

Elves 'n Ogres 'n Dwarves (and such)

A free roleplaying system for heroic fantasy campaigns

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Table of Contents

1	Introduction.....	2
1.1	Disclaimers.....	2
1.2	License.....	2
1.3	Influences and credits.....	2
2	Important terms and concepts.....	3
2.1	Game Time.....	3
2.2	Genders.....	3
3	Creating Characters.....	3
3.1	Primary Attributes.....	3
3.1.1	Determining Attribute Levels.....	4
3.1.2	Raising attributes.....	5
3.2	Kindred (character races).....	5
3.3	Selecting a "class".....	5
3.4	Starting money.....	6
4	Characters during Play.....	6
4.1	Saving Rolls.....	6
4.2	Experience Points (XP).....	7
4.3	Character classes (skills).....	7
4.3.1	Warrior Skills.....	8
4.3.2	Rogue Skills.....	8
4.3.3	Mage Skills.....	9
4.3.4	Magical Healer (e.g., Cleric) Skills.....	9
4.3.5	Ranger Skills.....	9
4.3.6	Customized skills.....	10
5	Combat.....	10
5.1	Dice plus Adds.....	10
5.2	Combat Damage distribution.....	10
5.3	Combat damage types.....	11
5.3.1	Melee dice (a.k.a. "normal" dice).....	11
5.3.2	First Strike.....	11
5.3.3	Missile fire.....	11
5.3.4	Area of Effect.....	11
5.4	Combat round sequence.....	11
5.5	Melee Combat.....	12
5.5.1	One-on-one.....	12
5.5.2	Group combat.....	12
5.6	Missile Combat.....	12
5.7	Option: Spite Damage.....	13
5.8	Special cases.....	13
5.8.1	Multiple attacks.....	13
5.8.2	Invisibility, darkness and blindness.....	13
5.8.3	Positional advantage.....	13
6	Weapons, Armor, and Equipment.....	13
6.1	Carrying capacities.....	14
6.2	Currency.....	14
6.3	Armor.....	14
6.4	Weapons.....	14
6.5	Equipment.....	14
7	Monsters.....	14
7.1	Monster Rating.....	14
7.2	Sample monsters.....	15
7.3	"Complete" monsters.....	15
8	Magic.....	15
8.1	Free and Open Scrolls and Sourcery (FOSS).....	15

8.2 The letter "M"	16
8.3 Mynergy (Mana)	16
8.3.1 Mynergy costs	16
8.3.2 Mana burn	16
8.3.3 Mynergy recovery	17
8.4 General spell prerequisites	17
8.5 Casting times	17
8.6 Spell Durations	17
8.7 Acquiring and learning spells	17
8.8 Spell levels	17
8.9 Spell lists	18
8.9.1 Abbreviations used in Mana Cost descriptions	18
8.9.2 Spell designer's notes	18
8.9.3 Spells: Damage	18
8.9.4 Spells: Mind-altering	19
8.9.5 Spells: Healing and Holy	19
8.9.6 Spells: Detection, Hiding and Hinderance	19
8.9.7 Spells: Enchantment	20
8.9.8 Spells: Transportation	21
8.10 Mana Levels (optional)	21
9 Treasures	21
9.1 Money	21
9.2 Equipment	22
9.3 Magical items	22
9.4 Information	22
10 Sample Characters	22

1 Introduction

Enondas (a short form of "Elves 'n Ogres 'n Dwarves (and such)") is a roleplaying game system for playing in high-fantasy worlds. It does not attempt to provide a realistic setting, nor one as detailed as, e.g., the worlds of the Dungeons & Dragons(tm) universe(s). These rules do not provide a "setting" (i.e., a game world description), per se. They do attempt to provide a set of rules which work well in light-hearted, heroic-level fantasy gaming set in your own worlds.

This game assumes that the reader has previous roleplaying experience, and does not go in to great detail about the meanings of expressions like "4d6" or "2d6+5".

The latest version of this game can always be found under:

<http://wanderinghorse.net/gaming/enondas/>

All feedback is welcomed, and complete submissions (e.g., custom rules, adventures, gaming maps, etc.) will, with the submitters permission, be posted on the Enondas web site. The maintainer's current contact information can be found on the web site.

1.1 Disclaimers

This document has been in continual flux since its initial creation in the summer of 2004. It may contain errors and certainly contains parts which should be changed. That said, it is "mostly complete" and should be more or less playable as-is, at least if the GMs and players are willing to be flexible and possibly do a bit of creative interpretation of their own.

1.2 License

Enondas is released into the Public Domain by its author, Stephan Glenn Beal.

1.3 Influences and credits

The exact list of influences and credits for Enondas is unknown, but the following sources in particular come to mind:

- Flying Buffalo's *Tunnels & Trolls* game system is the biggest single influence on Enondas. Players of that line of games will see several similarities between T&T and Enondas.
- A huge thanks goes to Ken St. Andre, author of T&T, for his suggestions on how to keep Enondas

safe from the Copyright Lawyers vis-a-vis its (non-)relationship with T&T.

- Fiery Dragon took over T&T as of the 7th Edition, but in my humble opinion that release was blundered pretty badly, leaving too many rules questions open while filling the short rule book with a lot of useless or redundant material (21 pages of equipment charts, for example, which is about 1/5th of the book!). The 7th Edition had the potential to spell the end of this pet project, but instead the blunders made in it simply inspired me to continue working on Enondas.
- The CounterMoves gaming group: <http://countermoves.sourceforge.net>
- Steve Jackson Games' GURPS (<http://www.sjgames.com>). SJG has provided inspirational games since the 1970's, and i have a rather large collection of their works (and had a much larger collection before my ex-wife sold it at a garage sale without telling me).
- Isaac Bonewits' *Authentic Thaumaturgy*, published by SJG, has been helpful in developing the magic system (though the system provided here is not in any way close to the one presented in that book).
- Several games for the Nintendo GameBoy Advance game system, like *Final Fantasy Tactics* and *Ogre Tactics*. The practice of charging a flat amount of XP per character level is shown to good effect in those games.
- TSR's *Magic: The Gathering*, has helped teach game designers the utility of providing a core set of very well-defined terms off of which to base a system. For example, MTG's use of words like "target" and "tap" have very specific meanings, with definitions written such that it is very difficult to misinterpret one of these words in the context of an MTG playing card.

2 Important terms and concepts

2.1 Game Time

1 Turn = approximately 10 minutes.

1 Combat Round = approximately 1 minute.

GMs may fudge these values however they feel is appropriate. For example, a fight with four well-armed dungeoneers against one goblin will require the use of a single combat round to resolve but probably isn't going to last more than a few seconds of game time.

2.2 Genders

This document uses the *de facto* standard convention of "her" when referring to a GM or player and "him" when referring to a player character (PC), unless context calls for the use of a specific gender.

The actual roles of genders in the game are not specified here – a GM is free to make her game world as utterly sexist or gender-enlightened as she wishes.

2.3 Doubles Add and Roll-over (DARO)

Some types of rolls require two dice and are said to "DARO". This means that if the two dice result in doubles, the player rolls an additional two dice, adding them to the first. If the second roll is also doubles, he may add them and roll again, continuing until no more doubles are rolled.

Example:

A player is rolling a Saving Throw (section 4.1) and rolls 2d6, getting a pair of 3's. He adds them and re-rolls, getting a pair of 2's. He adds that to his total (now 6 + 4 = 10) and rolls a 1 and a 4. His final total is 15.

2.4 Triples Add and Roll-over (TARO)

This is identical to DARO, but applies to some types of rolls requiring three dice. In those cases (which are explicitly stated as being TARO rolls), rolling three of the same number allows the player to add them up and roll again, continuing this until he rolls no more triples.

3 Creating Characters

This chapter describes the creation of PCs (player characters), selection of character race (a.k.a. "kindred"), etc.

PCs are normally created using this process:

1. Roll attributes.
2. Select race and apply attribute modifiers.
3. Select skills.
4. Determine starting money and equipment.
5. Determine starting spells (magic-users only, of course).
6. Fill in details, like name, background story, etc.

3.1 Primary Attributes

Each PC is rated in the following attributes:

Attribute	Description
Strength (STR) *	Physical power and mass.
Dexterity (DEX) *	Overall agility, hand-eye coordination, etc.
Luck (LK) *	Measure of luck and grace. Some people have it, some people don't.
Constitution (CON)	Overall health and physical stamina.
Intelligence (IQ)	Overall intelligence, wisdom and common sense.
Charisma (CHR)	Leadership ability, "personal presence" and appearance.
Mynergy (MYN)	Level of personal magical energy. Used for casting spells.

Attributes marked with a * are slightly special: they count towards a PCs "Combat Adds" (described later), as follows:

- For each point above 12, the PC gets +1 Adds.
- For each point below 9, the PC gets -1 Adds.

For example, a PC with STR 15, DEX 10 and LK 17 would get 3 adds for STR, none for DEX, and 5 for LK, for a total of $(3+0+5=)$ 8. A PC with 8 STR, 6 LK and 15 DEX would get $(-1 + -3 + 3=)$ -1.

Combat Adds are described in more detail in section 5.1.

Attributes have no upper limits, but most have a lower limit of 0: if any of STR, CON or IQ reach 0 the PC dies immediately. Other attributes may be 0, or lower, at the GM's discretion. Negative LK or CHR scores, for example, are particularly in line with "reason" (as it applies in this game).

There is another quasi-attribute, Hit Points (HP). A PC's starting HP is equal to his CON score, after Kindred adjustments (section 3.2). After character creation CON and HP are tracked separately. Any time that CON is raised or lowered, e.g. by magic or skill level increases, HP is also raised or lowered by that amount. If CON is modified by a percentage or multiplier then HP is also adjusted by that modifier, not the absolute value of the adjustment. For example, if a magical effect permanently lowers CON by 50% then HP are reduced by 50% as well, irrespective of the actual amount taken off of CON. (This rule is to help avoid that PCs get killed by, e.g., curses which reduce their CON.)

Conversely, when HP is increased or decreased CON is not directly affected. If HP are reduced to zero the PC dies.

3.1.1 Determining Attribute Levels

The "official" technique for rolling attribute levels is to roll 4d6, dropping the lowest die, for each attribute and record the number. GMs may wish to use other techniques, such as the following:

- Roll 5d6, dropping the lowest and highest die.
- Roll 2d6 and add 6.

- Roll 3d6 (or 4d6, as preferred) seven times, and assign the results to your attributes as you please.
- Roll 3d6 ten times and take the 7 most favourable rolls..
- Assign attributes as rolled (whatever system is in use), then allow trading of points between attributes.
- Roll 3d6, using the TARO role (section 2.4). Scores above 18 are very common in Enondas, and should not pose any specific problem (other than starting PCs being potentially a lot more powerful than the GM might care for).

There are any number of possibilities.

3.1.2 Raising attributes

Attributes may be raised during play by improving skill levels or by spending XP. To raise an attribute 1 point costs 100 XP. HP may also be raised in this way, but it is more economical to increase CON instead, as increasing CON also increases HP.

3.2 Kindred (character races)

Each PC has a race/species/kindred. In Enondas these differences are simply modelled in the form of attribute level adjustments, plus potentially special abilities. The chart below shows some sample races and their attribute adjustments. To determine a character's attributes, roll them as normal, then apply the modifiers for the selected race.

Any whole numbers or fractional numbers in the chart are multipliers. Any numbers preceeded by a + or - are absolute modifiers. An empty cell in the table is the same as a multiplier of 1. When multiplying by fractions, round all results down. Note that at average attribute levels (9-12) some fractions (like 2/3 and 3/4) will provide essentially the same results. When rounding, use standard math rounding rules: fractions of 0.5 and higher round *up* to the next whole number, whereas smaller fractions round *down*.

Example: After rolling up Bob the Warrior, his player selects his race to be Dwarvish. His rolled CON is 12, and the racial multiplier for Dwarves for CON is 2, so Bob's final CON is 24. Likewise, Bob's DEX is 14, but the racial modifier is 0.75, so his starting DEX is modifier to $(14 \times 0.75) = 10.5$, rounded to 11.

Race	STR	DEX	LK	CON	IQ	CHR	MYN
Human	1	1	1	1	1	1	1
Elf	0.75	1.5	1.25	1	1.25	1.5	1.5
Dwarf	1.5	0.75	1	2	1	0.66	0.66
Tiny Winged Folk (TWF)	0.2	1.5	1.5	0.5	1.2	1.5	2
Goblin	0.5	1	1	0.5	0.75	0.5	1
Orc	1.5	0.75	0.66	2	0.66	0.33	0.5
Ogre	4	0.5	0.5	3	0.33	0.25	0.5

Players and GMs are free to modify these or come with their own. Note that these rules do not place much emphasis on "game balance", and thus makes no blatant attempts to, e.g., force an entry-level human warrior to be equivalent to an entry-level ogre warrior. The ogre is bigger and stronger and more likely to kick butt in a fight - accept it¹.

The GM must define any specifics of kindred capabilities. Some questions which might come up in play include:

- How do typical poisons affect the hardier kindred, like orcs and ogres?
- How high can a TWF fly and exactly how fast?

¹ However, the ogre is likely going to be failing almost all IQ- or DEX-based saving rolls until he can advance enough to raise those attributes to more acceptable levels.

- Can elves see in the dark? If so, do they have infravision, cat-like vision or Something Completely Different?

GMs are encouraged to differentiate each race somewhat, but may also defer these decisions until they become significant in play. ("We had no idea that goblins could climb so damned fast! When that Evil Blubbery Mass ambushed us, Gurg shot up the tree like an arrow!") GMs should keep in mind that all such decisions set precedents for future game sessions.

3.3 Selecting a "class"

PCs start off with a single level in a skill set of their choice, as described in section 4.3.

3.4 Starting money

The exact amount of money a PC starts with is really up to the GM and is largely dependent on the game world the GM comes up with. As a "reasonable default", a PC starts the game with $((CHR + LK)/2) * 10$ gold coins. That is, the average of Charisma and Luck, multiplied by 10. See section 6.1 for more information on gold coins.

The GM is of course free to introduce her own ideas of currency and how much a PC starts with. Some GMs will simply allow PCs to pick a "reasonable amount" of starting equipment (suited to the PCs class) and start them on their first adventure (where they will presumably earn a bit of money²).

4 Character Development

4.1 Saving Rolls

PCs will often be asked to make Saving Rolls. These reflect a chance for the PC to "save" himself from something he probably doesn't want to be a part of, like avoid deadly trap, or a chance to do something requiring unusual effort, like noticing secret doors or lifting huge amounts of weight. Enondas uses a system almost identical to that of T&T: SRs are assigned a level and made against a given attribute. For example, a 3rd level Saving Roll against Luck (abbreviated SR3 LK). To make a saving roll, you must roll 2 dice, adding and re-rolling any doubles (DARO – see section 2.3), and add the result to the attribute being tested. To succeed you must roll higher than $(15 + (5 \times SR \text{ LEVEL}))$. That is:

SR Level	Roll
-2	5
-1	10
0	15
1	20
2	25
3	30
4	35
5	40

For each SR level higher than 5 simply add 5 to the target number. (SR levels less than 1 are suggested only for use in the case of "really easy" saving rolls, and a GM may fairly assume that SR levels less than 1 represent automatic success if she wishes.)

While these numbers may seem high, they probably won't look so bad once a PC has been in play for some time and has higher-than-normal attributes. It is not terribly uncommon for PCs to have some attribute scores of 40 or higher. The average starting PCs will, however, fail even a level 1 SR more often than not.

Note that SR levels do not in any way equate directly to a PC's skill levels. That is, there is no formula which

² If we can interpret "earn" as "liberate the money from the monsters guarding it." After all, most monsters have no real use for money.

can prove that a PC with N skill levels should be able to make the average SR N skill roll. Changing SR levels drastically changes the difficulty of a roll, and SR levels should be thoughtfully considered before they are assigned.

There is always some chance that any SR will fail: when rolling the first two dice of a SR, a natural result of 3 is an automatic failure (remember, a roll of 2 is double-ones, which add and re-roll).

Examples:

- Bob has LK 17 and is asked to make a SR2 vs LK. He rolls two dice: 3 and 3. Since he got doubles he rolls again, adding to the first roll. This time he rolls a 1 and a 5, for a grand total of 12. He adds that to his LK of 17, for a total of 29. A SR2 needs a 25 or higher to succeed, so Bob makes the roll.
- Mary is asked to make a SR1 against DEX. She needs to roll $(15+(5 \times \text{SR}=5))=20$ or better. She rolls a 3 and 2 and adds her DEX, for a total of 17. She misses the roll.
- Chuck has a STR of 47 and is asked to make a SR1 vs STR. He rolls a 1 and a 2: automatic failure! Any other roll would have succeeded. Then again, a GM would probably not have required Chuck to make a SR for such a simple task.
- Doug the Ladykiller must make an SR6 against CHR to win the attention of the princess he adores. He has an impressive CHR of 18, but must roll 45 or higher, so his chances aren't so good. He rolls a 4 and a 4, so he adds and re-rolls... 3 and 3 (again, add and re-roll)... 6 and 6 (again...)... and 4 and 5. His total is a whopping $(18 + 8 + 6 + 12 + 9) = 53!$ The princess showers Doug with attention and praises... for a full 15 minutes, before a most handsome royal prince from the Elves interrupts the pair, declaring, "it's my turn to dance with the lovely Lady, don't you agree?" The moral is: miracles can happen when it comes to SRs, but you shouldn't count on them.

4.2 Experience Points (XP)

Characters gain experience points (XP) by participating in play. Unlike in many games, XP are not accumulated indefinitely. Instead, they are spent to buy things like increased attributes and skill levels. This system is a mixture of "classical" XP systems³ and more modern "character point" systems⁴, providing more flexibility than the former and more simplicity than many of the latter.

Some GMs may allow XP to be traded for in-game help from the GM, like divine intervention, the ability to re-roll a failed die roll, or to get favourable results in NPC relations⁵. Optionally, PCs may use them to purchase what some game systems call Advantages or Gifts - personal traits which make the PC more powerful, like night vision or photographic memory. The exact game effects of any such Gifts, and their XP costs, must be determined by the GM.

The exact number of XP dealt out is up the GM, but here are some suggestions for when and how to award them:

- Killing monsters. Ranges from 1/2 of their MR to several times their MR, depending on things like special abilities, the relative levels of the PCs and the monsters, or any other factors the GM cares to consider.
- Making saving rolls. Some GMs award 1 XP for each point an SR succeeds by (this should not be awarded to SRs made during combat, as the combat XP is assumed to include these). Some GMs award a flat amount for success, dependent on the SR level, e.g. 5 times the level.
- Accomplishing mission-specific tasks. e.g., capturing the McGuffin might be worth 1000 XP.

Because improved skill levels all normally cost the same amount, GMs should weigh XP awards with the level of the PC and the difficulty of the action. For example, a level 5 warrior who kills a single MR 10 goblin should probably only get 1 XP, not 5. On the other hand, if that warrior successfully defeats 10 of them at once, perhaps the full XP award is in order. If he defeats 30 of them at once he may even deserve significantly more XP. Likewise, a PC with a total of 10 skill levels who succeeds in winning a SR1 by 35 points should not get 35 XP for it - a single XP (or no XP) is more likely.

When a party of PCs act together to accomplish something, like melee combat, the XP award should be divided as evenly as possible amongst the participants. What exactly constitutes a "participant" is up to the GM - she may well rule that PCs who sat in the back and did nothing get no XP (unless, for example, that PC is the party's healer, in which case his abilities will likely become useful after the combat).

GMs may award XP bonuses which may only be used towards specific skills or attributes. For example, if a GM awards XP to a mage for defeating a powerful foe with magic, the GM may declare that the gained XP may only be used on improving the mage skill or the attributes listed under the mage skill.

³ e.g., T&T, [A]D&D.

⁴ e.g., GURPS, some variants of Fudge.

⁵ This is analogous to spending "Fudge Points" in the Fudge gaming system.

XPs are accumulated over time, across play sessions, until they are spent (or removed by, e.g., a curse).

4.3 Character classes (skill sets)

In Enondas characters do not have a specific class, but instead may learn sets of skills which roughly approximate traditional class-based systems. A PC starts with a single level in a skill set of his choice (see the example skills later on in this chapter).

As PCs gain experience they may buy more skill sets or improve their current skills. Skills are not normally prohibited to any given races, but the GM may decide that, e.g., his campaign has no ogrish rogues, or that "Ogre Magery" is a separate skill set than the general Mage Skills, with a separate set of benefits. Likewise, skill sets do not normally restrict the weapons or armor a PC may use, but the GM may decide that, e.g., mages cannot cast spells while wearing metal armor⁶.

Unlike most games, the cost of skill levels does not go up astronomically as the PC's level increases. Each level of a skill costs, unless otherwise specified, 1000 XP. Characters start with one free skill group. Think of this as selecting the PCs class, with the exception that it is not set in stone - the PC may trade XP for other skills later. A generous GM may allow PCs to start with more than one skill level.

No skill may be raised more than one level at a time, except through magic or GM's fiat.

When a skill level improves, a PC's attributes will also improve. When a skill level is raised to level N, the character gets N points which can be used to raise his attributes. The N points can be distributed however the player likes, with the restriction that a specific skill set lists the attributes which may be raised. For example, Mage training does not allow for increases in Strength. Note that new PCs *do* get any attribute bonuses with their very first skill level: 1 point to add to an appropriate attribute.

Each level of skill benefits is cumulative. For example, a 5th level Warrior gets +5 points of armor protection and +15 Combat Adds.

It is up to the GM as to whether benefits from level-ups may be applied during the current adventure or if the PCs must wait until "down time" to apply the changes. Likewise, a strict GM may require a certain amount of "offline" time for a PC when the PC gains levels, justifying it as "training time" or the like. GMs with a flair for fantasy-genre video games might allow PCs who level up to mystically heal all of their wounds and recover any lost synergy (this is a common feature in many video games).

If the GM wants to encourage PCs to stick with one profession, one recommendation is to reduce the cost for increasing levels of a "primary" skill (that is, the skill which the PC takes as his very first during character creation), while charging full cost (or higher) for unrelated skills. These GMs may also wish to break skill sets into smaller, more specific sets, like Brawling, Sword-fighting, and Spear/Staff-fighting, to give their "one-class" characters some more variety.

Example of increasing a skill level:

Mad Mage Marty has level 2 Mage skills, and spends his saved XP to raise them to level 3. When he does, the following things happen:

- He gets 3 points to distribute amongst DEX, LK, IQ and/or MYN (that is, the attributes listed for that skill set).
- He gets all benefits, e.g. increased hit points, listed in the skill set's description.

4.3.1 Warrior Skills

Per-level bonuses:

- +3-8 (1d6+2) HP
- +3 Combat Adds in melee combat
- Gains +1 point of damage protection, treated like armor but works whether or not the PC is wearing any armor. The GM may rule that some types of damage cannot be absorbed this way (e.g., attacks which the PC is unaware of, or taking a swim in a lake of lava).
- Raisable Attributes: STR, DEX, LK, DEX, CHR

4.3.2 Rogue Skills

Per-level bonuses:

⁶ Historical note: this restriction is common in systems which strive for "game balance", but many modern game systems have dropped it, as it does indeed appear to be ill-justified in practice.

- +1d6 HP
- +3 Combat Adds for missile combat
- Raisable Attributes: DEX, LK, IQ, CON

Other bonuses:

- For every 2 full levels, -1 difficulty to SRs made for "thieving-related" activities, like picking locks or pockets, hiding, or climbing walls.
- For every 3 full levels, offensive missile-related SRs get -1 difficulty level. SRs related to avoiding missiles get this bonus if the PC is aware of the attack and can reasonably take an active defensive posture against it⁷.

4.3.3 Mage Skills

Per-level bonuses:

- +1-3 HP
- May learn a number of levels of spells equal to or lower than his current level. e.g., a level 3 Mage may learn three 1st-level spells, one 3rd-level spell, or one each from levels 1 and 2. The mage must have access to a teacher or appropriate learning materials.
- Raisable Attributes: DEX, LK, IQ, MYN

Other bonuses:

- For every 3 full levels, reduce magic-related SRs by 1 difficulty level.
- Spells learned from this skill set (as opposed to another magical skill set) cost 1 mana fewer for each level the caster is over the level of the spell. e.g., a 5th level mage casting a 3rd level spell pays 2 fewer mynergy points.

4.3.4 Magical Healer (e.g., Cleric) Skills

Per-level bonuses:

- +1-3 HP
- May learn new Healing- and Holy spells, as described for Mages.
- Can use First Aid to heal 1d3 HP to any party member(s) after combat. Limited to once per party member per combat, regardless of skill level.
- Raisable Attributes: DEX, LK, IQ, MYN

Other bonuses:

- For every 3 full skill levels, SRs related to healing and curing, and actions like "turning" undead creatures, are reduced in difficulty by one level.
- Spells learned from this skill set (as opposed to another magical skill set) cost 1 mana fewer for each level the caster is over the level of the spell. e.g., a 3rd level cleric casting a 1st level clerical spell pays 2 fewer mana points.

4.3.5 Ranger Skills

Per-level bonuses:

- +1d6 HP
- +1 Combat Adds with missile attacks.
- +1 Combat Adds in melee combat.
- Raisable Attributes: STR, DEX, LK, CON, CHR, IQ, MYN

Other bonuses:

- For each 3 full levels, SRs related to woodland activities (tracking, hunting, etc.) are reduced by 1 difficulty level.
- For every 3 full levels, offensive missile-related SRs get -1 difficulty level. SRs related to avoiding

⁷ GMs may allow SRs to avoid being hit by missiles, but the default rules do not.

missiles get this bonus if the PC is aware of the attack and can reasonably take an active defensive posture against it.

- Can learn woodland- or survival-related spells as a mage of half of his level (round down). Rangers do not automatically get to learn spells at level increases as Mages do - they must find a teacher or have appropriate learning materials, plus get approval from the GM. Exactly which spells are allowed is up to the GM, but the list should be fairly limited. e.g., Track Animal, Light Healing, or Candlefingering might be appropriate, but Fireball or Disintegrate are probably not. The GM may put a cap on the highest-level spells a Ranger may cast - the default is that Rangers can never learn spells of higher than 3rd level (they simply don't put the time and effort into studying magic that professional mages do). A Ranger who wants to cast higher-level spells may spend XP to learn Mage or Cleric skills.

4.3.6 Farmer Skills

Every community has farmers, and many PCs are likely to have some degree of farm work in their background stories...

Per-level bonuses:

- +1d6 HP
- +1 Combat Adds when using any farming tool (hoe, pitch fork, shovel, etc.).
- +10% crop yield. A highly skilled farmer can recover more easily from crops damaged due to weather, insects, etc.
- Raisable Attributes: STR, LK, CON

Other bonuses:

- Farmers all learn how to ride a horse fairly well, and get a -1 difficulty to Saving Rolls related to riding.
- For each 2 full levels, the character may pick a different category of farm animal to specialize in (e.g., cows, horses, goats, sheep, etc.). Specialization with an animal type means knowing about making use of the animal, breeding/birthing, feeding/care, and riding (if appropriate for the animal type). Any SRs made regarding that type of animal get a -1 difficulty for each 2 levels of Farmer skills.

4.3.7 Attribute Training

This "skill set" is here to give characters a way to increase arbitrary attributes without having to resort to out-of-character skill sets (e.g., a Warrior taking Mage skills just to increase IQ).

Per-level bonuses:

- +LVL Hit Points, where LVL is the new level of this skill.
- LVL points to spend towards raising any attributes, where LVL is the new level of this skill. These points are in addition to the normal per-level attribute bonuses.
- Raisable Attributes: any

Example: raising from level 2 to 3 in this skill gives the character a total of 6 additional attribute levels - the standard 3 for raising to 3rd level, plus the 3 provided by the skill set.

4.4 Customized skill sets

Enondas' skill system is fairly flexible and easy to extend. Perhaps your campaign has Druid and Ninja skill groups, or has Combat Mages who specialize in attack-related spells. Also, "racial skills" - learned by all members of a given species - might be appropriate in some campaigns.

Very lenient GMs may wish to do away with the attribute limitations for skill groups, allowing points to be spent on any attributes.

GMs may want to introduce new groups like "body building" or "brain training", which give bonuses to specific attributes. This allows, e.g., a mage to increase his STR or CON without resorting to Warrior training (which would be out of character) or directly trading XP for attribute points (which is generally not as cost-effective as skill level increases).

GMs are free to set XP costs for specific skills, increase the cost of level improvements, etc. If the GM feels that characters raise levels too quickly, perhaps he might charge Level x 1000 XP per level, or perhaps a cumulative +500 XP cost per level. GMs playing in short-term games may want faster acceleration, and drop

the cost of levels appropriately. GMs who want truly heroic PCs might even go as low as 100 XP per level. Also, GMs who use many diverse skill sets should probably also charge fewer XP per level, to give PCs a chance to acquire a reasonably useful set of skills.

Rather than try to fit all skill groups under a label, it might be useful to keep a set of cards on which a single skill set is described. PCs which have the skills simply "carry a skill card" to show this. This allows GMs to quickly customize a skill set by copying an existing card, and allows custom modifications to a PCs existing skills. ("Dorma the Hootian, because of your amazing performance in the last few battles against the Lizard Lords, we're going to add a permanent +2 Adds vs. Lizard Lords to your Warrior skill card.")

Players should feel free to propose new skill sets to the GM. Such skill sets need not be "universal", and might be designed simply to fit a specific character concept. For example, perhaps a given PC was trained since birth by a secret cult, and by training in the skills he was taught he can increase certain attributes and attack capabilities.

4.5 Ad-hoc skills

Skills which are not explicitly covered by a PC's skill set(s) are normally resolved by making a saving roll. A PC should normally not be outright prohibited from trying a skill he does not have unless that skill requires special knowledge (e.g. magic spells or reading a foreign language)⁸. The GM should assign a difficulty level and an attribute to be tested, and let fate decide.

Example: the PC Angry Annie decides that she would like to impress her new man-friend with a good meal. Though Annie has never cooked a meal in her life, the GM decides to allow her an SR2 on IQ to figure out how to make a reasonably good dish. Alternately, the GM might let Annie try an SR against CHR to "put the wiles on her man-friend", such that he won't really notice if the meal was any good or not.

Example: a party of PCs is lost in the woods and their food is running low. Though nobody in the group has any hunting related skills, the GM may allow the PCs to make an SR against Luck to catch some fish or sneak up on an unsuspecting forest animal.

5 Combat

Combat in Enondas is very abstract. It has no detailed combat system, and the rules are geared towards mass melee combat with abstract results. The GM will be called to mediate a wide variety of possibilities in any combat, and must be willing to step outside the few rules supplied here. For example, there are no rules for slitting the throat of a helpless victim - the GM may rule automatic success, require a Saving Roll, or whatever she feels is appropriate and "in character" with her game world.

Combat rounds represent a chance for each turn to get in one significant action, such as attacking or casting a spell. When we say "an attack", this does not mean a single swing of a sword, but rather an abstract attempt to hit someone with that sword. A combat round may result in a series of parries, feints, and other moves both before and after a blow is landed. Likewise, missile combat is not necessarily assumed to be resolved in terms of single ammunition units. A round of arrow fire may, at the GMs discretion, go through several arrows, depending on the conditions of combat.

5.1 Dice plus Adds

Enondas uses a so-called "dice plus adds" combat system, inherited from the esteemed Tunnels & Trolls system. It is easy to work with, but admittedly requires a huge amount of dice rolling.

A PC has a number of Combat Dice equal those provided by any weaponry (or 1 die if unarmed), plus any "adds" provided by:

- Unusually low (less than 9) or high (greater than 12) attribute scores in STR, DEX and LK.
- Skill level bonuses, if any.
- Any adjustments due to magic, circumstantial GM rulings, etc.

Example:

Wart the Warrior is wielding a sword which is rated at 4d+3 (meaning 4 dice + 3 adds). He has a ST of 18 (+6 adds), DEX of 13 (+1 adds) and LK of 14 (+2 adds), for a total of 9 "personal adds", and he has various skill levels which provide another +6 "combat adds." His total is: (4d+3) + 9 + 6. In combat he will roll 4 dice and add 18 to the roll.

⁸ i once had a GM who absurdly refused to allow the non-thief characters in our party to pick the pockets of dead foes, with the justification that, "you're not a thief, so you have no feel for whether or not they have valuables on them."

5.2 Combat Damage distribution

Unless noted otherwise (e.g. with missile fire), all damage taken by combatants must be divided as evenly as possible amongst the losers of the combat round. Any "extra" damage (left over after division) should be applied to the front-line combatants (assumed to be the Warriors in most cases, but the GM may decide otherwise).

Example: The PCs, a band of three characters, lose a melee combat round by 20 points, meaning that they must take 20 points of damage. The damage must be divided 7-7-6 amongst the three PCs (unless, of course, the GM decides that one or more of them should get more or less damage for situational reasons).

5.3 Combat damage types

The combat effects of melee weapons, missile fire and combat magic are abstracted into a single combat system. As magic (especially) can have drastic effects on combat, a system of "classes" of damage has been developed. These different types of damage have slightly different effects on combat.

5.3.1 Melee dice (a.k.a. "normal" dice)

"Melee dice" are those rolled by the majority of melee combatants. They are added together and applied towards winning a melee combat. The majority of combat effects count towards melee dice.

5.3.2 First Strike

"First strike" damage can come from many different sources, like magic or extremely fast combatants. Its effects are rolled and applied before general melee dice are rolled. Thus some combatants may be removed from combat before the melee dice are rolled. If combatants on both teams have First Strike effects then they are played out amongst themselves as a separate melee round, which is resolved before the normal melee is.

If a unit gets multiple "levels" of First Strike, e.g. via magic, those with higher levels will go before those with lower levels. That is, they may effectively first-strike a target which has a lower First Strike level.

A combatant with a Fire Strike ability may choose to instead apply his attack along with melee or missile fire dice, as appropriate for the ability. One might want to do this to increase the group's melee chances, for example.

5.3.3 Missile fire

If a missile attack hits then its damage is applied to normal melee damage, with an exception: it is applied even if the attacker's side loses the combat round. Such damage is normally applied to a single target, and any "spillover" damage is not passed on to other units. e.g. an archer which hits for 20 points may apply his 20 damage to any one target, regardless of whether he is on the winning or losing side of a combat round. Some specific types of missile attacks may apply their damage across multiple targets.

5.3.4 Area of Effect

AOE attacks affect all characters in a given area. AOE damage is normally applied as missile damage, taking affect whether or not the targets win or lose the combat round (indeed, characters from multiple teams might be caught up in the AOE damage).

5.4 Combat round sequence

Combat rounds follow this sequence:

1. Begin the round. Any effects which take effect "at the beginning of" a combat round happen now.
2. First Strike. Any participants with First Strike effects may use them now. See section 5.3.2 for details.
3. Select melee participants. The GM is free to disallow, require, or otherwise adjust these to suit her vision of the combat situation.
4. Combat dice rolled and added for both teams.
5. Missile damage is applied immediately to both sides, as described in section 4.3. This may remove combatants for purposes of the next phase.

6. The losing side takes melee damage, as described in section 5.5.2.
7. End round. Any effects which take effect "at the end of" a combat round happen now.

This process is repeated until the end of combat - normally when one side is eliminated, surrenders, or runs away.

5.5 Melee Combat

5.5.1 One-on-one

One-on-one melee combat is very straightforward:

1. Attacker and defender both roll their combat dice (section 5.1) and total the results. The side which rolls the highest wins the contest.
2. The difference in the results is the amount of damage the loser must take.

If the loser of that round is still alive (and willing to fight) the combat may continue with step 1.

Armor (or magic) may absorb a number of damage points. If the damage is completely absorbed then the combatant takes no damage.

There are cases where both sides may take damage, but these normally involve magic or missile fire.

5.5.2 Group combat

Group combat is simply an extension of the one-on-one rules. First we decide who is participating in the melee, then follow this sequence:

- Participants on both teams roll their combat dice and total the results. The side with the highest total wins the contest.
- The difference in the results is the amount of damage applied to the losing team.

Divide the damage as evenly as possible amongst the losing team's participants. The owning player decides who takes what damage allotment, but must allot it as evenly as possible.

Again, there are cases where both sides may take damage, but these normally involve magic or missile fire.

The GM is free to declare that any given combatants may not participate in a certain round. For example, normally no more than 2-4 man-sized combatants can effectively fight against a single man-sized opponent at any given time. Since a combat round may be as long as two minutes, one could also justify that any number of combatants could reasonably take a swipe at a single hero in that time.

The GM is also free to break a combat down into a set of separate melees involving subsets of each team.

Again - GM's ruling is final.

5.6 Missile Combat

Missile combat uses a Saving Roll-based to-hit system. In short, it sucks, but it fits in with the overall system fairly well. No other good system comes to mind which meshes with the overall simplicity of the system quite so well :/.

To determine if a missile attack hits, the GM declares a difficulty level, in the form of a SR against DEX. The difficulty depends mostly on the size of and distance to the target. One easy way to calculate an SR level for a missile to-hit roll is to use the following two charts:

Distance	Base SR Level
Point Blank	1
Near	2
Medium	3
Long	4

Note that the exact meaning of, e.g., "Near" range is weapon-dependent. The GM must normally fudge it

here.

To get the final SR level we multiply the above base SR level with a target size factor to get the final SR value:

Approximate Size of Target	SR Level Multiplier
Huge (4x size of attacker, or more)	1
Large (2-3x size)	2
Small (26-50% size)	3
Very Small (10-25% size)	4
Tiny (<10% size)	5

Thus, to hit a Large (x2) object at Near range (base SR2) requires an SR of level 4. Note that the target size is relative to the attacker's size.

The numbers shown here assume that the target is aware of the attack and is in active combat - a sleeping ogre or the side of a barn would be much easier to hit than these charts imply. The GM is free to modify the SR level for any other conditions.

A successful to-hit SR means that the damage from the missile attack must be taken by the target in the damage resolution phase of the combat round. Most missile weapons can only hit one target per turn, and apply all damage to that target. Even if the damage is well more than that needed to kill the target, no extra damage will normally "spill over" to other units. There may be some exceptions to this rule - GM's call. ("Your Demon Arrow splits the first goblin in two, passes through the second's upper torso, and then plants itself firmly in the forehead of the poor little bastard behind him, who groans as he goes cross-eyed and falls!")

5.7 Spite Damage

Any natural 6 rolled during combat not only counts towards the total for the attack but also applies an automatic 1 point of damage, regardless of who wins the combat round. For example, if a party of PCs loses the combat round but rolled 5 sixes during their attack, the enemy must take 5 points of damage from the PCs (divided as evenly as possible, as per normal damage). Spite damage is absorbed normally by armor.

5.8 Special cases

There are many, many special cases which often need to be accounted for in combat. This section lists suggestions for some of the more common ones.

5.8.1 Multiple attacks

If a combatant gets multiple attacks, this is represented by simply rolling his attack dice multiple times. e.g., a magically-enhanced warrior with 2 attacks per turn and a 4d sword would roll 4d twice and add his personal adds twice in each combat round. Note that the general idea of multiple attacks is largely factored into the combat system, e.g. higher Combat Adds gained from combat skills can be justified partially by being able to attack more often in a round. Thus multiple attacks need not be represented as multiple separate rolls at all.

5.8.2 Invisibility, darkness and blindness

If one team cannot be seen by the other in combat (e.g. darkness, blindness, invisibility), all attacks made against the invisible team are halved. If both teams are invisible then both teams' rolls are halved. Note that some creatures rely on senses far beyond the human norm, and may suffer no penalties in darkness or may be able to sniff out invisible foes.

5.8.3 Positional advantage

A GM may award bonus dice or adds for positional advantage. For example, normally being at a higher elevation than an opponent is an advantage, as it gives the attacker more leverage and subtracts from the

leverage of units fighting "upwards."

6 Weapons, Armor, and Equipment

Any self-respecting adventurer carries around a collection of weapons with which to smite his foes and equipment to aid in his adventures. This chapter gives a partial list of some common weapons and items.

6.1 Currency

While these game rules are independent of any specific game-world, for simplicity's sake we must provide prices for weapons, armor, and equipment. We will assume a basic system using a mixture of copper, silver, and gold coins, where:

100 copper pieces = 10 silver pieces = 1 gold piece

We use the abbreviations CP, SP, and GP for copper, silver, and gold pieces, respectively.

6.2 Carrying capacities

Many games have detailed rules describing how much a given PC can carry, normally determined by his Strength attribute. The vast majority of GMs, however, tend to find such rules too tedious and ignore them. Thus the Enondas rules are very simple in this regard: fudge it. If the GM will allow a given PC to carry a given amount of equipment, then the PC can carry that much. It's that simple.

6.3 Armor

Armor worn by PCs reduces the damage they take in combat. Each type of armor has a rating, which is the number of points of damage absorbed *per combat round* (not per attack). For example, if a PC is wearing a suit which provides 10 points of protection, the PC will not be affected by the first 10 points of damage he takes each combat round.

A GM may decide for reasons of her own that certain types of armor protect more or less than normal against certain types of attacks. For example, if a PC falls into a pool of acid, no amount of heavy metal armor is likely to help because the liquid will simply seep through the armor.

Sample armor types:

Armor type	Points of protection
Normal clothing	1
Light leather armor	5
Heavy/studded leather	8
Chain mail	13
Plate mail	18
Shields	
Buckler	2
Medium shield	4
Large shield	6

Realistically speaking, different types of armor have various levels of resistance to different types of attacks. For example, chain mail normally provides less protection against blunt/crushing weapons than it does from sharp/cutting weapons. Enondas oversimplifies this aspect, however, and assumes the same level of protection against all attacks. The GM is of course free to complicate matters and specify differing levels of protection based on the type of damage an attack does.

A GM may also want to apply combat penalties when wearing heavy armor. For example, plate mail armor severely limits movement, as does a large shield. A PC using either (or both) of these might be penalized,

say, half the armor value, with the points coming directly off of his combat dice total.

6.4 Weapons

The number of weapons mankind has created boggles the mind. Here we present only a very small number of weapons appropriate for to a fantasy gaming world. Players and GMs are encourage to come up with their own weapons lists if they enjoy that level of detail.

Weapon	Damage	Note
Bare hands	1d	
Dagger	2d+2	
Shortsword	3d+3	
Longsword	4d+4	
Greatsword	6d+6	two-handed
Hatchet	3d+3	
Battleaxe	5d+5	
Baton	2d	
Club	3d	
Spiked club	3d+3	
Mace	4d	
Morningstar	4d+4	
Halberd/pike	5d+5	two-handed
Spear	4d	When used two-handed in melee, or thrown, +4 adds
Shortbow	2d+2	Max effective range approx 50 meters
Longbow	4d+4	Max effective range approx 100 meters
Crossbow	5d+5	Max effective range approx 50 meters

As a general guideline, sharp weapons have a number of adds equal to their dice, whereas blunt weapons do not have these adds. For example, a club which has 2 dice might be equivalent to a dagger, but the dagger gets bonus adds for its sharpness.

The weapons above assume human scales. A weapon wielded by a 5-meter-tall giant is certainly larger than its counterpart shown here and will do appropriately more damage.

6.5 Equipment

Adventurers will typically have (or try to have) all sorts of equipment with them. This includes rope, lanterns, flasks of oil, a backpack, extra sacks for carrying loot, flint and tinder for starting fires, "iron rations" to eat on the road, and an extra set or two of dry clothes. There is no comprehensive list of standard adventuring equipment – the GM is expected to provide this, if needed.

As far as starting PCs are concerned, a useful policy is simply to allow them to take some reasonable

amount of starting equipment. For example, a backpack, tinderbox, lantern, dagger, shortsword, shield, and a set of leather armor might be suitable gear for a new warrior PC.

7 Monsters

7.1 Monster Rating

Monsters are the cannon fodder of fantasy gaming. Enondas follows T&T's lead in refining such fodder into a single number: a Monster Rating (MR). MR tells us almost everything we need to know about most monsters: its combat ability. Monsters get combat dice equal to their $(MR / 10) + 1$. That is, an MR of 1 to 9 gets 1 die, and a monster with MR of 80 to 89 has 9 dice. Monsters also get Combat Adds equal to half of their MR. Thus an MR 10 monster has 2d+5 combat dice, and an MR 100 beast has 11d+50 combat dice.

MR is also treated as a monster's hit points: damage is taken to the MR. GMs have at least three options for how to deal with damage to monsters:

- Combat dice stay constant but the Adds are re-calculated as the monster is damaged. (This is the default rule.)
- Combat dice are recalculated as MR is lowered. (This can slow down combat a bit by forcing the GM to recalculate dice every round.)
- Combat dice are not reduced by damage. (This makes monsters significantly tougher.)
- Reduce the combat dice/adds by 50% once HP are reduced to less than 50%, but otherwise don't recalculate it.

The GM should choose one approach and stick to it. Alternately, "most" monsters should use the first or second system, while especially powerful monsters could use the third or fourth option, or some other option altogether (hitting some powerful creatures only pisses them off!).

Monsters can be played as stupidly or as intelligently as the GM wishes. GMs should keep in mind, though, that the vast majority of monsters would rather flee than face certain death, and are also unlikely to willingly engage against obviously superior forces.

7.2 Sample monsters

This table lists some sample MR ratings for common pulp dungeon monsters:

Monster	Typical MR Range
Orc	15-30
Ogre	30-60
Goblin	10-20
Skeleton warrior	10-20
Dragon	40-400
Balrog	100-500
Man-at-arms	30
Zombie	10-30
Giant Rat	5-15
Direwolf	10-30

GMs and players are of course encouraged to dream up their own monsters or use different MR values than

those suggested above.

Monsters are normally assumed to attack using whatever natural defenses they have, like claws and teeth. There is no reason why monsters cannot have special abilities, like magical attacks. GMs may wish to arm certain monsters (e.g., orcs) with traditional weapons, and use those attack dice. In this case the monster should only get 1/2 of his normal Adds (i.e., MR/4). For example, an MR 20 orc with a 4d sword would have 4d+5 combat dice, instead of the normal 2d+10 (though in this case the end result is remarkably similar, numerically speaking).

7.3 "Complete" monsters

Some monsters are more "complete" than a simple MR implies. These monsters have normal attribute ratings, just like PCs, and are treated like PCs for all purposes. Optionally, to simplify things, monsters may be lacking certain attributes which serve no game purpose for them, like CHR. Any missing attributes can be determined when needed.

8 Magic

In this world the ability to work magic is inherent in almost all living creatures. It is primarily a matter of training - using magic properly requires lots of it. People who use magic are, in these rules, collectively known as "mages", "magic users" or "wizards", regardless of their actual magical specializations.

The GM is free to limit magic use in any ways he sees fit. These rules are written with the assumption that magic is a powerful and common part of the campaign, but that certain types of magic simply do not exist, notable Time magic.

8.1 Free and Open Scrolls and Sorcery (FOSS)

Traditionally, users of magic jealously guard their knowledge, and finding teachers is difficult. More recently, a loosely-knit "network" of mages, working under a philosophy called alternately "Open Sorcery" or Free and Open Scrolls and Sorcery (FOSS), have started sharing all of their magic knowledge with any who want to study it. This practice is causing quite a stir in the more conventional mage circles.

Campaign note: the most well-known of the wizards in the Open Sorcery movement are Lin U's Torvus, Erics-Raym Ond, and Rixard Stallum. One of their favourite "hacks" is to "curse" magic tomes in such a way that makes them not only easy for other mages to copy, but makes them magically difficult to hide and, under the right conditions, practically self-replicating.

In the "default campaign", the study of magic parallels the study of Information Technology in our own present-day universe. Primarily, that means that anyone who cares to invest the study time can potentially "work the magics." In practice, however, relatively few people have a real knack for it, and those who are really good at it are far outnumbered by the so-called "scroll-kiddies", who know only how to activate prepared magics.

How developed the FOSS philosophy is in a campaign can play as little or as big a role as the GM desires. As Enondas' author is a software developer, FOSS is central to the campaign, and provides rich ground for adventures for wizards who either oppose or support the FOSS movement. The conventional, ultra-secretive Magical Secrets (MS) Guild and the FOSS movement are entities which have modern-day parallels, many of which we can be used to seed adventures in the Enondas campaign.

8.2 The letter "M"

Many spells use the letter M as a placeholder for a number, e.g. for damage values or spell duration. This letter represents a skill level of the caster, normally his Mage skill level. For example, let's assume that Wunderspell is described as affecting M target enemies. A caster with level 3 mage skills could target 3 enemies. If a spell does (M*IQ) damage, multiply the caster's IQ by his appropriate skill level to get the damage. It is up to the GM to decide exactly what M represents in any given spell, or to select appropriate M levels for cases when they are not explicitly defined.

The GM may decide to substitute another skill level, other than mage skills, for M. For example, a cleric with 2 levels of mage skills and 3 levels of healing skills casts a healing spell with an M in the description, so the GM decides to substitute the level 3 healing skills for M, or maybe even to add half of the healing levels to the mage skills, giving an effective M of 4.

Sometimes a Saving Roll will be called for at a certain M level. This is written SR(M), to avoid any confusion

with the acronym "SRM". For example, if a 4th level mage casts a spell in which the target gets an SR(M) roll, the target must succeed at a SR4. The exact attribute used in the SR is described in the spell's effect.

8.3 Mynergy (Mana)

Spells are powered via the manipulation of a magical energy, variably called mynergy or mana. As a general rule, the more powerful a spell effect is, the more mynergy required to power it.

8.3.1 Mynergy costs

Mynergy for spells normally comes from a mage's MYN attribute, but GMs may allow other ways of paying mana costs, e.g. "mana stones" which store mana for later use.

Each spell has a point cost associated with it. This is the amount of mynergy required to cast it. This base cost can be modified by a number of factors, like high mage skill levels, but the cost may never drop below 1 Mana - there must always be some energy to power a spell.

To pay a spell's mynergy cost the mage must have enough mynergy in reserve. A mage may cast a spell which would take his mynergy negative: a mage may go as far negative as his normal mynergy score. That is, a mage with 22 mynergy could potentially cast a spell which would take him as far as -22. However, a mage which drops below 0 mana risks immediate death, as described below. Dropping below his "maximum negative" will immediately kill a mage, and the spell being attempted may or may not work (GM's call, as usual).

8.3.2 Mana burn

If a mage's mynergy pool is ever reduced to exactly zero the mage will fall unconscious. If it ever drops below zero the mage must also make a SR against either CON or LK (GM's discretion) to avoid dying. The base SR level is 1. For each 5 points, or fraction of 5 points, of mynergy under 0, the difficulty increases by 1 level. Thus dropping to -7 MYN would require a SR2, and -15 would be SR3. The SR is only made whenever mana is reduced. That is, if a mage is negative and makes his SR, he will survive, and need not roll periodically. If a mage makes his saving throw, the spell which exhausted him takes effect. If he fails the saving roll the spell fizzles, and has no effect other than possibly loud popping noises, flashing lights and odorous gasses.

GMs may alternately allow (or require) mages to pull power from another attribute when MYN goes to zero, e.g. from STR, CON, or HP. If such a system is used, ignore the Negative Mana rule mentioned above, and simply subtract any "overflow" from the appropriate attribute (which might still kill the caster!).

8.3.3 Mynergy recovery

Mynergy normally recovers at 1 point per 10 minutes of rest (nothing more exhausting than walking or talking). GMs may devise other ways for mages to recharge. GMs who wish to make magic more or less powerful may change the recovery period. For example, in a very-high-magic world mages might regain 1 point per combat round or faster, whereas in a lower-magic world mages might need to save their mynergy for days or weeks in order to cast powerful spells.

If the GM requires that attributes like STR or CON are used for generating spell energy, the rate of recovery for such attribute loss is up to the GM. One suggestion is 1 point per 10 minutes for STR and normal healing times (or magical healing) for CON.

8.4 General spell prerequisites

Just as with any other skills, as magics get more advanced, practitioners are required to improve their abilities in order to work with them.

Mages are first restricted by their skill level: no spellcaster may learn a spell of a higher level than his skill level (i.e., his appropriate M level).

Mages are also limited by their intelligence: no mage may ever learn a spell which is of a higher level than 1/2 his IQ. Thus the average person could only learn spells up to level 5. This limitation may of course be waived by the GM for special cases.

Note that when casting a spell through a magic item which actually does the casting (e.g., a Wand of Fireballs) for the user, most such limitations do not apply. e.g., a 2nd level Warrior with an IQ of 7 may use a magical device which casts a 10th-level spell.

Certain spells may have specific prerequisites, such as certain attribute levels, or perhaps even a mix of different magical skills (e.g., both Mage and Cleric skills).

8.5 Casting times

The GM is responsible to determine any special casting times which might, e.g., preclude a spell from use in combat (a spell which takes 10 minutes to cast isn't much use in the average melee, though it might be useful in a long battle or siege).

8.6 Spell Durations

Many spells are instantaneous - they immediately take effect and then the spell is over. When spells have a duration it is listed in the spell's description. A caster may always prematurely cancel any spell he has cast unless the GM rules otherwise. Cancelling a spell can be used to good effect in combat. For example, casting a Featherweight on an opponent, using a wind spell to blow him over a cliff and then cancelling the Featherweight.

8.7 Acquiring and learning spells

The exact spells a mage starts out with is up to the GM. Some GMs will give mages access to all known 1st level spells, while others will grant only a small number.

During play mages may learn spells from other mages or from studying existing magical formula. The exact times required are up to the GM. One rule of thumb is that learning takes a number of days (or weeks, or months) equal to the spell's level, during which time the mage must continually study and practice the spell and may not normally take part in campaign adventures.

8.8 Spell levels

Spell levels are measured very abstractly: they are considered to have a "level" equal to their required M level.

8.9 Spell lists

This section lists a number of sample spells. GMs and players are encouraged to come up with their own (always subject to GM approval, of course). Mages must be fairly skilled in order to create spells of their own - the exact required skill level(s) are up to the GM, but 5th level or higher is recommended except in very-high-magic campaigns.

Spells are described in terms of: Name, Prerequisites (normally M levels - section 8.2), MYN cost and effect.

Prerequisites are often listed in the form "M1", meaning "mage skills, 1st level", though M might also be interpreted as a different skill in some cases (GM's call). For example a Nature Wizard could probably substitute his Nature Magic level for spells appropriate to that domain. Attributes may also be used as prerequisites for spells, such as an unusually high IQ or DEX.

8.9.1 Abbreviations used in Mana Cost descriptions

Many spells may be cast at various levels of power by modifying the amount of mana put into them. These are listed in the form of A/B, where A represents the base Mynergy Cost and B represents the spell's general effect (damage, duration, etc.). The following chart demonstrates how these are used in spell costs:

Abbreviation	Description
x2/+1	Double cost to increase effect by a factor of 1 (i.e., "add" the effect).
x2/x4	Double cost to quadruple effect.
+1/+1	Increase cost by a factor of one to increase effect by a factor of one.
+1/x4	Increase cost by a factor of one to quadruple the effect.

When a spell's effect or cost says that it may be multiplied to cast for larger effect, a caster may never multiply by more than (Spell Level - caster's M level + 1). For example, a 1st level mage may cast a Blast You spell only at its base level, whereas a 6th level mage may choose to multiply its effect by up to 6 times.

Likewise a 4th level "multipliable" spell can only be cast at its base level by a 4th level mage, but may be cast up to 2 effect levels higher by a 6th level mage. Note that a spell's "effect level" is not the same as its spell level.

When raising an effect multiple times, cost/effect **multipliers apply to the previous level's cost/effect**, not the base effect! Conversely, cost/effect **additions add the base cost/effect**. A couple examples should make this relatively clear:

Example:

We have a spell with a base cost of 4 mynergy and an effect of 10 damage. A +1/x2 cost/effect modifier allows us to increase the cost/damage of the spell as follows:

1st increase: 8 mynergy, 20 damage

2nd increase: 12 mynergy, 40 damage

3rd increase: 16 mynergy, 80 damage

Example:

We have a spell with a base cost of 3 mynergy and an effect lasting 5 minutes. A x2/+1 cost/effect modifier has the following effect:

1st increase: 6 mynergy, 10 minutes

2nd increase: 12 mynergy, 15 minutes

3rd increase: 24 mynergy, 20 minutes

As you can see, a multiplier for the cost can quickly get expensive, whereas a multiplier for the effect can easily inflate the effect of a spell quite drastically.

The GM will sometimes be called to determine what exactly it means to increase the effect of any given spell. In most cases this should be obvious: when a spell does X amount of damage, doubling it does 2X damage. When an effect says, e.g., "Doubles one PC's combat dice for M combat rounds", increasing the effect by a factor of 1 comes out to "Quadruples one PC's combat dice for Mx2 combat rounds," and increasing it by a factor of 2 would mean "one PC's damage dice is multiplied by 3 for Mx3 combat rounds." The GM may impose arbitrary limits on increasing spell effect, or may choose to apply any effect multipliers to only part of the effect, e.g., damage but not duration or vice versa. *Magic is a fickle force, so the GM need not feel compelled to always be consistent in this matter!*

8.9.2 Spell designer's notes

Reminder: spell costs are "automagically" reduced as mage levels go up, so M should normally not be used in the cost of a spell.

Range, area of effect, and damage are good candidates for using M.

8.9.3 Spells: Damage

Spell Name	Prereq.	Mynergy Cost	Effect
Blast You!	M1	6 (+1/+1)	Does (M+IQ) Missile damage against a single target.
Blast Y'all!	M2	6 (+1/+1)	Does (M+IQ) Melee damage.
Holy Word	M3	6 (+1/+1)	Does (M x IQ) Missile damage to any one undead or "demonic" creature.
Spread the Word	M5	6 (+1/+1)	Does (M x IQ) Melee damage to undead or "demonic" creatures.
Magic Missile	M1	6	Fires M/2 magic missiles (round up), each of which does IQ damage. Missiles automatically hit and are treated as missile damage. Multiple missiles may be divided any way the caster likes amongst multiple target(s).

8.9.4 Spells: Mind-altering

Spell Name	Prereq.	Mynergy Cost	Effect
These are not the droids you're looking for (TANDYALF)	M3	4	Plants a simple suggestion in the target unless he makes an SR(M) vs. IQ. The target feels compelled to follow the suggestion. Harmful suggestions lower the SR level needed to avoid the spell: -1 for something target is mildly against ("attack that random stranger over there"), -3 for harming a friend or family member, or -5 for suicidal orders.
No-see-me	M2	6 (+1/+1)	The caster (or a target) is effectively invisible to onlookers. This is not true invisibility, but "selective vision", and thus works only on intelligent onlookers relying on sight. Doing something which would blatantly attract attention breaks the spells (e.g., attacking or jumping around shouting "you can't see me!"). Increasing the effect allows multiple targets to be made invisible. Effect lasts M minutes.

8.9.5 Spells: Healing and Holy

Spell Name	Prereq.	Mynergy Cost	Effect
Minor Healing	M1	4 (+1/+1)	Heals 1d6 HP.
Cure Disease	M3	10	Cures any non-magical disease.
Hefty Healing	M3	4 (+1/+1)	Heals 2d6 HP.
Give HP	M3	2 (+1/+1)	Transfers 1 HP from the caster to the target.
Remove Curse	M5	???	Removes a magical curse from a target. The mynergy cost is up to the GM and is normally proportional to the power of the curse.

8.9.6 Spells: Detection, Hiding and Hinderance

Spell Name	Prereq.	Mynergy Cost	Effect
Knock Knock	M1	4	Unlocks most non-magical locks
Lock Lock	M1	4	Locks a lock for M turns unless countered by a Knock Knock of equal or higher level.

Light Lite	M1	2	Lights up a finger, staff, stick, or the like. Equivalent to a lantern. Lasts M*10 minutes.
Detect Magic	M1	Free	Detects the <i>presence</i> (not type) of magic in a given area or on a given object. This spell may only be cast by those with some level of Mage skills (or similar) - the average mundane cannot reliably detect the presence of magic.
Identify Magic	M2	4	Identifies one spell which is currently affecting an item, person or area. Can be used to identify properties of magic items.
Light Bright	M3	5	Like Light Lite, but provides 10 times as much light.
Rooted Feet	M4	10	Target creature's feet stick to the ground for M combat rounds. Make a SR(M) vs. STR once/round to break free. Breaking free counts as the target's action, so it may not attack in a round in which it tries to break free. GM may apply melee penalties for the target and/or provide bonuses to units attacking a rooted target.
Nighty Night	M1	5 (+1/x2)	Target creature(s) falls asleep if it fails a SR(M) vs CON. Lasts M*10 minutes or until target is forcefully woken. Increasing the effect allows more targets to be targeted <i>or</i> increases the duration of the sleep.
Paralyze	M2	8	Paralyzes target creature unless it makes a SR(M) vs CON. Lasts M*10 minutes.

8.9.7 Spells: Enchantment

Spell Name	Prereq.	Mynergy Cost	Effect
Slam Bam	M3	6 (+1/+1)	Doubles the damage of a single weapon for the current combat round. Adding the effect increases the duration by an additional combat round. The target weapon must be within approximately 5 meters of the caster (e.g., in use by a fellow combatant).

8.9.8 Spells: Transportation

Spell Name	Prereq.	Mynergy Cost	Effect

8.10 Mana Levels (optional)

Some areas of the world may have unusually high amounts of mana, or may be completely "burned out." The GM is of course free to model these changes how he likes, but one way to do it is by assigning these areas a Mana Level (a.k.a. Mana Density):

Level	Effect
No Mana	No spells may be cast. Magic items may not be used, but are not permanently disenchanting (they recover when brought into a higher-mana area). These areas may be fatal to magical races: some will simply blink out of existence, whereas others will take some damage per turn as long as they are in the area, and others might simply revert to "mundanes" until they can reach a higher-mana area.
Low Mana	Spells cost an extra 50% mana to cast, may take longer to cast, and may have lesser effect, at the GM's discretion. Magical races may have difficulties using abilities like magic-powered flight.
Normal Mana	The default mana level. No changes from the standard rules.
High Mana	Spells cost 50% less than normal. Spell failures (if the GM uses these) are likely to be drastic.
Very High Mana	Spells may be cast for only 20% of their normal mana costs. Spell failures are likely to be really dramatic, possibly even fatal for the caster and anyone nearby.

GMs may wish to make other changes, such as decreasing the required M level for a spell by 1 in High Mana areas and 2 in Very High Mana areas.

9 Treasures

As PCs adventure they will come across treasures of a wide variety of types. That is, after all, much of the allure of becoming an adventurer.

9.1 Money

The money found in monsters' lairs is determined by the GM or adventure rules. For "wandering monsters", one rule of thumb is that monsters carry 1d6 coins-worth of money per every 10 points of Monster Rating. For example, an MR 100 monster might have 10d6 GP worth of coins.

TODO: random treasure charts.

9.2 Equipment

Many monsters can carry and use equipment like weapons and armor. PCs are free to collect these items after defeating a monster.

TODO: random equipment charts.

9.3 Magical items

TODO: random item charts.

Almost any item may be enchanted to have special abilities, none of which need to be directly related to the item's normal use. For example, the magical Featherdagger casts a Featherweight spell on its target when it hits.

Magical items have a "level" which is determined when they are created. Normally this is the level of the mage which enchants the object, defaulting to level 10 if not explicitly given in the item's description. This level may affect the enchantment(s) it carries. For the Featherdagger, e.g., the level affects how long the enemy is Featherweighted.

The exact process of creating magical items is up to the GM. He is free to forbid PCs from creating magical items, with the justification being that it requires very powerful spells beyond the reach of the PCs. Alternately, the GM may require so much time for creating items that it isn't cost- or time-effective for PCs to do so.

9.4 Information

Information is often the best treasure, or at least a useful one. For example, the PCs might find a map which has no value in and of itself, but reveals the location of a treasure, or perhaps the location of the next adventure.

10 Sample Characters

This chapter contains some ready-to use PCs, provided mainly in the interest of playtesting the Enondas rules.

TODO