth.

Orth is in crisis. The original gods Pele and Medeina are nowhere to be found.

Strange creatures are rising from the depths of the deepest oceans and coming up from the ground like lava seeping through the cracks from another world. Villages and Cities ravaged by all forms of beasts, both living and undead. All the while, vampires and were-creatures are vying for supremacy with no thought of the collateral damage they're causing.

The elder-god Titan has been gone for nearly a millennium, but people of the north have heard his whispers. For those that are faithful and can free him from his icy prison, he offers power, glory, and revenge on all those that have caused them harm. For those willing to give their soul, he will offer Immortality.

## Modules

These are stories within the main story. A module presents the player with a set of possibilities. How the player reacts to these possibilities is up to them.

## Saga

The saga is the story created by you, the player, within the Veil of Entropy Universe. What you do can have significant impacts on the non-player characters (NPCs), affecting how they will react with you during game play.

## Quests

Quests are the major plotlines in the story, often requiring the heroes to perform great deeds to achieve their goals. Quests are divided into two categories:

### **Main Quest**

This is the primary quest for the Module. In most cases, the main quest is the author's intended path for the player to take.

## Secondary Quests

These are major quests, like the main quest, that can be taken during game play. These secondary quests may help to forward the main quest, or they may completely divert the player away from it.

### Adventures

Adventures are mini quests that players can follow. Adventures are typically standalone features, but it is possible that completing an adventure may change the difficulty level of the major quests in the module.

### Encounters

Encounters are extremely short quests that happen when the environment reacts to the player's actions. For example, while travelling around the countryside you may have an encounter with an angry bear. Encounters are almost always timed quests. This means that you have a small, fixed number of turns to complete the encounter before it disappears. If you do not complete the encounter before it expires, bad things often happen.

### Renown

Renown is the closest thing to currency in the game. Renown is earned while performing Quests. The availability of some quests requires on the player having earned enough renown to meet the quest's trigger requirements. Some quests cost renown. For example, a quest may be to speak to a travelling merchant. To have the conversation, the game may require the player to have accumulated at least 100 renown. During the conversation, the player may choose to buy an item from the merchant costing 75 renown. If the player purchases the item, the player's renown will be reduced to 25.

### Epic Heroes

Epic Heroes are the main characters from Sagas. These are the starting characters each saga begins with.

### Legends

Legends are the heroes that joined up with Epic Heroes to help them on their quests.

## Turn Based Play

Every turn, each of your characters can perform 1 Heroic Action, 1 Standard Action, 1 Move Action, and 1 of each available Free Action (Drink Potion or Use Scroll).

### Heroic Actions

Heroic actions include Perform Quest, Perform Adventure, Rest, and Training Camp.

#### Perform Quest

Orders the specified stack to complete a quest.

All quests require the player to fight against enemy units. If the player wins the combat, they can either choose to redo the combat or keep the results. If the player loses the combat, they can either choose to retreat from combat, retry the combat or spend renown to buy a victory.

### Perform Adventure

Orders the specified character to complete the targeted adventure.

Note: some adventures do not use up your heroic action. They are considered “free” and many of these free adventures can be completed in a single turn.

### Rest

Orders the characters to rest and recuperate. Characters will recuperate the same number of wounds as they would at a normal end-of-turn healing.

### Training Camp

Training camps allow characters to practice their skills and gain XP when not in combat. When there are no quests or adventures to do, and your characters are all healthy, a training camp is a nice way to net a bit of XP and maybe even level up in the process.

### Standard Actions

Character actions are tasks that can be performed by a character over the course of a Turn. Some actions cost an Action Point where others are Free Actions. Regardless if the action is free or not, a character can only perform each type of action once per turn. For example, Drink Potion is a free action, but a character can only drink one potion each Turn.

### Gather Resources

Characters may gather resources that are available in any province within the character’s gather-range. When a resource is gathered, it will take time before it can be gathered again. The length of time it takes before the resource becomes available depends on the resource.

### Practice Skill

A character can choose to practice any skill that is lower than their current character level. The chance of successfully practicing the skill is based on the character’s current level, the level of the skill to be practiced, and whether the skill is trained or untrained.

If a character successfully practices an Untrained skill, the skill becomes a Trained skill.

### Heal Combat Unit

The character will attempt to heal the wounds of an allied character. The number of wounds healed is directly proportional to the character’s healing skill level.

### Cast Strategic Spell

Orders the sponsor character to cast the selected spell at a specified target. The spells that the character can choose from are dictated by the character’s spell book. Some spells can be cast every turn, while others have a cool down period preventing them from being cast too often. The character can only choose from spells that are ready to be cast.

### Make Potion

Characters can make any Potion, provided they have the required skill and resources to follow the recipe. In most cases, the character will only make a single potion per action, but some recipes allow for multiple potions to be created at one time.

Potions are one-shot consumables that provide the character with whatever benefits that are delivered by the potion.

### Create Scroll

Characters can make any Scroll provided they have the required skill and resources to follow the recipe. In most cases, the character will only make a single scroll per action, but some recipes allow for multiple scrolls to be created at one time.

Scrolls are one-shot consumables that allow the character to cast whatever spell has been imbued upon the scroll. The casting level of the spell is dictated by the scroll itself.

### Enchant Item

The Enchant Item action provides the player the opportunity to apply an Enchantment, a Corruption or an Aegis (an enchantment that provides defensive bonuses against specific magic attack types) to any item in the player's possessions, both equipped and unequipped. Characters can perform any enchantment so long as they have the required skill and resources to follow the recipe.

### Spy Province

In general, spying on a province (hex) identifies all provincial improvements (villages, towers, etc.) in the target province, the presence of any resources and all items in the provincial cache.

#### *If the target province contains characters*

When a character attempts to spy a party, they must first roll (the game will roll the dice for you) to see if they can successfully breach the perimeter. This roll pits the character's effective spy skill level against the target province's anti-covert level versus spying. Note that allied forces of the spy do not contribute to the province's anti-covert rating. If this roll is a success, then the character must roll against each individual target character's anti-covert rating. For each character that is successfully spied, the player will receive complete details on that character.

#### *If the target province contains a city*

If successful:

Identifies all provincial improvements and their level as well as any resources in each province in the entire barony.

It also identifies all Improvements and Guilds present in the city.

### Steal Item

The character will attempt to steal an item from the target. If successful, the item is put into the character's possessions. If the stolen item was an equipped item, the target character will no longer have the item equipped, and in the event of weapons and armor, the character may have to fall back on their default weapons and/or armor.

If the action fails, one of two things happen:

1. The character will use Stealth to try and escape. Even a successful escape may result in the thief taking wounds.
2. If the escape is unsuccessful, the character is captured and summarily executed and returned to the player.

### Assassinate Character

The character will attempt to assassinate the target character.

If the assassination attempt is successful, the target takes wounds based on the character's effective Assassin Skill level and the target's anti-covert defense.

If the action fails, one of two things happen:

1. The character will use Stealth to try and escape. Even a successful escape may result in assassin taking wounds.
2. If the escape is unsuccessful, the character is captured and summarily executed and returned to the player.

### Move Actions

At the beginning of each turn characters are allotted movement points based on their Ground Speed, Air Speed and/or Water Speed.

*For example, a character riding a Pegasus might have a Ground Speed of 40, and Air Speed of 30 and a Water Speed of 0. This would mean the character is allocated 40 ground movement points, 30 air movement points and 0 water movement points.*

Each time a character moves, movement points are expended. The number of movement points expended depends on the terrain of the hex being moved into. The movement cost can also be affected if the character is crossing a river or is moving along a road. If a character does not have enough points to pay the movement cost, the character cannot move into that province (hex).

### Free Actions

Each free action can only be performed once per character.

### Drink Potion

Orders the sponsor character to drink the specified potion. The effects of drinking the potion are immediate.

### Use Scroll

Orders the sponsor character to cast the spell imbued upon the scroll. The spell is cast like any other strategic spell, but in this case the caster level of the spell is based on the scroll and not on the caster level of the character.

### End of Turn

At the end of a player's turn, the following things happen:

#### Recovery

All characters will heal a small percentage of their wounds, gain back some of their used mana and restore all their action points.

#### Active Spell Timers

Active spell timers are decremented. When the timer runs out, the spell wears off.

## End of Turn Events

At the end of each turn, there is the possibility of special events to take place.

### **Timers Run Out**

Timed titles (titles that will only last a fixed number of turns) decrement. When the timer runs out completely, something may happen.

Timed quests decrement. When the timer runs out, the quest may disappear and/or something bad might happen.

Resource may respawn.

### **Special Events**

There is a chance that some special or random event may occur at the end of each turn. This can range from something as simple as “An old man walks by and offers you his magical ring,” or as horrific as the beginning of end of the world.

## Game Map

The game map is 240 hexes by 180 hexes. The game map wraps around the east/west borders but not the north/south borders.

### Provinces

The smallest unit on the game map is the Province and it is represented by a single hex. Each province has the following characteristics:

#### Province Location

The location is the X/Y coordinates of the province, where X is the column and Y is the row.

#### Terrain

Each province is designated a terrain type. Each terrain type has an associated movement cost for land, air and water movement.

#### Rivers

Rivers run along the edge of hexes. Rivers can be level 1 – 4. The larger the number, the larger the river and the more expensive it is to cross it.



Crossing a river *potentially* increases movement cost as follows.

- Level 1 river increases movement cost by 5%.
- Level 2 river increases movement cost by 15%.
- Level 3 river increases movement cost by 30%.
- Level 4 river increases movement cost by 50%.

### Resources

Each province may or may not have resources available to it. The type of resources present will dictate the value of the land. For a city to gain access to any resources in the province a “Village” will need to be constructed in the province. *See the section on Villages for more details.* A province can have many resources, but never more than one of each type. For example, a province can have iron and oak as resources, but never two oaks.

### Improvements

Provinces can have improvements built upon them. These improvements include Villages, Roads, Fortifications, Castles, Wizard’s Towers, Watch Towers and Guard Towers.

### Caches

Each province can have a cache of possessions. These items can be randomly seeded during game creation or can be found when players drop items that they no longer wish to carry around with them. Special events during the game can result in items being dropped in a province’s cache.

### Spells

A province can have one or more spells cast upon it. If the spell remains active, it will continue to affect the province in some way. A province cannot have multiple spells of the same type on it.

### Barriers

Barriers are magical spells that can block movement in and out of the province that it is created in.

## Baronies

A barony is a group of provinces that are controlled by a single city.

Each barony has one and only one Capital City.

## Territories

A territory is a grouping of one or more Baronies. The baronies within a territory need not be connected.

A territory's capital city is also a barony capital city.

If a player takes control of a territory capital city, they do not automatically take control of all its baronies. However, they do take control of the city's barony (as though it were a regular barony capital city) plus it will receive access to all the resources within the territory's baronies unless they are controlled by an enemy faction.

For example, suppose a territory is made up of 3 baronies: Dryland, Portland and the Glades. Dryland has access to Ivory and Copper. Portland has access to Horse, Wheat and Stone. The Glades have access to Amberwood and Oak. However, the Glades is also the Territory Capital, so that capital city has access to not just Amberwood and Oak, but also to Ivory, Copper, Horse, Wheat and Stone.

## Kingdoms

A kingdom is a grouping of one or more Territories. A kingdom's capital city is often the most powerful of all cities within the kingdom. Territories within a kingdom need not be adjacent to each other.

The kingdom's capital city gains wealth from its own barony, plus it gets access to all the available resources of all the baronies in the kingdom.

If a player takes control of a kingdom's capital city, they do not automatically take control of all its territories. However, they do receive access to the resources of all the kingdom's baronies unless they are controlled by an enemy faction.

## Regions

Regions are a grouping of one or more provinces used to describe a geographical area on the map. Regions are not typically associated with kingdoms or territories, but they can be. For example, the Northern Planes region may be shared by several kingdoms and dozens of territories. However, the Elven Forest, may also be the same set of provinces as the Elven Kingdom.

## Races

The game world is filled with many races. Some races can be radically different than the others, but they all share these same basic set of attributes.

### Race Type

Each race is classified by its type.

- Humanoid (common bipedal beings)
- Undead (trapped in a state of being neither alive nor dead)
- Lycan (shapeshifting creature)



- Natural (naturally occurring on the game world)
- Magical (created through unnatural means)
- Traveler (extraterrestrial)

## Racial Attributes

Each race has a set of base attributes for Strength, Dexterity, Constitution, Intelligence, Wisdom and Constitution. Characters of this race can augment these values based on their Class, Level, Active Spells, Supernatural Status, etc.

### Strength

Strength measures muscle and physical power. This ability is important for those who engage in hand-to-hand (or “melee”) combat.

The Strength attribute powers the skills of Blade, Axe, Pole and Hammer.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

### Dexterity

Dexterity measures agility, reflexes, and balance. This ability is the most important one for knaves, but it is also useful for characters who wear light armor. This ability is vital for characters seeking to excel with ranged weapons, such as the bow or sling.

The Dexterity attribute powers the skills of Bow, Exotic, Scout and Thief.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

### Constitution

Constitution represents your character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all classes.

The Constitution attribute powers the skills of Berserker, Enchantment, Corruption and Aegis.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

### Intelligence

Intelligence determines how well your character learns and reasons.

The Intelligence attribute powers the skills of Stealth, Potions, Spell Casting and Scroll Making.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

### Wisdom

Wisdom describes a character’s willpower, common sense, awareness, and intuition. Wisdom is the most important ability for priests. If you want your character to have acute senses, put a high score in Wisdom.

The Wisdom attribute powers the skills of Faith, Healing, Archer and Trainer.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

## Charisma

Charisma measures a character's personality, personal magnetism, ability to lead, and appearance.

The Charisma attribute powers the skills of Assassin, Magician, Spy and Knight.

For every 5 points you have over 10, each of these skills will gain a +1 bonus.

## Skill and Ability Modifiers

Some races have a natural competency (or incompetency) to some skills and abilities. For example, Elves might have a natural skill bonus for Bow type weapons, and Dwarves may have a movement bonus while traveling through mountainous terrain.

## Combat Values

- Combat Rating (affects how effective the character is both offensively and defensively)
- Base Hit Points (determines how much damage a unit of this race can withstand)
- Base Attack Value (determines the base amount of damage a unit of this race can deliver)
- Regeneration Rate (how fast characters of this race heal at the end of each turn)

## Natural Gear

All races have a set of natural gear which cannot be stolen by thieves. For many of the civilized races, the natural gear is just standard gear – but it still cannot be stolen. This natural gear is what the character will use if the character has no other gear equipped.

- Melee Weapon
- Offhand Weapon
- Missile Weapon (not on all races)
- Armor

## Movement Rate

- Land Speed & Carrying Capacity
- Air Speed & Carrying Capacity
- Sea Speed & Carrying Capacity

## Special Attacks

Some races have a built-in "Special Attack." These special attacks work pretty much like a Duel Spell. They are always ranged attacks and the amount and type of damage they do depends on the level of the character. It is possible that a race can provide several different special attacks. Consider something like a Hydra that has 3 heads. Each head has its own special attack: Fire, Cold and Poison.

## Miscellaneous

- Weight, which is important when the race is considered a burden,
- Type (Civilized or Monster),
- Geographical distributions, (where the race is expected to be found in the game world)
- Religious leanings, (which religion you can expect this race to follow)
- Titles awarded for killing a character of this race,

- Resources obtained when a character of this race is killed (item type and quantity for each type of resource obtained). In some cases, there is only a small chance that the resource will be dropped when the race is killed. If the unit runs away and is not killed, no resources are dropped.

## Characters

Characters represent the heroes of the game world.

### Health/Hit Points

Health or Hit Points, refers to the amount of damage a unit can endure before it dies.

### Character Class

A character's "class" provides a starting framework that outlines how good a character can/will be in the game's 24 available skills. However, this framework is only a starting point and over the course of the game, the character can select which skills they will excel at.

### Attribute Points

The character class dictates how many Attribute Points the character will start with as well as how many they get each time they Level Up. These attribute points are used to customize the character over the course of the game.

### Class Skills

A Character Class defines which of the game's 24 available skills will be Trained, Untrained or Innate.

The character class dictates how many Skill Points the character will start with as well as how many they get each time they level up. These skill points can be used to customize the character over the course of the game.

### Class Spells

Each class defines which spells that characters will get as they level up. Spells are given to the character each time the character achieves a new Heroic Level (levels 1, 6, 11, 16, 21, etc.) These spells are automatically added to the character's spell book and can be accessed by the character.

Characters can gain access to spells that are not built into their character class. These spells are typically earned by completing Quests and Adventures.

### Talents

Talents are specializations that can be taken which provide bonuses to character. Like spells, talents are made available to the character each time a new heroic level is achieved. However, unlike spells, a character will receive only one talent and that talent is chosen from a list of available talents.

### Strengths and Weaknesses

Each class can have a set of predefined strengths and weaknesses. For example, mages may get an intrinsic bonus to Intelligence, but they also take a penalty to their Charisma. Warriors may get a bonus when fighting specific monster types, but they may also take a penalty in any sort of magic-based activities.

### Active Spells

Any time a persisting spell is cast on a character, it is referred to as an 'Active Spell'. Active Spells can persist for one or more turns, depending on the spell being cast and the skill of the caster.

Active spells can provide bonuses or penalties to the character.

## Afflictions

Afflictions are almost always bad. They can add penalties to the character, and they can also cause the character to take wounds at the end of each turn.

Afflictions have 2 components to them. The affliction itself and the level of the affliction. The higher the level, the more potent the affliction is and the harder it is to remove.

A character can have multiple types of afflictions but can only have any affliction once. If a character is afflicted with an existing affliction, the more powerful affliction is kept, and the lesser affliction is discarded.

## Special Attacks

Special attacks are auto-cast spells that a character can have during combat. They can be associated with any type of gear, supernatural status, title, etc. For example, a character may have the title 'Fire Starter'. This title allows the character to cast 'Flame Bolt' at the start of each battle without having to load the spell.

It's possible for a character to have several auto-cast spells. In that situation, the spells are each cast at the beginning of the battle in a 'random' order. The order isn't random, but you have no control over the order in which they are cast.

## Character Skills

### Overview

Skills can be Innate, Trained or Untrained.

When a skill is defined as Innate, it means that the character automatically gains levels in this skill each time the character levels up. For example, Mages have Magician as an innate skill. So, a level 11 Mage will automatically have a Magician skill level of 11.

When a skill is defined as Trained, the character's skill level can be raised up to the character's Level. This means that if a character is Level 12, they may increase their skill level in Trained skills up to level 12. Raising Trained skills requires the player to spend Skill Points during the Level Up process.

When a skill is defined as Untrained, the character's skill level can be raised up to  $\frac{1}{2}$  of the character's Level, rounded down. This means that if a character is Level 13, they may only increase his Untrained skills up to level 6. Raising Untrained skills requires the player to spend Skill Points during the Level Up process.

### Skill Definitions

#### Blade (Strength)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Blade'.

#### Axe (Strength)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Axe'.

### Pole (Strength)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Pole'.

### Hammer (Strength)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Hammer'.

### Bow (Dexterity)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Bow'.

### Exotic Weapon (Dexterity)

Provides the character with extra Damage output and Power rating when attacking with a weapon that has the keyword 'Exotic'.

### Scout (Dexterity)

Heightens a character's ability to act before opponents during a battle. It also increases movement speed, sighting range, and increases the character's range for gathering resources.

### Thief (Dexterity)

Improves a character's chance of success when conducting Thief missions. It also provides anti-covert defense to all allied units in the same province when attacked by a Thief covert action.

### Enchanting (Constitution)

Provides the ability to put enchantments on items. Enchantments can provide any number of bonuses to the wearer.

### Corruption/Aegis (Constitution)

Provides the ability to put specialized enchantments on weapons (Corruptions) and armor (Aegises). Corruptions provide special magic attack types (e.g. Fire, Cold, Good, Evil, etc.) to the target item.

Corruptions allow the weapon to attack using the magic type (Flaming Sword provides a Fire based attack).

Aegises provide improved defenses against specific magic attack types (Fire Armor provides additional defensive bonuses vs. Fire).

### Berserker (Constitution)

Provides a bonus to the character's melee damage and power output. It also provides a bonus to a character's Axe, Hammer and Healing skill levels equal to their heroic level in this skill.

### Shield (Constitution)

Provides enhanced defense and resistance bonuses during combat.

### Stealth (Intelligence)

Improves a character's ability to successfully escape from failed covert missions. It also provides a defense from most types of covert actions against the character.

### Spell-Craft (Intelligence)

Directly affects the potency of both strategic and duel spells cast by the character.

### Potions (Intelligence)

Determines a character's ability to produce Potions. Creating Potions often requires the use of resources and occasionally requires skills in other disciplines.

All potions have one or more “recipes” associated with them. In some cases, the recipe has “no resource requirements” which means anybody with the requisite potion skill can produce the potion. In other cases, the recipe comes with a set of restrictions and/or requirements. To produce the potion, the character must meet all the restrictions and have access to all the required resources.

### Scroll Making (Intelligence)

Scroll Making allows a character to imbue a scroll with a spell that can be cast at some later time. The character’s effective Scroll Making skill level dictates what type of scroll recipes they’ll have access to.

All scrolls have one or more “recipes” associated with them. In some cases, the recipe has “no resource requirements” which means anybody with the requisite scroll making skill can produce the scroll. In other cases, the recipe comes with a set of restrictions and/or requirements. To produce the scroll, the character must meet all the restrictions and have access to all the required resources.

### Faith (Wisdom)

Directly affects the potency of both strategic and combat miracles (spells) cast by the character.

### Healing (Wisdom)

Strengthens a character's ability to heal the wounds of allied units. The amount of healing they can provide is directly proportional to the effective Healing skill level of the character.

Additionally, characters with healing skill also gain a passive benefit. At the end of each turn, characters with Healing Skill will automatically gain additional healing benefits based on their effective Healing skill level.

### Archer (Wisdom)

Provides a bonus to the character's missile damage and power output when using Bow type weapons. It also provides a bonus to a character's Bow, Exotic and Scout skill levels equal to their heroic level in this skill.

### Trainer (Wisdom)

The trainer skill provides the character with an Experience Points (XP) bonus when completing any quest that provides XP. It also provides a bonus to the chance of successfully practicing a skill and allows the character to assist allied characters while practicing skills.

### Spy (Charisma)

Improves the character’s chances when conducting Spy missions. Provides anti-covert defense to all units in the same province when attacked by a Spy covert action.

### Assassin (Charisma)

Improves the character's chances when conducting Assassination missions. Provides anti-covert defense to all units in the same province when attacked by an Assassin covert action.

### Magician (Charisma)

Determines the depth of the character's mana (spell-casting potential) pool. See the section on Magic for more details on mana and spell casting.

It also provides a bonus to a character's Potion, Scroll Making and Enchantment skill levels equal to their heroic level in this skill.

### Knight (Charisma)

Provides a bonus to the character's melee damage output and overall resistance rating.

It also provides a bonus to a character's Blade, Pole and Shield skill levels equal to their heroic level in this skill.

### Skills & Attribute Synergies

Each skill has an attribute associated with it. For every 5 points of attribute over 10, the character gets a +1 bonus to their associated trained skills.

Characters with an attribute score of:

- 0-14 have no modifier,
- 15-19 get a +1 bonus to all skills associated with that attribute,
- 20-24 get a +2 bonus and so on ...

Some skills can give a bonus to other skills. The amount of bonus is equal to the character's Hero Level (HL) in the Skill.

- Knight gives an HL bonus to Blade, Pole and Shield.
- Berserker gives an HL bonus to Axe, Hammer and Healing.
- Archer gives an HL bonus to Bow, Exotic and Scout.
- Magician gives an HL bonus to Potions, Scrolls and Enchanting

### Titles

Titles are earned by characters by completing quests and adventures. In some cases, the title represents nothing more than an indication of an achievement while in other cases the title can provide profound benefits or consequences.

Some default titles are given to characters based on the character's race and class.

### Supernatural Status

A Supernatural Status can imbue a character with significant advantages and potentially extreme weaknesses. For example, a character with a Vampire status becomes much stronger and has much higher charisma, but they also gain a weakness to Fire, Sun, and Obsidian weapons. A character can



only have one supernatural status at a time. Once a character has gained a supernatural status, they cannot get rid of it except through Quests or Adventures.

## Experience Points (XP) and Leveling Up

Characters can increase their Character Level by earning Experience points. The more experience the character has, new options open to them and they'll have additional powers and abilities that they may not have had before.

### Earning XP

Each time a player completes a quest or adventure, or performs a covert mission, they have a chance to gain XP. The amount of experience points earned depends on the quest/adventure being completed or the difficulty (risk) associated with the covert mission. Since many characters may take part in completing a quest or covert mission, the amount of experience earned is shared amongst all who participated. The percentage of the total available XP each character earns based on the weighted average of each unit's current XP.

For example, suppose there are 3 characters in the stack participating in the quest. The characters involved have XP values of 45, 90 and 225 respectively, for a total XP of 365. The quest that was completed provides a total of 200XP. This means that the level character with 45XP would get  $45/365 * 200$  XP, the character with 90 XP would get  $90/365 * 200$  XP and the last character with 225 XP would get  $225/365 * 200$  XP.

### Leveling Up

When a character has earned enough XP to raise their level, the character receives bonus Attribute Points, Skill Points, and Talent Points. The quantity and frequency in which these points are awarded are based on the Character Class of the character that is leveling up.

### Adding Skill Points

A character's level for any skill cannot exceed their character level. Eg. A level 10 Mage cannot have higher than level 10 Spell-Craft. A character's skill level in skills outside their class cannot exceed 50% of their level. E.g. A level 10 Mage cannot have higher than level 5 in Thief skill.

### Adding Attribute Points

Attribute points can be spent on a single attribute or they can be split over multiple attributes. The cost to add an attribute point depends on the number of points being spent at one time.

### Adding Talents

When a character is created, it has one talent point that may be spent on any talent in the first tranche of talents available to the Character Class. Each time the character reaches a new heroic level, they can select one new talent from the associated Heroic Level tranche.

## Movement

Your party of characters, referred to as a Stack, can be moved around the game map so long as it has available movement points. The amount of available movement points is based on the slowest unit in the stack, be it a character or an item with carrying capacity (like a Wagon or a Horse).

If a stack has more burden than it has carrying capacity, it is overburdened. There are different allowances and penalties for overburdening depending on the movement type. Below are some samples of how overburdening can be applied.

### Movement Types

There are three movement types in the game: Land, Water and Air. As expected, land movement is when you are moving over any terrain type that is not water. Water movement is movement over any water (ocean, sea, shoals, and lakes). Air movement can be over any terrain type but flying units cannot end their turn in a water province unless they can also move on water.

### Carrying Capacity

Each stack has a separate carrying capacity for each movement type (land, air, water). If the stack has more weight than it can carry for any given mode, it is overburdened in that mode. Overburdening can reduce a unit's speed to the point where the unit cannot move at all.

For example, suppose a party has a single character riding a flying mount. The flying mount has an air carrying capacity of 50 and a ground carrying capacity of 75. The character, plus all his gear weigh 70. The character is then overburdened for flight but not for ground movement.

### Overburdening

Whenever a character's equipment is more than they can carry, that character is Overburdened. Overburdened characters suffer movement speed penalties. The penalty is based on the amount of overburdening. A character can be so overburdened that they cannot move at all.

This overburdened penalty is also carried into combat, affecting the character's movement and potentially could affect how the character performs while fighting.

All non-equipped items are a part of the Stack's burden. The stack's burden is automatically shared by all characters and items with carrying capacity in the Stack. If the burden exceeds the stack's total carrying capacity, then the stack is overburdened and all characters in the stack will suffer an overburdened movement penalty.

The stack's overburdening has no effect on characters during combat.

### Movement Modifiers

Each unit in the stack may bring with it a set of movement modifiers. Additionally, there may be spells on the stack that also modify its movement potential. These modifiers might be for a specific terrain type or they may be a generic modifier that affects movement in general.

### Sighting Range

As your party moves around the game board, information will be uncovered. Your party's sighting range dictates how many provinces away from your current location things can be discovered. A sighting range of zero means that you can only discover what is in the same province as your party. A sighting range of 1 means that you can see things in adjacent provinces. A sighting range of 2 means you can see everything within 2 provinces of your location (and so on.)

## Mounted Units

Any unit that is riding a war mount uses the speed and movement type of their mount. War-mounts all have their own carrying capacity and movement rates. The character riding the mount, plus all the character's gear, is considered as burden. If a war-mount is overburdened, the same penalties apply as though it is the character was overburdened.

## Encounters

Any time a stack moves, it is possible that it can trigger an Encounter. In some cases, the encounter provides the player with an "Opportunity" for a quest. In other cases, the encounter manifests itself as an "Attack" and the quest must be completed in the allotted timeframe or bad things happen.

### Opportunity Encounters

As the name suggests, these encounters present the player with an opportunity to do 'something'. These are almost always optional, and the player can choose to ignore them or take them on. Ignoring the opportunity has no negative effects on the characters.

### Attack Encounters

Attack encounters identify that the player has been attacked by an enemy of some sort. These encounters always have a time limit on them, and if the player does not complete the quest within the given time, bad things happen. What those bad things are depends on the circumstances of the encounter. Often, it means that the player's characters are all going to take some fixed number of wounds (which basically simulates that a battle took place).

## Items

### Equipment

Equipment are special types of items that can be "equipped" by Characters to bolster their abilities. There are no "sizes" for equipment – it's a one-size-fits-all scenario.

### Equipment Slots

Each character has 12 equipment slots. Only items that meet the slot's criteria can be equipped in that slot.

- Melee Weapon (any weapon without the keyword "Bow")
- Offhand Weapon (any one-handed weapon)
- Missile Weapon (any weapon with a missile attack)
- Armor (any item with the keyword "Armor")
- Head gear (any item with the keyword "Head-Gear")
- Neck gear (any item with the keyword "Neck-Gear")
- Back gear (any item with the keyword "Back-Gear")
- Hand gear (any item with the keyword "Hand-Gear")
- Finger gear (any item with the keyword "Finger-Gear")
- Foot gear (any item with the keyword "Foot-Gear")
- War Mount (any item with the keyword "War-mount")
- Duel Spell (any spell designated as a Duel Spell)

## Consumable Items

Consumables are, as expected, items that can be used up through the course of gameplay. They generally fall under 3 categories.

### Potions

Drinking a potion has an immediate effect on the character. The effects of the potion are dependent upon the type and strength of the potion. A character can only drink 1 potion per turn.

When a potion is consumed, it is removed from the character's inventory.

### Scrolls

Scrolls are activated and have the same effect as having cast a strategic spell. The main difference between casting a spell and activating a scroll is that the casting level of the spell is determined by the scroll rather than the casting level of the character. Also, activating a scroll does not consume the character's standard action.

When a scroll is activated, it is removed from the character's inventory.

### Resources

Resources are primarily used in the creation of scrolls, potions and enchantments as defined by the item's recipe.

When a resource is used in the creation of an item, the resource is consumed and removed from the character's inventory.

### Quest Items

These are specialty items that are collected while completing quests and adventures. Quest items are typically used to further a Quest or they are consumed by Quests.

## Combat System

The game's combat system is 100% computer moderated. From the player's perspective, you are the 'combat manager' for your characters. You will decide what equipment your characters will have, what duel spells they'll use, assign them to starting battle slots, set their combat preferences, and then send them into battle. The battle system will give you a detailed accounting of the combat and let you know if you won or lost the battle.

### Battle Mat

The battle mat is 11 hexes by 8 hexes.

When the battle begins, the attackers line up on one side and the defenders line up on the other. The player can choose any of the 10 allowable starting locations on their side of the battle mat. These starting locations are referred to as "Battle Slots."

### Battle Slots

Each unit must be assigned to a battle slot. This identifies the unit's starting hex on the battle map. Units that are not assigned to a slot will not participate in the combat.

There are ten battle slots for each side (attackers and defenders) where characters can be placed at the start of each battle. Each side is divided up into Front ranks and Back ranks. As shown below, ranks are divided up into 5 slots called the Left Flank, Left Center, Center, Right Center and Right Flank, shown here as slots 1 through 5. The back ranks, in the same order as described for the front ranks, are slots 6-10.

### Combat Roles

Each character will be assigned a combat role. This role will dictate the behavior of the character during battle and it will dictate which enemies the character will attack and/or which allies the character will try to help.

### Combat Behaviors

Combat behaviors define how the character will behave, which weapons will be used, and how the character will react in terms of other characters on the battle mat.

Missile First: Choose to use missile attacks whenever possible.

Missile Range: Choose to stay within missile range of the preferred enemy target.

Only in Range: Disregard any enemies or allies that are outside of the character's range. This includes any possible movement the character may take prior to attacking.

Aura Range: Try to move within the character's active aura range.

Pack Hunt: Try to engage any enemies that are currently in melee with allied players.

Duelist: Try to engage one enemy at a time, avoiding engaging multiple enemies at once.

Protector: Try to assist allies that are in melee with 2+ enemies.

Avoid Melee: Try to stay out of melee range with any enemy units.

Allies First: Rank allied units over enemy units when choosing where to move. For example, when looking to engage a new enemy, the character will attempt to get as close to their preferred allied character while still being able to engage an enemy.

### Wounds

The wounds section dictates how the character will behave when they start taking on wounds.

Retreat Wounds: When a character takes more wounds than the threshold set, the character will retreat from battle.

Seek Healer Wounds: When a character takes more wounds than the threshold set, the character will try to move into aura range of an allied healer.

### Allies & Enemies

These two sections determine the primary targets for your character. Depending on the character's 'Allies First' setting, the character will rank allies or enemies higher than the other.

Spell Caster: Units with the highest spell casting ability will be targeted first.

Healer: Units that are running healing auras will be targeted first.

Supporter: Units that are running bless auras will be targeted first.

Infiltrator: Units that are running curse auras will be targeted first.

Melee Damage: Target units with the most/least amount of melee damage output.

Missile Damage: Target units with the most/least amount of missile damage output.

Melee Power: Target units with the most/least melee power output.

Missile Power: Target units with the most/least missile power output.

Melee Defense: Target units with the most/least melee defense.

Missile Defense: Target units with the most/least missile defense.

Melee Resistance: Target units with the most/least melee resistance.

Missile Resistance: Target units with the most/least missile resistance.

Hit Points: Target units with the most/least 'remaining' hit points.

Wounds: Target units with the most/least wounds.

Level: Target units with the most/least character levels.

Morale: Target units with the most/least morale.

\*Note: The damage, power, defense, and resistance selections are based on the character picking the target. For example, two characters may have the same selections, however if one character is attacking with Fire and another is attacking with Cold, the choices are going to be made based on how the target reacts to Fire or Cold attacks.

### Preferred Target

Each unit can be assigned a preferred target. This means that during combat, the unit will attempt to attack any unit that meets that criteria first. In some cases, the unit will not be able to attack its preferred target because it is already engaged with another unit, or the path to the preferred target is blocked by other units.

### Melee Attacks

Melee attacks are used when a character is adjacent to an enemy. Any time a character is next to an enemy they are "in melee" and they can no longer use their missile weapons.

### Missile Attacks

Missile attacks are used when a character is not "in melee" with an enemy character. Missile attacks must be made within the range limitations of the missile weapon being used. Some missile weapons (like a dagger) might have a very short missile range of only 2 hexes, while others (like a long bow) can have an extended missile range allowing them to attack characters up to 9 hexes away.

Note: these attack ranges are only examples. You'll need to investigate the items in-game to see what their actual ranges are.

## Combat Modifiers

As a character gets new gear, enchantments, active spells, etc. the character's ability to inflict damage and protect himself/herself in combat changes.

There is a long list of possible criteria to determine if a modifier is triggered in combat.

### All Situations

Some combat modifiers are active in all situations, regardless of the character or the target's state. These are the most versatile of all modifiers.

### Personal Modifiers

Personal modifiers include if the character is defending, is attacking, is flying, is grounded, is mounted, is of a particular character class, has a particular supernatural status, is of a particular race, if of a particular faction, terrain etc. Other criteria for modifiers can be discovered during gameplay.

### Target-Based Attack/Power Modifiers

Target-based modifiers are only active if the target meets the requirements. The list of potential criteria types is like the list of the personal modifiers but are based on the target or the relationship between the attacker and the target. For example, some modifiers are grounded vs. mounted. The only time this modifier would kick in is if the attacker is on foot and the target is mounted.

### Attacker-Based Defense/Resistance Modifiers

Attacker-based modifiers are only active if the attacker meets the requirements. The list of potential criteria is like the list of the personal modifiers but are based on the attack or the relationship between the character and the attacker. For example, some modifiers are grounded vs. mounted. The only time this modifier would kick in is if the character is on foot and the attacker is mounted.

## Attack Types and Afflictions

Each character must decide the attack type they'll be using. The most basic attack type is Physical. Depending on other circumstances, most often based on weapons with Corruption enchantments, the character may have access to other attack types like Fire, Cold, Poison, etc.

Regardless of the type of attack being used, damage is applied in a consistent fashion. Whether you are damaged by a physical attack, a necrotic attack or a vorpal (magically sharp) attack, the character will receive some number of wounds. However, the attack type can have a secondary effect on the target. This effect is called an Affliction.

Afflictions always have an immediate effect on the target, but they can also have ongoing combat effects and long-term lingering effects. For example, a character attacked by cold may be afflicted with "Frozen." A frozen character may take immediate additional damage because of being frozen, but they may also be slowed by the affliction, making combat movement more difficult. They may also end up with a reduced Dexterity because of the affliction. A character that is "Poisoned" may have similar in-combat effects, but the "Poisoned" affliction may carry beyond combat. A character that is poisoned may take additional damage at the end of each turn if they are not cured of their affliction.

Note: these are just examples of what might happen with an affliction. You'll need to investigate this more closely during gameplay to see the actual effects of each type of affliction.

## Morale

Characters and have morale in combat. When a unit's morale drops below 50%, it has a chance of routing from the battle mat. The morale of a unit is also affected by its wounds. For each 1% of wounds a unit takes, its morale drops by 1%. The morale of a unit is also affected by having a character with the unit in the battle slot. For a military unit, the highest-level character provides a morale boost to the military unit equal to the level of the character. For a character, it will gain morale for the highest-level character (other than itself) in the battle slot with them. Units can also have their morale affected by magic. This can be the effect of potions or strategic spells, or it can be from duel spells that were cast by other characters during the battle.

## Combat Sequence

### Initiate Battle

A battle can be initiated by performing a quest. The player's stack is always considered to be the attacker, except when the quest is triggered by an Attack Encounter.

### Roll for Initiative

Each unit in combat has their attack sequence set based on their D20 (20-sided die) initiative roll plus their Initiative Bonus. In the event of a tie, the unit with the highest Dexterity goes first. In the event of a further tie, the unit with the highest EL/XP level goes first. In the event of a further tie, the order is determined randomly.

### Cast Duel Magic

Each character, in order of initiative, with a duel spell loaded will immediately cast that spell on their nearest appropriate target character (if possible).

*Morale Check* – each unit damaged by an attack spell must make a morale check.

### Make Special Attack

During the first battle round, the unit will make its special attack (if it has one) on their preferred target.

*Morale Check* – each unit damaged by the special attack must make a morale check.

### Battle Rounds

A combat will last for a maximum of 15 rounds. If the attack has not defeated the defender by the end of the 15<sup>th</sup> round, the defender wins.

During a battle round, each unit engaged in the combat will take a turn attacking an enemy in the order set out during the "Roll for Initiative" phase of the combat.

For each round of battle, a unit will perform the following tasks:

#### *Move into Position*

Using the character's combat role as its guiding factor, the unit will (to the best of its ability) move into position to attack its primary target. Units that are engaged in melee can only move if doing so keeps them in melee with the same character(s) with which they were already in melee.



### Make Attack

If the unit is not in melee, and the target is within missile range, the unit will make a missile attack against its target. If the unit is in melee, it will attack all units with which it is in melee.

## Cloak and Dagger

### Covert Actions

All covert missions (spy, thief, or assassin) can be carried out against targets that are up to 3HL provinces away from the sponsor, where the heroic level is Covert Heroic Level. Regardless if it is a spy, thief or assassin mission, the range is based on the character's best covert skill.

The chance of success for any mission is 50% plus the 5 times sponsor's related heroic skill level (spy, thief, or assassin). minus the anti-covert defenses of the target.

If the mission fails, the character uses their stealth level to avoid getting caught. The chance of successfully escaping is 50% plus Stealth level minus the target's anti-covert defense.

### Invisibility

If a character is invisible, he/she gets a potential bonus to all covert actions.

### Invisibility Level

A character's invisibility level dictates how powerful the invisibility spell is. The higher the invisibility level of a character, the more difficult it is for mages and mage-towers to detect the invisible character.

### Anti-Covert Defense

When a character is directly attacked by a covert action, they get a covert defense rating equal to the highest effective skill rating of all covert skills.

For example, a character has a Spy:8, Assassin:0, Thief:6 and Stealth:10. During a covert attack directly on the character, the character's anti-covert rating would be 10.

However, a character can only provide specific covert skill defense when trying to assist the overall provincial anti-covert defense.

For example, a character has a Spy:8, Assassin:0, Thief:6 and Stealth:10. During a spy attack on an allied unit, the character's anti-covert rating would be 8 and not 10. If the character's skill level of 8 was greater than the unit's personal anti-covert rating, that character would then use the allied character's defense of 8.

## Magic

### Mana

Mana is a reserve pool of power that spell casters and priests have. Some spells require the caster to expend mana to cast the spell. If the character does not have the mana, the spell will fail.

Characters will regain a small amount of spent mana at the start of each new turn.

## Strategic Spells

Strategic spells are only cast outside of combat. These spells can provide healing, blessings or curses to target characters. They can also directly injure a target character or destroy provincial improvements.

Strategic spells can have both a Mana Cost as well as a Cool Down Timer. Spells that have a mana cost will deplete the caster's mana pool. Spells that have a cool down timer can only be cast occasionally. The length of time (in turns) that it takes before the spell is available again depends on the spell. The standard cool down timers are once per turn, every 2 turns, once per month (every 4 turns), once per quarter (every 12 turns), twice a year (every 24 turns), once per year (every 48 turns) and once per game. As you can guess, the longer the cool down timer or the more mana required – the more potent the spell is likely to be.

If the character does not have enough mana to cast the spell, the spell will fail.

## Duel Spells

Duel spells are only cast during combat. These spells must be loaded prior to combat. There are typically no limitations on how often a duel spell can be used, but a duel spell can have a mana cost associated with it. If the character does not have enough mana to cast the spell, the spell will fail.

These spells can provide healing, blessings, or curses to target characters. These spells can also be an "aura" type spell. This means that the spell will persist for the duration of the battle. Any unit that is within range of the aura may be affected by the spell. Blessings and Healing Auras only ever affect allied units. Curses and Attack Auras only ever affect enemy units.

## Scrolls

Activating a scroll with a spell has the same effect as casting the spell. The caster level of the scroll is based on the scroll's recipe.

## Potions

The Potions skill allows character to create Potions, which are special items that characters can "drink" to gain the benefits of the potion. The character's effective Potions skill level dictates what type of potion recipes they'll have access to.

Potions, when drunk, have the same effect as having cast a spell on the character drinking the potion. The caster level of the spell is based on the recipe for the potion.

## Acronym Quick Reference Guide:

CC	Carrying Capacity
CHA	Charisma
CON	Constitution
DAM	Damage Rating
DEX	Dexterity
DF	Defense Factor
EL	Encounter Levels
HL	Heroic Level
HP	Hit Points
INT	Intelligence
L1,2,3, etc.	Level 1, 2, 3, etc.
NPC	Non-Player Controlled
POW	Power Rating
RES	Resistance Rating
STR	Strength
WIS	Wisdom
XP	Experience Points