

Underground Railroad

A setting for the FATE system

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Introduction

Underground Railroad is a fantasy steampunk setting for the FATE system. A free set of the FATE rules can be found at:

<http://www.faterpg.com/dl/FATE2fe.pdf>.

Underground Railroad is set in the Great Land, a supercontinent on another world where magic is available. There are elves, dwarves and humans, plus other magically-created races, but none of them are “monsters” – they are all people. The setting is not medieval so much as Victorian (for the dwarves) and late-Renaissance (for the humans), but without guns. (Gunpowder and Fire mages get on not so much like a house on fire as like a house distributed in small pieces over a wide area.)

Technology

All technology is magically powered and controlled, though most dwarf machines use steam as a “working fluid”.

Trains

The dwarf trains are faster than any other form of transport apart from magical teleportation or flight, which require considerable skill and resources. Vast teams of gnomes, again using magic, have driven tunnels through the mountains of the central part of the continent (the Waist) and laid rails to connect the dwarf clanholds and, where convenient, the human cities. This has tied the two coasts together economically and made the politics of the east of interest in the west, and vice versa.

Iron Giants

Iron Giants are construction machines in the shape of large bipeds with arms, piloted by gnomes from cockpits set high within them. The gnomes are tattooed with runes which enable them to control the limbs of the Iron Giant by moving their own limbs.

The armed versions project flames, projectiles or other magical attacks from their hands.

(They are mecha, in other words. Your opportunity to play Mechaton in the middle of your Underground Railroad game, as the dissidents attempt to hold the railway barons to ransom in order to get their demands heard.)

Airships

The younger Silver Elves of the Arctic have recently taken to travelling to see their southern cousins, using fragile-appearing but very effective airships.

A Gazetteer of the Great Land

The Great Land is the slightly understated name for a supercontinent which stretches from the Arctic to the Antarctic, growing wider towards the equator.

Corenzia River

The largest river of the supercontinent drains the central mountains of the **Waist** via lush tropical jungle. At its mouth (where **Riversend** Great Port is located) it breaks into a delta of many streams, several of which are wider than any other river on the continent. It is theoretically navigable high into the central regions, but fierce inhabitants (intelligent and otherwise) render this dangerous even for the well-prepared.

Corsair Coast

Though nominally located in **Hizmay**, the inhabitants of the Corsair Coast are not in any sense under control of the government in Hizmay Port, which is separated from them by the vastness of the **Great Dry**. Their city of Rezinak is lawless and dangerous, a haunt of pirates, smugglers, raiders, slavers and scum of every description from every western and a number of eastern lands.

Dubious Fen

The swampy northern margin of the Inland Sea, **Turfrae**. It is difficult to distinguish from the sea on one side and the land on the other, and few people who go into it are able to find their way out again. Mainly inhabited by waterbirds, mosquitoes, and a large tribe of Lizard People.

Forest of Stars

A large tropical forest bordering **Joria** on the east. It was an important elvish site in Empire days, and some remnant Copper Elves still live there, much reduced from their imperial grandeur but in a more civilized fashion than their relatives in the jungles to the north.

Great Dry

An enormous desert which covers most of the country of **Hizmay**, the Great Dry is impassable inland unless one is accompanied by skilled water mages. Although there are oases, they are far apart. The Great Dry is in the rain shadow of the mountains of **Koskant**. Closer to the **Corsair Coast** it experiences some rainfall. Camel-centaurs are the only intelligent beings able to live permanently in the Great Dry.

Great Green

An immense tropical jungle, impenetrable except to its inhabitants, who include beastmen, fierce tribes of human renegades, Copper Elves fallen from Imperial grandeur, and an assortment of vicious and venomous

wildlife. The Kingdom of Riversend has burned it back in the south and created grazing land, which however produces poorly and is hardly worth the troops it takes to defend it.

Hizmay

A mainly desert country made up largely of the **Great Dry**, Hizmay has historically been a base for pirates preying on the shipping of the Gulf of Hizmay. It is now under the control of the nascent empire of **Koskant**, which invaded and installed a puppet ruler to protect their shipping.

In the south of Hizmay, several dwarf clan holds are long established. They ship all their goods out via Koskant; though much further, it's safer. Hizmay was, for a time, building fortifications along the road from Hizmay Port (the capital) to the south, spaced a day's ride apart, in order to encourage dwarf shipments through the shorter northern route, but with the takeover by Koskant this project has been cancelled. Bad feeling over this endures in Hizmay Port.

Joria

Joria is a land of plains and rolling hills where fine horses are raised and trained. The Jorian coast is lacking in anchorages, hence Joria's determination to retain access to **Salvanusmouth**.

Joria is notable for the large number of talking cats inhabiting it. They have spread to Salvanus and Riversend in smaller numbers, and frequently join ships to indulge their considerable curiosity.

Kondenning

A large country on the tropical northwest coast. The people of the south are primarily herders, and of the north principally fisherpeople. It is a magic-poor area, unlike its eastern neighbor the Isle of **Turfrae**, and has never developed economically; it enjoys "security by obscurity" in that its neighbours don't see the point in invading it. (This may eventually change; **Koskant**, to the west, is getting imperial, but it has plenty to occupy it on its own western border.) The capital, Lakeside Koslin, was a service town for the Isle of Turfrae in Elvish Empire times.

Kondenning is the kind of place people come *from*. Oddly, it has produced some notable mages, since learning to work magic in a magic-poor area requires skill and determination.

Koskant

A tropical river kingdom on the Gulf of **Hizmay**. The capital Gulfhead is an important port, shipping tropical produce from upriver and products from several dwarf clan holds, primarily destined for the northwest. It has increased in value and importance since the driving of a railway line to connect to the dwarf holds of the north.

The domain of Less Koskant has been run by a governor for years, and Koskant has, within the past generation, taken over effective control of (eastern) Hizmay in order to protect its shipping from attack. The King of Koskant, Anavalus IV, is rumoured to fancy himself as an Emperor, and to be waiting for an excuse to replace the puppet King of Hizmay with another governor (probably the King's brother) and declare it to be a province of his empire.

Koskant possesses several fleets. The First Fleet, the largest, is based in Gulfhead, the Second Fleet in Less Koskant, and the Third Fleet in Hizmay Port. It is negotiating for access to use a port in Kondenning as a base for the Fourth Fleet, currently under construction in the Gulfhead yards. There are rumours that this fleet, supported by strong elements from the other three, will sail against the **Corsair Coast** and take Rezinak.

Montanus

As its name suggests, Montanus is a mountainous region (hilly where it is not actually mountainous) above the headwaters of the **Salvanus** River. Most of what you need to know about it is summed up in the name of its capital: Sheepfair. The sparse population are renowned for their toughness and resourcefulness. Opals mined and worked by the Dry Hills dwarf clan are of welcome assistance to the economy, but the distance from markets reduces their value somewhat (they must be carried to Sheepfair along narrow roads, then shipped downriver to **Salvanusmouth**, where they are taxed). The alternative road out, through the (comparatively) lower slopes of the mountains known as the Earth Mother's Rafters to **Koskant**, is dangerous even in summer, impassable in winter and rugged all year. Men, and occasionally women, of Montanus do make the trip, however, in company with Dry Hills dwarves, knowing that they will be hired for good money as guards for Koskant's many shipments of precious metals.

Artifacts from the famous Highcrafthall Pevellen also make their way east via Montanus and west via the mountain route.

Plateau

In the central southern part of the supercontinent, high in the uplands, is rumoured to be a plateau where a number of odd beings live. It's said that the small spirits of stream and stone and tree, still acknowledged in the Earthist religion, have fled there from human encroachment, leaving their shrines empty. It's said that all sorts of odd Blends and magical races have taken refuge there. It's said that political dissidents and refugees can find a place to belong there too. But it's also said that you must have magic to enter – but not too much magic, or you will die.

Basically, any wild rumour you can think of has been spread about the Plateau and its inhabitants. Some skeptics don't even believe in its existence. Certainly no official exploratory expedition sent to investigate it has ever returned, but the skeptics explain this by the extreme ruggedness of the surrounding country, mountainous and covered in dense jungle which is said to hide venomous creatures and ferocious predators.

It's said, of course, that there is a secret safe path.

Riversend, Kingdom of

The human Kingdom of Riversend takes its name from the enormous tropical river, the **Corenzia**. The river meets the sea at the kingdom's lively capital, Riversend Great Port. The King is like his subjects, a large, cheerful fellow who enjoys the tropical produce shipped down the river and throughout the world from the Great Port, and the trade goods for which this produce is exchanged. Like any merchant city awash in money, it has a thriving criminal class struggling for dominance, and several complicated plots going on at any given time among the merchants themselves. External threats are mainly the savage inhabitants of the **Great Green**; no civilized neighbour wants to disrupt the city's trade.

Salvanus

The independent duchy of Salvanus (accent on the first syllable) is landlocked, and all its trade must pass down the river of the same name, which is its northern border. Its principal products are wine and fine woolen cloth; it also gains revenue from the small dwarvish clan hold of Salvanus Goldenhall, a goldmining settlement in the western hills. These goods are shipped down the river to **Salvanusmouth**. The capital consists of a castle and associated village called Duke's Standing, at the point where the Salvanus meets the Starforest River.

Despite being about the size of our world's France, it was a duchy under the Elvish Empire and the human who took over, a man with little patience for self-promotion, saw no reason to call himself a king. A system of Gates and scrying mirrors enables the Duke to oversee his domain, though they are used carefully as the area is somewhat magic-poor.

Salvanus is located on a high plateau sloping gently towards the east, and the climate is cool for its latitude.

Salvanusmouth

An independent trading city. Control of the city passed back and forth between the Kingdom of **Riversend** and **Joria** for some time in a series of wars. Eventually the Riversend younger son sent to hold it grew tired of

the pointless fighting (which was ruining the trade it was supposedly over) and, with the support of the dwarves of Copperhills and Salvanus Goldenhall and of the Duke of Salvanus, declared the city subject to neither country but open to the merchants of both. He married the daughter of the Duke of Salvanus (a relative of the Jorian monarch) and renounced all claims to any other inheritance for himself and his descendants on condition that the city remained independent. Ships of Jorian, Salvanian and Kingdom of Riversend registry may use the port freely; others have to pay. But as it is the last port for hundreds of miles south, many are willing to do so.

The canny prince, who took the title of Protector for himself and his descendants, enlisted the dwarves to channel the river around the city on both sides and form an impregnable fortress, just in case his relatives reneged. All residents of the city must train in archery once a week, and one becomes a citizen (with voting rights) by donating enough bows and ammunition for five people, plus annual maintenance costs, to the city armoury. The city has thus developed a significant secondary trade in mercenary archers.

It has now been reached by the dwarven railway (at the instigation of the Copperhills dwarves), boosting its development still further.

Turfrae

Turfrae is a large inland sea (almost always referred to as the Inland Sea, Turfrae). The sea stretches from just north of the equator almost to the northern tropic. It is relatively shallow, rimmed by hills on the south and west and blending into the **Dubious Fen** to the east. Between the western hills and the jungle is a pampas sparsely inhabited by nomadic beasthead herdsmen. The southern hills separating the sea from the **Great Green** are rugged and uninhabited.

The central Isle of Turfrae, formerly the seat of Elvish Empire government for the entire northern tropical zone, is currently the headquarters of the College of Ancient Turfrae, a recent foundation where water magic is taught.

Waist

The central, equatorial and tropical zone of the Great Land is known as the Waist. At this point, two continental plates meet and form precipitous mountains surrounded by impenetrable jungle. The Waist forms a formidable barrier to land travel between the northern and southern parts of the supercontinent, and much of the difference in character between the two halves can be attributed to this.

Races of the Great Land

Key:

Height: gives the average height of the race and the normal range (occasional individuals can have heights above or below this range).

Life Stages: Significant life stages within the culture of the race, usually marked in some ceremonial way. Also includes life expectancy (the age to which an individual can confidently expect to live, on average), and a Human Age Multiplier, which is the figure to multiply a human age by in order to get the approximate age of another being at the same life-stage. (This multiplier normally applies from puberty on.)

Affinity: The elemental affinity of the race.

Appearance: What a typical member of the race looks like and how they can be distinguished from other races.

Relations with other races: Some races are traditional enemies, others traditional allies.

Origin: The ancient races are those which have always existed as far back as records go. Many other races have originated through the use of magic on members of the ancient races and/or animals.

Location: This is the normal location of the race. Individuals may be found elsewhere under more or less unusual circumstances.

Blend

Height	Varies; usually approximately human
Life stages	Varies; usually approximately human
Affinity	Varies
Appearance	Partially human (or occasionally elvish)
Relations with Other Races	Varies
Origin	Magical
Location	Varies

Blends are creatures which have a human (or occasionally elvish) part and a non-human, usually animal part, and include **centaurs**, **fauns** and **merpeople**. Beastheads (see **Raised Beasts**) could be regarded as blends but usually aren't.

Although most blends were created by the elves, they are usually templated on humans (the merpeople being a notable exception), as they were usually intended as servants or slaves. Dwarves do not create races, with the possible exception of the amphibian **lizard people**, whose small stature and underground/underwater habitat suggest that they may have been based on gnomes.

The central plateau of the south is home to many blends, including tree people, although there are no known centaurs there; they are confined to the northern plains, except when serving dwarvish caravans, and always return home.

Centaur

Height	Average: 9'/270cm Range: 7'6"/225cm to 9'9"/290cm
Life stages	Puberty 8 Marriage 12-16, average 14 Eldership 45 Life Expectancy 53 (M), 57 (F) Human age multiplier 0.75
Affinity	Primarily Earth.
Appearance	Large human torso attached to horse's body where the neck would be. Human part's hair (which grows down the spine in a manelike manner) usually matches horse part's, i.e. usually brown, chestnut.
Relations with Other Races	Dwarves Employed by in trading caravans as porter/guards. Humans Trade and sometimes war with. Giants Bitter enmity.
Origin	Magical
Location	Plains of Coriant.

Centaur's were created by a powerful mage in the past, to fight for him in defending the Plains Citadel of Coriant. They now farm the plains surrounding the Citadel. To obtain dwarvish technology such as farm machinery, they hire out as combination porter/guards in dwarf trading caravans.

Centaur's favour the bow as their weapon but are also skilled with javelins, spears (with which they charge, to devastating effect) and swords.

They have a generations-long feud with the giants of the neighboring hill country, who raid their farms if they think they can get away with it.

Centaur's are not related to, but are probably the model for, the Camel-Centaur's of the Great Dry.

Dragon

Height	Average: 15'/450cm high, 100'/30m long Range: from about half to about twice average
Life stages	Unknown; believed to live at least thousands of years.
Affinity	Fire and Air, or Air and Water in rare cases
Appearance	An enormous flying lizard with fire (or ice) breath
Relations with Other Races	Suspicion and predation
Origin	Magical
Location	Central mountains; northern and southern sea caves.

Dragons are cunning, and dangerous if crossed. Since they are highly territorial, if you meet one you have probably crossed it. They inhabit regions of high magical flow, since they subsist primarily on magic (or they wouldn't be able to fly or breathe fire/ice). The fiery ones often live around volcanoes, the icy ones in far northern or southern sea caves. They collect magic items made of valuable materials, but it is rarely worth attempting to kill one in order to get its hoard, unless you are a very large party composed entirely of powerful mages. Probably not even then.

Dwarf

Height	Average: 4'/120cm Range: 3'6"/105cm to 4'6"/135cm
Life stages	Apprenticeship 5 Puberty 35 Graduation from Apprenticeship 50 Marriage 50-100, average 75 Maturity/Mastership 100 Eldership 150 Life Expectancy 185 (M), 195 (F). A few live to 250, very occasionally 300. Human Age Multiplier 2.5
Affinity	Primarily Earth and Fire. This is more cultural than inherent, however, and they

	can work with all elements.
Appearance	Stocky; adult males bearded, adult females have long sideburns. Usually red- or black-haired.
Relations with Other Races	Centaurs Employ in trading caravans as porter/guards. Elves Often in conflict over pollution, etc. Gnomes Servant race. Humans Trade with; employ for caravan escort.
Origin	Ancient race
Location	Underground throughout the continent.

In many ways - certainly economically and technologically - the dwarves are the most powerful race of the Great Land. They do not choose to rule the aboveground races, however, and they are dependent on trade with them to obtain food, which their underground lifestyle and complete lack of agricultural interest or talent prevents them from growing for themselves (it's said that "the only thing a dwarf can grow is his beard"). They are unparalleled smiths and have a powerful grasp of Earth and Fire magic, for which they have their own rune-based system different from the human system. It is slower but more reliable, and quite flexible within a limited range.

The trading networks of the continent are run by dwarves, not only to trade for food and other aboveground resources such as cloth and leather, but also to maintain the strict exogamy of their clans.

Dwarf clans are matrilinear, matrilocal and in many respects matriarchal. That is, a dwarf's clan derives from his or her mother, and the clan holding is defined as where the female dwarves (*dwerna*, singular *dwara*) of that clan live. At puberty (around 35), which coincides with the conclusion of his basic education, a male dwarf (*dwaro*, plural *dwerno*) is expected to depart his mother's clan with a trading party, and not return until after his marriage (usually around 40 years later), if then. Upon his marriage he enters his wife's clan, but has a dual tie to his original clan; an unmarried *dwaro* will describe himself as "of Clan A", but a married one "of Clan A and B", A being his birth clan and B his wife's clan.

The (female) elders of the clan govern it in all non-craft-related matters, such as marriages, civil rewards and punishments and the overall policy and projects of the clan. They do so in what seems to outsiders to be an

indirect and informal way. A dwarf, on reaching approximately the age of 150, may (if she is considered sensible) begin to be consulted occasionally by the recognised elders of her clan, and also by her descendants. If her responses meet with approval, she will be consulted more frequently. This, and not any formal ceremony, constitutes her becoming an elder. The elders do not meet at set times in formal session with an agenda, but consult informally among themselves and mention their conclusions to their husbands and daughters. These are expected to transmit the rulings to the younger male and female inhabitants of the clan hold, respectively. This system supports a very stable (and intensely conservative) social structure.

A dwarf accused of wrongdoing will be shunned until he or she goes to the most closely related elder and either confesses, or swears an oath that he or she is innocent. In the latter case, the elder will investigate, informally speaking to witnesses and other elders, and make known a judgement. Usually this will consist of a recompense to be made to the victim or the victim's family (in the case of a false accusation, by the accuser to the accused). This may take the form of unpaid work, the crafting of a useful object or payment of existing treasured objects or simply of money. Occasionally for recidivist offenders (male and, very rarely, female) the sentence is of exile for a period. An exiled dwarf can easily get work among humans as a craft worker, and will be well paid, but as intensely clan-oriented people they usually feel the pain of exile keenly.

The other allegiance of a dwarf, besides clan, is craft. A dwarf's initial apprenticeship (age 5) is in his or her father's craft, though it is increasingly acceptable to move to another craft at a later time. All dwarves are given what is considered by dwarves "basic training" in the major crafts present in their clan hall of origin. This "basic" level is, by human standards, very competent (after all, a dwarven apprenticeship lasts 45 years, of which the first 30 are undertaken in the originating clan and the following 15 elsewhere, in the case of males). They are also given a thorough general education, strong in history, languages, economics and trade, magic (especially Earth and Fire), engineering, applied mathematics, design and technology.

At puberty the male dwarves set out on their travels, working in the trade caravans, getting experience of the above-ground world, learning skills and techniques from other clans and seeking a place to settle down and marry. The female dwarves remain in the clan hold their whole lives; it is considered scandalous for a female to go above ground.

At puberty also, the males begin to grow their beards and the females long sideburns. By craft graduation around 50, the beards reach the waist and the sideburns approximately to the breasts. At this point, the young dwarf may braid his beard or her sideburns. The braids become

increasingly elaborate as the hair grows longer and the dwarf obtains more status.

After about another 50 years, the dwarf may attain craft-mastership and be permitted to vote on craft matters, such as the election of senior masters to head up the craft. Men and women both have votes in this arena, but the craft masters are traditionally male. In contrast to the elders, they meet in formal session, and have an elaborate ceremony to recognise the granting of their status. Their rulings are written down and transmitted to all clan holds where their craft is practiced (where they are regarded as advisory rather than binding). However, one specific clan hold, or sometimes several in close proximity, will usually be the headquarters for the most senior masters of a particular craft, and their rulings are taken very seriously by the senior masters of that craft in other clan holds.

The dwarvish trading caravans reach all parts of the continent, even those inaccessible except by ship, despite the well-known distaste of most dwarves for sea travel. In recent years, this problem has been partly overcome by the building of the railways, which include subterranean tunnels stretching for hundreds of miles, bypassing the impassable equatorial jungles and swamps. Consequently, travel between many clan holds is now very much more rapid than formerly, and in some cases females can travel without having to go to the surface. This is bringing about social shifts with which the more conservative elders and craftmasters are uncomfortable, despite the fact that maintaining cohesion and communication between the clan holds has always been one of their primary goals.

Because of the trading, clan, craft and friendship linkages fostered between the various clan holds by the practice of requiring young males to leave their clan hold of origin and travel, there has not been a serious war of dwarf against dwarf for a couple of millenia.

Dwarven wealth has always been built partly on the gnomish underclass. See *Gnome*.

Elf

Height	Average: 5'6"/165cm Range: 5'/150cm to 6'/180cm
Life stages	Puberty 60 Marriage 120-250, average 160 Eldership 300 Life Expectancy 370 (M), 380 (F). A few live to 500, very occasionally 600. Human Age Multiplier 5

Affinity	Primarily Air and Water; Earth mainly in the aspect of plants.
Appearance	Slim, pale; pointed ears; no facial hair. Metallic-coloured hair after which their groups are named: Silver Elves (northern), Golden Elves (southern), Copper Elves (central).
Relations with Other Races	Dwarves Often in conflict over pollution, etc. Humans Trade with occasionally. Merpeople Trade with. Elves look down on all other races as inferior. Since the collapse of their Empire, they have had reduced contact with other races.
Origin	Ancient race
Location	Northern archipelago, Southern peninsula, central jungles.

Elves use their considerable magical abilities to shape their living environment, such as enormous trees which they encourage to grow into houses. Their fights with the dwarves generally involve a dwarvish mine emitting polluted water into the forest. Several thousand years ago, when they were more numerous, the Elvish Empire extended its hegemony throughout the continent, though its rule was not universally acknowledged (by the dwarves, for example). There was a strong streak of cruelty running through the Empire, including human (and we do mean human) sacrifice to the Moon and stars. This is officially denied by present-day elves.

The elves have now withdrawn to the forests of the Northern Archipelago and the far South, and the jungles of the equator. The equatorial elves have lost most, and the southern elves much, of their high culture; the Silver Elves of the north preserve the greatest remnant. The elves tend to interact with other races as little as they can manage. When Silvers travel in airships, though, this forces them to interact by stopping for supplies. They are shocking snobs, but not actually malicious; their snobbery is completely unconscious, part and parcel of their disconnection from other people's realities.

Their magic differs from both human and dwarvish styles and is rather theatrical, involving a lot of chanting and gesturing. It is strongly bound by tradition; elves do not create new spells, but the ones they have are very reliable.

Faun

Height	Average: 4'6"/135cm Range: 4'/120cm to 5'/150cm
Life stages	Puberty 8 Marriage not practiced Eldership not practiced Life Expectancy 45 (M). A few live to 55 or 60.
Affinity	Primarily Earth.
Appearance	Goat below the waist, human above with goat horns, goat eyes, hairy pointed ears (not like elves'; like the upper part of a goat's ear), hair down spine. Hair brown or black on all parts of body.
Relations with Other Races	All fauns are male, so mate with other races (female offspring are the mother's race). Usually these are humans.
Origin	Unknown, but almost certainly magical.
Location	Southern plains.

Fauns are carefree, primitive nomadic shepherds of the southern plains. They are noted for their powerful sex drive and their drunkenness. Considered with suspicion because of their habit of abducting women of other races; they are armed primarily with long shepherds' staffs and with slings, with which they are, however, highly skilled in defense of their flocks and in their raids. As nomads they don't make their own wine, but trade high-quality wool for it to their human neighbors.

Giant

Height	Average: 8'/240cm Range: 7'/210cm to 9'/270cm
Life stages	Puberty 10 Marriage 20 Eldership 50 Life Expectancy 60 (M)/65 (F). Human Age Multiplier 0.8
Affinity	Primarily Earth.
Appearance	Large humanoid, bulky in proportion. May have several heads (up to 4).

Relations with Other Races	Centaur Long-standing feud.
Origin	Magical
Location	Hills of Coriant.

Giants, created by ancient wizards to attack the Plains Citadel of Coriant, are slow-moving and strong, but not necessarily unintelligent. They live primarily in the hills surrounding the Plain, but as the hills are not sufficiently fertile to support a large population of large beings, periodically population pressure sends them raiding the centaur farms, much to the centaurs' resentment.

Gnome

Height	Average: 3'6"/105cm Range: 3'/90cm to 4'/120cm
Life stages	Puberty 30 Marriage 40-70, average 50 Life Expectancy 140 (M)/170 (F). Human Age Multiplier 2.5, adjusted down a little.
Affinity	Primarily Earth, but able to work with all elements.
Appearance	Like a shorter dwarf, with a larger nose and ears, and the beard or sideburns kept much shorter. Brown or reddish hair.
Relations with Other Races	Dwarves Masters since ancient times.
Origin	A subspecies of dwarves who have been a non-interbreeding underclass for hundreds of generations.
Location	Underground throughout the continent.

Gnomes are the servant and labouring class for the dwarves. Evidence suggests that they are in fact the same race, though this is not an acceptable theory for most dwarves. There are extremely powerful taboos against interbreeding (on both sides), and those few couples who break the taboo are likely to be exiled, usually in different directions (or, in the case of a male gnome and a female dwarf, the gnome killed - probably by "accident" in the mines - and the child exposed once born). This happens

so infrequently that it does not create a viable breeding population of crossbreeds outside the dwarf clan holds; the resultant children usually either die without issue or marry into other populations such as humans or fauns. (They are interfertile with the latter but not the former.)

The much lower life expectancy of male gnomes is because of the large number of accidents they are subject to, as the primary miners for the dwarves. Female gnomes are domestic servants and suffer a much lower mortality rate. Polygamy is therefore permitted to gnomes, although it is not for dwarves and is seen by the dwarves as evidence of their inferiority (despite the idea having originated with the dwarves in order to keep the servant population up). They do not have the dwarf taboo against marriage within the same clan hold.

Gnomes accompany dwarf caravans to do the work dwarves don't wish to do, such as setting up camp, cooking and cleaning. Some polygamous gnomes who travel in this way have wives in different dwarf clan holds, and this prevents the population from inbreeding too much. The wives may or may not be aware of each other's existence.

There have been occasional gnome uprisings over the centuries. In general, they are now treated reasonably well, given that they are still an underclass. Individual dwarves, however, are sometimes cruel to their gnome servants if unobserved (it is considered bad form to do so openly).

Gnomes are more useful if they are literate, numerate and know some craft skills and magic, so the dwarves provide them with an education, which, while rudimentary by dwarven standards, is reasonably good by the standards of most humans. Some have self-educated themselves further and become "troublemakers", agitating for equal standing.

Gnomes are practically never encountered out of dwarvish contexts, unless exiled.

Human

Height	Average: 5'6"/165cm Range: 5'/150cm to 6'6"/195cm
Life stages	Puberty 12 Marriage 16-30, average 20 Life Expectancy 70 (M)/75 (F).
Affinity	All elements.
Appearance	Dark hair and eyes, brown skin. Largely homogeneous population throughout the supercontinent.
Relations with Other Races	Will trade with anyone. Have effectively taken over from the Elvish Empire.

Origin	According to some hints in ancient histories, brought from another world by the pre-Imperial Elves as slaves.
Location	Most parts of the supercontinent and islands.

Humans are the most adaptable and least specialized of the races, and tend to fill any vacant ecological niches open to intelligent beings. All the other races can at least tolerate them, so they are often used as intermediaries between ancient enemies like the dwarves and elves or the centaurs and giants. They also have equal affinity with all four elements and have a highly flexible style of magic, which makes them more effective mages in some ways than dwarves or elves.

Lizard Person

Height	Average: 3'6"/105cm Range: 3'/90cm to 4'/120cm
Life stages	Puberty 30 Marriage 40-70, average 50 Life Expectancy 140 (M)/170 (F). Human Age Multiplier 2.5, adjusted down a little.
Affinity	Primarily Water.
Appearance	The size of a gnome, bipedal, with a lizard tail, gills and a lizard's head, but the torso and hands similar to a gnome's.
Relations with Other Races	Dwarves Allies and trading partners.
Origin	Unknown, assumed to be magical.
Location	Underground streams and lakes throughout the continent; swamps.

Lizard people are a cheerful, diminutive race who inhabit watercourses and pools underground, plus swamps and marshes near where underground streams emerge. They trade with the dwarves for tools, mainly fishing spears and the like, for which they exchange valuable minerals found in the watercourses. It is speculated that they were created from gnome stock for the purpose of retrieving these minerals, which would otherwise be inaccessible to dwarves, but no historical record of their creation exists.

Because they live much of their lives in darkness, all lizard people learn by puberty to create magical lights which accompany them as they swim, at a little distance so that they do not draw attack onto the lizard people themselves. They also use magic to locate valuables underwater and to hunt their food (primarily fish). They generally do not use much other magic and have a simple material culture.

Merperson

Height	Average: 5'6"/165cm Range: 5'/150cm to 6'6"/195cm
Life stages	Puberty unknown Marriage unknown Life Expectancy unknown
Affinity	Water.
Appearance	Elvish torso on a scaled fish's tail. Green or blue skin. Gills, but can also breathe air.
Relations with Other Races	Selkies Some territorial squabbles. Silver Elves Trade mainly jewels (pearls, sunken treasures) back and forth.
Origin	Magical
Location	Broad Ocean.

The Merpeople were created in the distant past, probably in the time of the Elvish Empire, by a (presumably elvish) mage or mages whose names have not survived. They inhabit most of the Broad Ocean but mainly have contact with the continent through the Silver Elves of the northern archipelago. Relatively little is known about them; they are closemouthed.

Raised Beast

Height	Varies
Life stages	Varies; lifespan similar to human
Affinity	Varies; usually Earth unless able to fly
Appearance	Varies
Relations with Other Races	Varies from servant to enemy. Many live in the wild tropical jungles of the Waist and further south on the Plateau.
Origin	Magical

Location	Varies
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The term "raised beast" is a generic one which covers a number of small races. They, or their ancestors, have been transformed to one degree or another, given rational intelligence, the power of speech and frequently humanoid or partially humanoid form. Where this is a permanent spell the powers can be passed on to their offspring, though inheritance is recessive (both parents must carry the power and pass it on to the offspring for the offspring to inherit it).

Technically speaking **blends** like **fauns** and **merpeople** are raised beasts, but the term is not generally used for them.

Speaking Beasts

These are animals of ordinary appearance which have been given rational intelligence and the power of speech. Most common are horses, cats and dogs, but small groups of eagles, camels, wolves and large hunting cats are also known.

Along with the other gifts appears to come an increased lifespan, up to about human span.

Beastheads

These are raised beasts which retain the head of their ancestral beast but have more or less human bodies. Generally they can shift to the ancestral beast form with relative ease. The panther people of the tropical jungles are the best-known example; they, in addition, possess retractable claws on hands and feet, tails, soft body fur where humans have hair, and musculature based on their panther ancestors' (so they are much stronger than a human and can leap prodigious distances). There are also dog people in the wild east of the southern part of the continent. They have dog heads at all times, but can transform their bodies between human and dog forms. Some of them are also able to magically transform other creatures' shapes.

The central plateau of the southern part of the supercontinent holds other beastheads, such as minotaurs.

The offspring of a beasthead and a normal human will look more human, with some animal characteristics, and will be able to learn to shapeshift to the ancestral form more easily than a full human can.

Selkie

Height	Average: 5'6"/165cm Range: 5'/150cm to 6'6"/195cm
Life stages	Puberty 12

	Marriage 16-30, average 20 Life Expectancy 70 (M)/75 (F).
Affinity	Water.
Appearance	Either human or seal.
Relations with Other Races	Merpeople rivalry over fisheries, territory etc.
Origin	Magical
Location	Towards polar regions.

Selkies are a particular form of **Shifter** (human/seal). They prefer cold waters in both the extreme North and extreme South, where they pursue fish in their seal forms. They have little material culture, except for a couple of villages in the southlands, where they live among humans and intermarry with them.

Shifter

Height	As per base races
Life stages	As per base races
Affinity	Varies; usually Earth unless able to fly
Appearance	Usually two alternatives - beast or bird form, and human
Relations with Other Races	As per base races
Origin	Magical
Location	As per base races.

Shifters are distinct from raised animals in that they or their ancestors were rational beings (humans, almost without exception) who were magically given the power to transform into beasts or birds. Normally these are beasts or birds of approximately human size, give or take about 50%: seals (see **Selkie**), bears, wolves (see **Werewolf**), swans, large eagles, big hunting cats, large dogs, small ponies, etc. They usually have a specific circumstance in which they can transform, or which makes it easier. For example, selkies must be wet with sea water, and werewolves are assisted by moonlight.

A shifter in human form retains the skin of his or her animal form as a garment.

Werewolf

Height	Average: 5'6"/165cm Range: 5'/150cm to 6'6"/195cm
Life stages	Puberty 12 Marriage 16-30, average 20 Life Expectancy 70 (M)/75 (F).
Affinity	Water.
Appearance	Either human or wolf.
Relations with Other Races	Normally regarded with suspicion.
Origin	Magical
Location	Throughout human territory.

Werewolves are humans who have the power to transform into wolves. This process is assisted in the presence of moonlight, though most werewolves can transform whenever they wish; moonlight just makes it easier and faster (the more moonlight, the easier). This has led scholars to suspect that, despite having humans as their base race, werewolves are the creation of Elvish Empire mages, as the moon was a major deity for the Imperial elves.

Most werewolves conceal their shifting ability from other humans, fearing prejudice.

Institutions of the Great Land

Dwarf Clan Holds

Highcrafthall Pevellen

Unusually in a dwarf clan hold, Pevellen does no mining. Instead, it specializes solely in crafting valuable and magical objects. Its remote location in the highlands of Semetria is, nevertheless, central, with access (albeit difficult) to the Gulf of Hizmay and Salvanusmouth through the Earth Mother's Rafters, as well as down the Kesevonn to the whole of the southwest. It draws on the valuable materials dug at Koskant Silverhall, Koskant Goldhall, Sparkling Jewel, Golden Mountain, Dry Hills and Evergleam to supply its craftspeople (many of whom, of course, come from these holds themselves).

Railfoundry

A relatively new hold specializing in mining iron and forging it into rails, which are bringing about a revolution in transport and enriching the hold considerably.

Speaking Sword

A far northern hold which specializes in enchanted swords of various kinds – by no means all of them actually speak, though some do, with various degrees of intelligence, pertinence, and annoyance factor.

Religions

Lunar-Asterism

Orthodox Lunar-Asterists were the official religion under the Elvish Empire, but fell from favour at the time of that Empire's fall because of their collusion with elvish oppression of humans. This change in status provided a cleansing effect and the religion is now much smaller in numbers, but the adherents are mostly genuinely devout. Wealthy under the Empire, they held on to many of their facilities in most localities, though not the income to sustain them; those which remain unsold are much reduced in grandeur and may be somewhat dilapidated. Their ceremonies follow the lunar cycle and the seasonal stars.

Over the past couple of hundred years a number of splits have occurred over points of doctrine or ecclesiastical structure, further diluting the influence of Lunar-Asterism as a whole. In many traditional-minded locations, though, particularly rural ones, the local Lunar-Asterist priest is still highly regarded, and people who are otherwise basically Earthists in practice will show up for the occasional moon ceremony when things get difficult.

Earthism

Earthists fall into two broad types: Popular, who make up the majority of the population, and Mystical. The popular form has colourful seasonal ceremonies connected with the agricultural cycle, and a number of fairly superstitious practices aimed at propitiating small spirits of place such as hearth spirits, stream spirits or the spirits of notable trees. The mystical form includes a number of practices for attaining integration with the natural world, including controlling the processes of the devotee's own body.

Scenario Starters

Several of these could potentially be combined; in particular, the Great Circle Race is potentially a setup for most of the others.

Great Circle Race

The King of Koskant and the dwarf entrepreneurs who are constructing the railways have concocted a promotional scheme: They will sponsor a race, starting and ending at Gulfhead and passing through Salvanusmouth. Teams must make a full circle. They will depart at intervals of a day, and must make their own way by whatever means they can, hiring their own guides, getting transport from whoever is going their way, defending themselves, etc. The team which makes the circle fastest will receive a prize of a valuable magic item crafted in the famous Highcrafthall Pevellen from Koskant materials, and a year's travel pass on the railways.

Tourists, What, What?

A small group of utterly naïve young Silver Elves from the far north have turned up in their airship, looking for Copper Elves, who they don't seem to understand are dangerous savages these days. They're as helpless as puppies, but rich and casually generous. And their airship can travel pretty fast - which you need.

Caravan Guards

You sign on as guards for a dwarvish trading caravan. You discover one or more of:

- a dwara (female dwarf) travelling in disguise;
- a dwaro (male dwarf) attempting to smuggle his gnomish lover;
- another guard who is secretly in the pay of bandits;
- a secret consignment of drugs/magic items/weapons being illicitly shipped.

What do you do?

A Message to Karla

A secret underground is smuggling dissident dwarves – including females who want to see the outer world – and oppressed gnomes out of the dwarvish holds into the mysterious Plateau area. A powerful dwarvish merchant, whose daughter and her gnomish lover have disappeared in this way, wants to get a sealed message to her without anyone finding out. You are entrusted with the message.

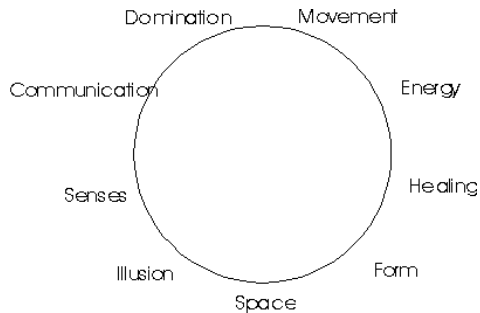
Magic System

Mechanical notes are denoted by Courier New text.

Skills and Affinity

All magic users locate themselves and their spells on two diagrams known as the Circle and the Square.

The Circle



The Circle represents nine different, but connected *skills* which magic users can have.

Adjacent skills on the Circle have points in common, and someone who has one skill will learn the adjacent skills more easily. The usual base rating for any of these skills is 0 (with an aspect; -2 if no aspect), but the base rating is raised by 1 for each two levels of rating above 0 of an adjacent skill. So having an adjacent skill at +2 raises the base rating of a skill to 1.

Adjacent skills on both sides "stack". That is, if you possess Domination at +1 and Energy at +1, these combine to lift your base rating in Movement to -1.

The classification of what falls under which skill is somewhat arbitrary at times (it is a human construct, not an inherent feature of how magic works).

Movement

Movement involves moving physical objects, generally at a distance, or (in conjunction with Form skill in the Earth affinity) animating the inanimate. Levitation and flying are also part of the Movement skill.

Energy

If you are pushing or destroying (or strengthening) something you are probably using Energy.

Energy can replace food and rest by magically energising oneself or others (potentially, refreshing aspects).

Healing

Healing is what it sounds like; it can also be misused to harm.

Form

Form is the skill of forming or transforming physical objects, or transforming living creatures with which one has elemental affinity (see *The Square*) or oneself.

Space

Space spells can only be learned by people already at least 0 in the *Form* skill, unlike all the other skills, which can be begun without any prior knowledge. They enable the caster to hide things in dimensional "pockets", to enlarge the interior of containers, rooms etc. so that they are bigger inside than outside, to change gravity, to move things - and ultimately people - between separate locations without travelling through the intervening points, and to slow or speed up the passage of time within a limited area (giving "super speed" or suspended animation).

Illusion

Illusions are "objective" sights and sounds, and even textures (the effect is not on individuals' perception, it's more like a projection), but the underlying form is not changed or there is nothing really there. (In the case of invisibility, there is something there but it isn't seen.)

Senses

Senses involves enhanced senses on the part of the user of the magic.

Communication

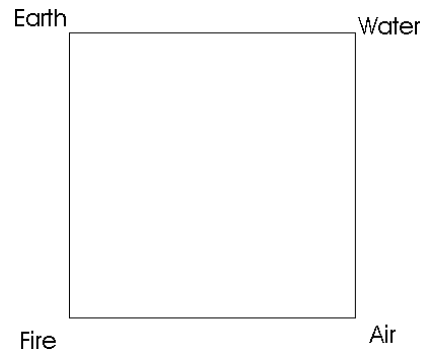
Communication spells allow mages to project sound and vision "sendings" to other people (mages and non-mages), and to understand languages or scripts they have not learned.

Domination

Domination is taking control of (or, in lesser degrees, influencing) another person or creature, altering their beliefs about reality, their will, their thoughts or their emotions, or their intelligence level, summoning them, or moving their body against their will. *Domination* very easily leads to evil, and some aspects of it could be argued to be inherently evil.

The Square

The Square consists of the four elements: Earth, Water, Air and Fire. Earth and Air are opposites, as are Water and Fire.



A mage may have an affinity with two elements, a primary and a secondary (taken as aspects). The rank of the secondary element must be lower than the primary.

It is not possible to have a third elemental affinity, since it would be opposite to one of the existing ones. The commonest combinations are earth/fire and air/water, though earth/water and air/fire are also possible. Mages typically work in pairs to cover all affinities.

Earth mages have affinity with metal, terrestrial plants and animals, objects made of terrestrial plants or animals (wood, rope, leather etc.), and stone and underground spaces. They cannot be harmed by crushing or suffocation if rated +2 or above in Movement, Energy or Form.

Water mages have affinity with water (in all its forms, including rain, ice and snow) and aquatic plants and animals, and objects which are wet or made from materials that come from the water. They cannot be harmed by water or fire if rated +2 or above in Movement, Healing or Form.

Air mages have affinity with wind, smoke, vapour, and flying creatures, and with objects which are falling or flying or made from flying creatures. They cannot be harmed by falling or suffocation if rated +2 or above in Movement, Energy, Healing or Form.

Fire mages have affinity with flame and light, with objects which are burning or burned or have been formed using fire, and with non-material creatures. They cannot be harmed by fire if rated +2 or above in Energy, Healing or Form.

Example Spells

The following tables show *examples* of spells you could cast, depending on your affinity, skill and skill level. These are widespread, common spells that would be in pretty much anyone's kit. You can also make up your own spells. Spells (but not their lingering nonmagical effects, such as burning) can be undone by anyone who could cast the original spell, if they can recognise what the spell is. Undoing a spell requires about twice as long as casting the spell, all things being equal.

References to objects and creatures should be understood as referring to objects and creatures of the mage's elemental affinity.

E = Earth, W = Water, A = Air, F = Fire.

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
Movement	<p>E: Cause a large puff of dust in a dusty area.*</p> <p>W: Cause a splash in a body of water*.</p> <p>A: Levitate feathers*.</p> <p>F: Cause existing flames to lean in one direction*.</p>	<p>E/A: Levitate small, light objects.*</p> <p>W: Levitate about a liter of water (a small jugful)*.</p> <p>F: Direct existing flames completely*.</p>	<p>E/A: Levitate objects an average person could lift fairly easily.*</p> <p>E: Unlock basic locks (more complex locks at higher levels); untie or tie knots at range; climb rock or stone walls.</p> <p>W: Levitate about 10 liters of water (a bucketful)*.</p> <p>F: Levitate small, light objects*.</p>	<p>E: Animate objects of volume 1 (with Form skill also +1 or better)*.</p> <p>E/A: Levitate objects a strong person could lift, with effort.*</p> <p>A: Fly* (period of effect -2).</p> <p>W: Levitate about 100 liters of water*.</p> <p>F: Levitate objects an average person could lift fairly easily*.</p>	<p>E/A: Levitate objects up to several tons*.</p> <p>A: Enable up to 4 others to fly* (period of effect -2).</p> <p>W: Levitate about 1000 liters of water*.</p> <p>F: Levitate objects a strong person could lift, with effort*.</p>

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
Energy	<p>E: Smash or strengthen crockery/glass.</p> <p>W/A: cool self/others slightly in warm conditions.</p> <p>W: Send a ripple through water*; chill a glass of water.</p> <p>A: Cause a momentary light breeze*.</p> <p>F: Warm a drink; create a spark to light a fire; create a floating globe of weak light (can be thrown, but will go out once out of range); put out</p>	<p>All: Shield against a -1 attack.</p> <p>E: Pull, push or throw an object with strength of an average person;* snap or strengthen ropes.</p> <p>W: Create a wave about 10cm high in a body of water*; freeze a jug of water.</p> <p>A: Cause a continuous light breeze*.</p> <p>F: Boil a cauldron; emit short (order of 10cm) flames from hands*; start a fire in dry material at range; create a globe or halo of light equal to several candles*; put out</p>	<p>E/W/A: Give someone (including yourself) the energy of a small snack.</p> <p>E: Shake objects a strong person could move*; push, pull or throw them as strongly as a strong person*; smash or strengthen small objects such as stones.</p> <p>W: Chill a person*; shoot icicles (equivalent to arrows); icy weapon (increases damage); cause a brief rainshower if there are clouds.</p> <p>A: Cause a strong breeze (sufficient to power a small yacht)*; double power of arrows.</p> <p>F: Shoot firebolts (equivalent to arrows);</p>	<p>All: Increase physical strength (self or one other) by 1 level.</p> <p>E/W/A: Give the energy of one full meal.</p> <p>E: Smash or strengthen large objects such as boulders; double the impact of weapons*.</p> <p>W: Create a small ice storm in average temperate temperatures*; summon clouds if any within tens of km; create weapon of ice.</p> <p>A: Cause strong wind gusts, or steady wind sufficient to power a ship*.</p> <p>F: Fire a fireball of volume 1; create weapon out of flame; draw down one bolt of lightning; give the</p>	<p>E/W/A: give the energy of a day's food and a night's rest.</p> <p>E: Cause earth tremors for up to 1 minute; open chasms; quadruple the impact of weapons*; smash or strengthen medium-sized buildings.</p> <p>W: Cause a blizzard (for up to several hours).</p> <p>A: Cause continuous strong winds (hurricane force) for several hours.</p> <p>F: Cause an eruption of intense flame covering an area of level 3 momentarily; up to 5 lightning bolts; give energy of a week's food and rest.</p>

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
	a candle or lantern; warm self/others slightly in cold conditions.	several candles/lanterns; give someone (including yourself) the energy of a small snack.	flaming weapon (increases damage); create a beam of strong light equal to sunlight*; fill an area of level 2 with strong light or darkness*; give the energy of one full meal.	energy of a day's food and a night's rest.	
Healing	All: Heal small cuts and abrasions. W/F: Heal 1 st -degree burns.	All: Staunch bleeding, remove or reduce minor disease symptoms. Heal 1 st -degree burns (E/A), 2 nd -degree (W/F). Double healing speed of wounds. Protect two people including self from death by your element (period of effect - 1)*.	All: Knit simple bone fractures immediately, remove all but most serious disease symptoms (and reduce those), heal 2 nd -degree burns (E/A), 3 rd -degree (W/F). Quadruple wound healing speed. Protect 4 people*.	All: Knit complex fractures and internal injuries immediately, remove disease symptoms, heal 3 rd -degree burns (E/A). Multiply healing speed by eight. Protect 8 people*.	All: Immediately repair any injury including fatal (if not yet dead), multiply healing speed by sixteen. Protect 16 people*.
Form	All: Change colour of an	All: Change size of an object or	All: Change size by about 50%*, shape by	Size by about 100% up/90% down*,	Size by about 200% up/95% down*,

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
	object or creature.	<p>creature by about 25%*, change shape slightly (e.g. a large dog to a wolf (E); someone's face to a similar face)*.</p> <p>E: Cause rapid plant growth (by about 10% in 30 seconds, additional 10% per skill level but period of effect remains 30 seconds).</p>	<p>shifting proportions (e.g. human to ape (E), face to dissimilar face)*.</p> <p>E: Change substance within same class of substance (e.g. granite to marble - still stone).</p> <p>W: Shape ice block of the order of 1m on a side into any shape; grow gills to breathe underwater; draw 1 volume level of water in any area (even desert).</p>	<p>shape and type of creature (e.g. horse to giant lizard (E))* , self to similar-sized creature (but without their magical powers where these are greater than your own)*.</p> <p>E: Change substance to one with similar properties (e.g. cloth to leather, ceramic to glass, metal to stone).</p> <p>W: Enable others to breathe underwater.</p>	<p>change shape completely, with full powers*.</p> <p>E: Change substance to any other (Earth-affinity) substance.</p>

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
Space (requires Form at 0 or better)	All: Enlarge interior of closed spaces of volume level 1 by up to 20% (add 20% per subsequent skill level).	All: Create dimensional "pocket" of volume level 0.	All: Teleport objects of volume level 1 by range level 2; move gravity by 45°.	All: Create gate (about normal door size) to transport up to range level 6* (period of effect -1); move gravity by 90°.	(No new spell, just the old ones with more power, e.g. gate may be twice as wide and high, move gravity by 180°.)
Illusion	E/W/A: Somewhat transparent phantoms; lights*. F: Fairly solid-looking but silent, non-animated figures; bright lights*.	E/W/A: More solid-looking but silent, non-animated figures*; bright lights*. F: Solid-looking figures which move*.	All: Basic sound effects, but not voices*. Turn 1 person invisible. E/W/A: Solid-looking figures which move*. F: Figures which move naturally (not solid to the touch).	All: Figures which move and speak naturally (not solid to the touch)*.	All: Figures which can be touched*.

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
Senses	<p>All: Detect strong magic; reduce one sense of target person/creature by 20% effectiveness (additional 20% per subsequent level).</p> <p>F: +1 night vision.</p>	<p>All: Detect average magic (including which element), strong evil, deadly danger; gain knowledge of past history of object with own affinity for period of effect (period +1 if strong emotional events).</p> <p>E/W/A: +1 night vision.</p> <p>A: Sense weather for next 6 hours.</p> <p>F: +2 night vision.</p>	<p>All: detect weak or well-hidden magic, traps, lesser evil, danger; hide magic; sense level of magic in an area; scry (remote sensing).</p> <p>E/W/A: +2 night vision.</p> <p>E: Sense thickness of walls.</p> <p>W: Sense depth of water.</p> <p>A: Sense weather for next 12 hours.</p> <p>F: Night vision as good as day; sense presence of non-material and invisible beings.</p>	<p>All: +2 night vision. Detect lying.</p> <p>E: Sense structure of buildings, artifacts etc; sense large ore deposits, underground spaces.</p> <p>W: Sense what is underwater in vicinity (order of 10m).</p> <p>A: Sense weather for next 24 hours.</p> <p>F: Sense location of invisible beings.</p>	<p>All: Sense flow rate of magic in an area; "reverse engineer" existing spells using skills/ affinity the mage possesses.</p> <p>E: Sense structure of earth (caves, geology, minerals etc.) in detail.</p> <p>W: Sense contents of body of water in detail.</p> <p>A: Sense weather for next 2 days.</p> <p>F: See invisible beings.</p>
Communication	<p>All: Send inarticulate cry for help to friends.</p>	<p>All: Send audio sendings*.</p> <p>F: Send simple visual sendings.</p>	<p>All: Send visual sendings*; understand general sense of unlearned languages/scripts (to -1 level).</p>	<p>All: Understand (unlearned) languages/ scripts to 0 level, speak/write to -1 level.</p>	<p>All: Understand languages/ scripts to +1 level, speak/write to 0 level.</p>

Skill	0 (Average)	+1 (Fair)	+2 (Good)	+3 (Great)	+4 (Superb)
Domination	All: Cause distraction, e.g. itch*.	All: Cause mild emotion*.	All: Cause strong emotion*, weak suggestion/thought*, minor involuntary movement*.	All: Cause strong suggestion (e.g. sleep, forget)*, control thoughts*, momentary major body movement*.	All: Control will*, body movement*.

* Time-limited spell.