

Instant Dawn of Legends

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This expansion, using the Wildblades™ Instant Fuzion™ system, presents a subset of rules based on the full Dawn of Legends rules and setting. This system is fully compatible with Dawn of Legends, Wildblades™, the Fantasy Bestiary available at <http://www.thefuze.com>, and most other forms of Fuzion™.

These rules are designed to be used along side the Wildblades™ rules available free from Obsidian Studios at <http://www.thefuze.com>, so you might like to have a copy at hand when creating your first character or planning your first adventure.

The following indicates modification or replacement of section of Part 1: Create a Character. Part 2: Play the Game, and Part 3: Things to Fight from the Wildblades™ rulebook is perfectly compatible with Instant Dawn of Legends.

Characteristics

These are treated exactly as in Wildblades™. The four basic Characteristics, Mental (MEN), Combat (COM), Physical (PHY) and Move (MOV) are treated precisely the same way.

Stats

All the Stats that are included with the base Wildblades™ game are used here. In addition, one more Stat is used in the case of spell casting Characters. For these Characters, also calculate the following Stat.

Endurance (END): This a measure of the how much energy a character has. Normally, we don't keep track of this in an Instant Fuzion™ game. However because the casting of magic spells can be so physically taxing or even dangerous to the spell caster, we need a Stat to reflect the current stat of vigor. Endurance is calculated by taking your Physical Characteristic and multiplying it by ten.

Endurance = PHY x 10

Character Races

Use the following racial descriptions for characters in the Dark Age Britain setting that is Dawn of Legends. For the Standard Dawn of Legends game, no more than 7 points should be put in any single Characteristic, before racial modifiers.

Humans [0]

British, Irish, and the group known as Saxons all have a racial maximum of 7 for all Characteristics. Saxons were named by the British after the Seax, a single edged knife for which these Germanic people were famous. In fact, they were comprised of Angles, Frisians and Jutes.

Picts are the exception. They have a -1 to MEN, but gain +1 to PHY.

Dwarf [3]

Dwarves are rumored to exist in wild places and deep underground. Hairy and short, they appear very strange to the common folk and often unwittingly become the focus of fear.

- +1 PHY
- Cat's Eyes
- +8 Stun Defense versus heat and cold
- -1 MOVE
- Distinctive - Short and Burly
- Racial Maximum of 7 MEN, 7 COM, 8 PHY, and 6 MOV.

Forest Goblin [-9]

Forest Goblins are thought to be men and women cursed by the gods. Now they run wild in the woods, or pay homage to a mystical being called the Erl King. They are suspected of stealing children for their Erl King to be transformed into more Goblins.

- Direction Sense
- Infravision
- Distinctive - Mottled, greenish skin
- -1 MEN
- Racial Maximum of 6 MEN, 7 COM, 7 PHY, and 7 MOV.

Half Fey [14]

These beings are at least partly human, but fairy blood runs strong in them. They are the descendants of legendary men and Fey. Their physical appearance may vary enormously.

- Longevity or Rapid Healing (choose one)
- Magically Gifted or Animal Empathy (choose one)
- Beautiful/Handsome or Cat's Eyes (choose one)
- +1 MEN, +1 COM, -1 PHY
- Racial Maximum of 8 MEN, 8 COM, 6 PHY, and 7 MOV.

Half Giant [3]

Huge men, these immense people are believed to be related to actual Giants.

- Acute Sense of Smell
- Large Size and Weight. All armor costs three times as much!
- -1 MEN, -1COM, +3 PHY, +1 MOVE
- Racial Maximum of 6 MEN, 6 COM, 10 PHY, and 8 MOV.

More Points: Geasa

A Character may, at the player's option, select a geas. Doing so will produce more Option Points for a player to spend on creating the Character. Obtaining a geas during game play will not provide the character with points.

The geas (pronounced GESH) is a mystical condition set upon a character as a form of settling the balance with the Otherworld. A geas may be placed on a child at birth, or later by the Otherworld. In addition, very famous and powerful people sometimes also may place a geas on a person. When these are broken, terrible misfortune and even death often follows!

Game Masters should plan for the geas to come up at some point in his campaign. The character should be faced with a very hard decision or breaking his geas. Such is the nature of the heroic epics of Dawn of Legends.

The following are sample geasa that fit the flavor of Dawn of Legends. The GM may certainly make any number of additional geasa. A character may start the game with one geas. Half Fey characters are allowed to take up to 25 total points of various geasa and they must choose a minimum of ten points. This reflects the balancing of debts to the Otherworld for the Half Fey's many special abilities.

The following are examples, and the GM may feel free to add to them as she wishes.

- Never refuse a gift. 5 pts.
- Always accept a call for aid. 5 pts.
- You may never kill (insert animal). 5 pts.
- You shall not be away from (Ireland/Britain) for seven nights in succession. 5 pts.
- You must always accept an invitation to hospitality. 5 pts.
- You must never put out a fire. 5 pts.
- You must never cut down an oak tree. 5 pts.
- You never eat cooked meat in winter (this is six months of the year!) 5 pts.
- You may never eat a certain kind of meat. 5 pts.
- You never use a shield. 5 pts.
- You may never take plunder of any kind. 10 pts.
- You never refuse a challenge. 10 pts.
- You may not refuse protection to a (man/woman). 13 pts.

Talents

The following list of Talents described in Wildblades may also be purchased for use in Dawn of Legends.

ACUTE HEARING [3]
ACUTE SENSE OF SMELL [3]
ACUTE VISION [3]
AMBIDEXTERITY [3]
BEAUTIFUL/HANDSOME [3]*
COMBAT SENSE [3]*
FAST RUNNER [3]*
HARD TO KILL [3]*
RAPID HEALING [3]
SOLID [3]

The following Talents have been modified.

AUTHORITY/MEMBERSHIP: The Character can call upon the resources of the government or powerful group. She also has responsibilities. Generally, the greater the Authority, the greater the importance of the duty. Use the following as a guide for the costs.

Memberships:

Celtic Religion - Apprentice [1], Bard [3], Poet [5], Druid [7], Archdruid [9].

Saxon Religion - Rune Quester [1], Rune Priest [3], Rune Master [6], Rune Lord [9].

Celtic Church and Roman Catholic Church - Acolyte [1], Monk [2], Missionary Priest [3], Priest [5], Bishop [7], Archbishop [9].

Authority (British/Saxon):

Warrior/Coerl [1], Horse Lord/Thegn [3], Champion [5], Prince(ss)/Ealdorman [7], King [9], High King/Bretwalda [10].

FAST DRAW: The Character is able to draw a weapon and ready it or draw an arrow and ready it for use in the same Round. [3]

The following Talents are new.

ANIMAL EMPATHY: Animals like the Character and will never harm or attack him unless severely provoked. Animals common to the area will naturally gravitate to the Character although they may not be inclined to follow commands. The Character would do well to note that these benefits do not extend to magical, mythic or enraged animals, however. [3]

CAT'S EYES: The Character can see in all but absolute darkness. [3]

CASH: The Character can spend up to 10 points for Cash with which to purchase weapons and armor. [1]*

DOUBLE JOINTED: The Character is capable of bending her limbs and joints in impossible ways. She can never be held by a single piece of rope. The Character can only be restrained by shackles or nets. [3]

HIGH PAIN THRESHOLD: The character is especially resistant to pain and shock. Reduce the amount of STUN taken in an attack by 2 points. [3]

IMMUNITY: The Character is immune to one specific poison or disease group. Disease groupings include fevers, consumptions (diseases of the lungs), gripes (diseases of the stomach), fits (seizures), and murrains (open sores). [3]

LONGEVITY: The Character is very long-lived. [3]

MAGICALLY GIFTED: The Character is capable of casting magic spells. This talent is necessary if the Character wishes to learn and cast druid spells or Saxon rune magic. [3]

WEALTH: Wealth can give the Character a bigger starting sum of money with which to equip himself. In Dawn of Legends, Characters receive 100 silver per Option Point. Wealth acts as a multiplier for this value. Thus, if a character spends 3 Option Points on Cash and 2 Option Points on Wealth, then we can reference the Wealth Chart and come up with the following:

3 (cash) x 100 silver x 4 (from 2 wealth) = 1200 silver.

Wealth Level	Multiplier
1	x2 (Warrior/Freeman Coerl)
2	x4
3	x6 (Horse Lord/Thegn or Champion)
4	x8
5	x10 (Prince or Princess/Ealdorman)
6	x15
7	x20
8	x25
9	x30 (King or Queen)
10	x40 (High King/Bretwalda)

Skill Sets

Most of the skill sets included in the Wildblades™ rules also apply in Instant Dawn of Legends. The following skills are used in the same way:

ATHLETICS (COM)
ARCHERY (COM)
HAND TO HAND (COM)
INTERACTION (MEN)
LORE (MEN)
MECHANICAL (MEN)
MELEE (COM)
MIND (MEN)
PERCEPTION (MEN)
RANGER (MEN)
SCOUNDREL (MEN)
SNEAK (COM)
THROWING (COM)

The following are new or modified skill sets specifically for use with Instant Dawn of Legends.

LANGUAGE (MEN): This skill set usually requires no rolls. Each extra Option Point spent on Languages allows your Character to speak an additional language in addition to your native tongue. Choose from the following list of languages: Cymric (British), Pictish, Gaelic (Irish), English, Frisian or Jute. The Celtic tongues (British, Pictish, and Gaelic) are related and if the Character knows one of them, she may be able to decipher another with a successful MEN + LANGUAGE roll vs. 14. A similar roll may be made if the Character knows one Saxon tongue (English, Frisian or Jute) and is attempting to understand a related one.

MUSIC (MEN): The Character can play musical instruments, sing, and compose poetry.

OGHAM SIGN (MEN): This skill set allows the Character to speak with only her fingers, write in the Ogham (Ow-ahm) script and also write in the old styles often used upon monuments which mark boundaries of kingdoms. This skill is typically only taught to bards, poets, and druids of the Celtic religion.

STYLE (MEN): This skill set is used by warriors and the nobility to look their best. It includes both art in body painting and clothing. To the Celtic warrior especially, it is better to look good in battle, as a Hero should, than it is to concern oneself overmuch with limiting, bulky, and ugly armor. However, the warrior who excels most in STYLE may manage to make quite ornate armor and even keep it rust free. This is a true feat in the damp, cool British weather.

WAR (MEN): The Character is skilled in war and warlike activities such as tactics, spying, leadership, conspiracy, and diplomacy.

Magic in the Dawn of Legends

Adepts in the Celtic religion and the Saxon religion have been known to be powerful wielders of magic. Any spell casting Character, whether Saxon or Celt, must first purchase the Magically Gifted talent. Your character also will need to acquire some magical training by purchasing the appropriate magical skill sets and spells with Option Points.

Casting spells have a few requirements. Besides being Magically Gifted, the Character must have all the necessary skills listed in the spell requirements. Also, a number of Option Points must be paid for the spell equal to the spell's Level. This is also listed in the spell's requirements.

To cast a spell, the spell caster must roll the dice and add her *lowest* magical skill listed in the spell requirements. If this total equals or exceeds the Difficulty Value listed in the spell requirements, then the spell succeeds with no further cost. If the total is lower than the Difficulty Value, then the Character must pay the Endurance Cost. If the Endurance Cost exceeds the amount of Endurance the Character has, then the cost is taken from the Character's Hits as Knockout Damage (Bashing). If the Character is reduced to 0 Hits then any further damage is considered Deadly Damage (Slashing)! Thus a Character who casts a spell beyond her ability to cast safely could easily blow herself to pieces!

It is possible to cast the spell so poorly that it simply won't work, in spite of all the training and effort on the part of the spell caster. In this case, if the total of the dice plus skill is less than the Difficulty Value of the spell by *10 or more* points then the spell fails. But it's even worse than that. The spell fails and the Endurance Cost must be paid anyway at twice the rate! If this kind of failure happens twice in one day, the Character's Magically Gifted Talent fades and does not return until a full day has passed. Thus it is that the gods penalize those who would insult their gift with failure.

The cost of learning more than a couple of spells well may be high. With the Game Master's permission, you may convert Primary Points to Option Points at a rate of five Option Points for each Primary Point.

Casting a spell or releasing a spell *always* takes the spell caster's turn in the Round. No other actions are possible.

Special Notes for Celtic Spell Casters

These spell casters generally comprise of bards, poets, druids and druid priestesses. The spells are usually faster to cast than spells of the Saxons, but have correspondingly higher costs in terms of Endurance.

However, the Celtic spell casters are adept at working *Group Magic*. This concept allows the sharing of the Endurance cost equally among any number of cooperating Celtic spell casters. They must remain together and do nothing but concentrate on the effort of casting the spell for the required period of time.

Special Notes for Saxon Spell Casters

These spell casters are usually Rune Priest, Rune Masters, or the Rune Lord. These spells take longer to cast but may be scribed upon objects to be released at a later date. Thus, a prepared Saxon spell caster can be a formidable opponent. But if he is robbed of his belongings, so is he robbed of his magical power. As a rule of thumb, Game Masters should allow no more than one spell inscribed on a ring, five on a wand, and 15 on a specially prepared staff.

Saxon casters make the die roll when the rune is inscribed. The spell is released by rubbing or reading the rune, unless specified otherwise in the spell description. If the spell is to target a specific person or area, then an attack roll is made at the time the spell is released using the lowest required spell skill set.

The spells and runes disappear after being released.

A Word on the Christian Religions

You may notice that no magic is provided for priests of the Celtic and Catholic Christian religions. These churches are supported by the strength and conviction of their converted Celtic and Saxon followers rather than the power of magic. However, it is not unknown for a Celtic or Saxon priest to have turned to Christianity. These unusual individuals may have brought their old knowledge of magic with them, but they'd be wise not to reveal their power to their Church leaders. That could only lead to heresy...

Spell Skill Sets

These skills are all based on the Mental Characteristic.

The following skill sets apply to Celtic spell casters. These sets represent groups of knowledge, named for specific trees in Dawn of Legends. Here they are grouped into six main areas.

CLEANSING: This skill set is a group of different kinds of knowledge on purification of the mind, body, and spirit.

DIVINATION: This is a set of skills relating to knowledge and the mind.

HEALING: All manner of healing and regeneration specialties are represented by this skill set.

POWER: These skills teach the spell caster to handle power and guide its course through sacrifice.

PROTECTION: This skill set provides knowledge of physical protection.

SHAPE SHIFTING: To truly understand a thing, to truly know it, you must become it. This skill set teaches this most powerful knowledge.

Saxon magic skills are named after the sacred rune from which they are derived. The following skill sets summarize these.

CHAOS: The powers of the universe and nature may appear random and chaotic. This knowledge provides the caster with an intuition and ability to use this power.

CONTROL: This skill set teaches the spell caster mastery over his world.

KNOWLEDGE: This skill set represents the runic areas of mind, body, and spirit.

RUNES: All Saxon spells require the knowledge of scribing and reading runes. This is the power behind Saxon Rune Magic, and is the greatest gift of the god Woden who suffered greatly to bring this knowledge to Man.

SHIELDING: This skill set encompasses all the magical arts of defense.

STRENGTH: This skill set describes martial power.

Spells

This section includes a short sample spell list for use with Instant Dawn of Legends. Only spells of first through fifth Level are listed here, but spells of up to tenth Level are a part of the full Dawn of Legends game.

Definitions

The following five definitions describe the basic stats of the spell.

Level: This is how many Option Points the Character must spend to learn this spell.

Area: Naturally enough, this describe the size of the spell affected area, if any.

Range: This describes the extent of the spell's effect.

Duration: This is how long the spell will last.

Effect: This describes in brief the general effect of the spell.

The following four definitions describe the basic requirements of the spell.

Difficulty Value: This is the Target Number the caster will try to achieve when casting this spell.

Endurance Cost: If the Difficulty Value was not met, the caster must pay this much Endurance (or more if the Difficulty Value was failed by 10 or more).

Time: How much time the caster must take to cast the spell.

Skills: These skill sets must be known by the caster before she may attempt to cast the spell.

Celtic Spells

Enchanted Growth

Level: 1+

Area: 1 Person

Range: Touch

Effect: Target increases in size

Duration: 1 Minute (5 Turns)

Difficulty Value: 18

Endurance Cost: 4 per Level of spell

Time: 1 Round

Skills: Power

This useful spell temporarily grants size and power to the subject targeted by the caster (the caster may also cast this spell on himself, like any spell). For every level the caster has in this spell the target's height increases by 10%. For every 2 levels the caster has in this spell, the subject's Strength is increased by +1 and Hits by +5. However, opponents gain a +1 to their Attack Roll to hit the subject. Note that this could be dangerous in that the bonus Hits disappear when the spell's duration ends.

Blessed Healing

Level: 2+

Area: 1 Person

Range: Touch

Effect: 3D6 + 1D6 Hits/level above 2

Duration: Permanent

Difficulty Value: 22

Endurance Cost: 32 **Time:** 1 Turn

Skills: Healing, Cleansing

This spell allows the Druid to mend the body of the injured. It will heal a number of hits up to the injured character's starting Hits Stat, but no further. Furthermore, it can only be used once per day on each recipient.

Blind the Mind

Level: 3

Area: 1 Person

Range: Touch

Effect: Invisibility

Duration: 6 hours

Difficulty Value: 22

Endurance Cost: 16 **Time:** 1 Turn

Skills: Divination

This useful spell renders the recipient temporarily undetectable to intelligent creatures. Interaction with an intelligent creature of any sort ends the spell immediately. Note that unlike the Fey Ability, it does not grant you any ability to see invisible creatures.

Bear Claws

Level: 4

Area: Caster Only

Range: Self

Effect: Gains 3D6 Killing attack

Duration: Until another spell is cast

Difficulty Value: 14

Endurance Cost: 8 **Time:** 1 Round

Skills: Power, Shape shifting

This highly effective spell reshapes the caster's hands into sharp claws that do a minimum of 3D6 of Deadly Damage (Slashing). Extra damage may be done for every point of PHY above 3 the Character has, up to a maximum of 6D6. The caster may use his Hand to Hand skill to hit enemies with the claws. There is only one drawback: the caster's damage is less effective against armor. Double the value of any Armor worn by the intended target for the purpose of determining damage.

Example: Maelgwn the Druid successfully cast Bear Claws and attacks a warrior wearing Leather Scale armor (6 Armor). Maelgwn has a 4 PHY and so does 4D6 damage when he hits the warrior. Since the warrior has armor, he may double it for the purpose of determining how much damage Maelgwn does with his claws. Maelgwn rolls a total of 17 on 4D6 and the warrior gets his Armor value doubled to 12. Thus, 5 Hits get past the armor.

Gods' Strike

Level: 4

Area: 1 Person

Range: 36 m/yds

Effect: 7D6 Blast

Duration: 1 Round

Difficulty Value: 22

Endurance Cost: 8 **Time:** 1 Round

Skills: Power

This spell discharges a bolt of energy very much similar in appearance to an electrical arc. When the spell caster guides it to its target, the victim is inflicted with 7D6 of Knockout Damage (Bashing). Hitting the target requires the caster to roll high enough on his spell casting roll to equal or exceed the victim's Defense Value. Otherwise, the spell works but only hits nearby.

Ironwood Skin

Level: 4

Area: 1 person

Range: Touch

Effect: Stun Defense becomes Armor

Duration: One Day

Difficulty Value: 22

Endurance Cost: 16 **Time:** 20 minutes

Skills: Protection

This useful spell gives the character an amount of Armor equal to the amount of Defense he has. This allows a character to absorb Deadly Damage (Slashing) attacks with only his skin! The spell caster uses special inks and oils to inscribe complex knot work patterns over the skin, creating a temporary tattoo effect. Note that this does not add to armor, rather the character should use his best Armor rating against attack. Finally, because the special inks and oils are uncommon, it costs the spell caster 5 gold coins (100 silver) for each casting of the spell.

Lesser Shape Shift

Level: 4

Area: Self

Range: None

Effect: Transform into an animal

Duration: up to 1 hour

Difficulty Value: 26

Endurance Cost: 32 **Time:** 1 Round

Skills: Shape shifting

This spell allows the caster to transform himself into one of the following animals: deer, rabbit, salmon, crow. The type of animal is selected when the spell is cast. The spell lasts until the caster chooses to shift back, or until one hour is up, whichever comes first. Other small animals may be chosen with the GM's permission.

Cure Disease/Poison

Level: 5 **Area:** 1 Person

Range: Touch

Effect: 9D6 against Disease or Poison

Duration: 1 Round

Difficulty Value: 22

Endurance Cost: 32 **Time:** 20 minutes

Skills: Divination, Cleansing

Although this spell is not powerful enough to typically cure the plague, it does do a lot of good against minor and strong poisons and illnesses. Roll 9D6 and total the points. If it is equal to or greater than the total damage done by the poison or disease, even if it has not yet applied the full damage to the victim yet, the poison or disease effects are negated. This spell is all-or-nothing in that it will either cure the ailment totally or not at all.

Saxon Spells

Arcane Bolt

Level: 1+ **Area:** 1 Person

Range: 36 m/yds

Effect: 1D6 + 2D6 per Level after Level 1

Duration: 1 Round

Difficulty Value: 14 +2 per Level

Endurance Cost: 16 **Time:** 20 Minutes

Skills: Runes, Strength

This spell can grow in power, depending on how many points the spell caster has put into it. Thus, if a Hero knows this spell at Level 4, then he can cast a 7D6 bolt with a Difficulty Value of 20. This spell does only Knockout Damage (Bashing). It requires a non-reuseable focus of at least the size of a wand or arrow which is consumed when the spell is released.

DokAlfen Eyes

Level: 3 **Area:** 1 Person's eyes

Range: Touch

Effect: Recipient gains ability to see heat

Duration: 1 Hour

Difficulty Value: 18

Endurance Cost: 16 **Time:** 1 minute

Skills: Runes, Knowledge

Casting this spell requires runes to actually be drawn in ink upon the eyelids of the recipient. The Rune Priest will require a feather quill pen, ink, and a very steady hand. The effect of this spell is to grant the ability to actually see heat sources as if they shed normal light. This allows the recipient to see his surroundings in hues of red (warm) and blue (cool). It is possible to be far enough underground or in a desert where there is no heat source whatsoever. In this case, the character's surrounding will appear as dark as it would without the spell. This spell is triggered whenever the bearer of the runes wills it.

Bindings

Level: 4 **Area:** Cone beginning at rune to 12 yds

Range: 12 yds

Effect: 5D6 vs. Resistance.

Duration: 1 Round

Difficulty Value: 22

Endurance Cost: 8 **Time:** 5 minutes

Skills: Runes, Control

This rune is placed on an object such as a wand or staff. When the spell is triggered by the priest, it affects a cone-shaped area starting at the rune and extending 12 yards. The affected area is 12 yards wide at the maximum range. This spell effectively paralyzes foes caught in the area of effect. Only an effort of will can eventually set a person free. The player rolls 5D6 and finds the total of the dice for each victim. If this total exceeds the victim's Resistance, then the victim will be affected by the spell.

Although the spell is active only on the phase it was released, foes who have succumbed to the spell can only escape through an act of sheer willpower. Each victim may spend a phase to roll a number of dice equal to their Willpower. If this equals or exceeds the total rolled by the attacking priest, the character is free. If not, record the total rolled. Next phase the character may try again and add the result to his previous total. Thus a character can not be permanently held by the Bindings.

Blind

Level: 4 **Area:** 1 Person **Range:** 2 m/yds

Effect: 3D6 Hits to the Eyes.

Duration: Possibly Permanent

Difficulty Value: 18

Endurance Cost: 1 **Time:** 20 Minutes

Skills: Runes, Chaos, Knowledge

This is a very dangerous and despicable spell that is easily capable of permanently destroying a person's eyes. The spell requires the caster to scribe a rune upon a piece of parchment written in special, poison ink. This ink is difficult to obtain, as the poison must be extracted from an adder (the only poisonous snake in Britain). Each casting of the spell will consume 5 gold coins (100 silver coins) worth of the material. After the rune is written, the paper is crumpled and placed in a vial with warm oil. When needed, the priest empties the vial upon his hands and then must flick the droplets into his target's eyes (a hand-to-hand combat maneuver at a -6 for targeting the head, unless the target is not resisting). Roll 3D6 and compare it with the total Hits of the victim. If this total is equal to or greater than half the target's total Hits, he is blinded permanently. Whether or not the spell is successful in blinding the victim, the character will still take 3D6 Hits of damage if the priest's Hand to Hand attack was successful. This spell ignores Armor.

Detect Magic

Level: 4 **Area:** 10 m/yd radius **Range:** none

Effect: Rune glows softly in the presence of magic.

Duration: 5 minutes

Difficulty Value: 18

Endurance Cost: 16 **Time:** 1 hour

Skills: Runes, Knowledge

This rune can be inscribed upon an object and will trigger when it comes within 10 yards of magical effects, spells, magic items, and creatures of the Otherworld. Like most rune spells, this spell fades after one use.

Missile Shield

Level: 4 **Area:** Caster only **Range:** None

Effect: 2 + COM + 3D6 vs. incoming missile attack

Duration: 1 Turn

Difficulty Value: 22

Endurance Cost: 1 **Time:** 5 Minutes

Skill: Runes, Shielding

The *Missile Shield* provides some protection against thrown weapons, arrows and crossbow bolts. The rune may only be placed upon a ring, necklace or belt which would be worn by the beneficiary. The rune caster may activate this spell as a defensive action (thus a person may activate the spell through a defensive abort). The spell will work for one Turn. To gain the benefits of the spell, the caster must perform no other action each Round other than to walk his MOVE in m/yds. When an attacker makes an attack with a thrown weapon, arrow or crossbow bolt, the spell caster may make a 3D6 roll plus 2 plus his Dexterity score. If this total is equal to or greater than the attacker's Attack Value, then the weapon falls harmlessly to the ground without inflicting damage.

Confuse

Level: 5 **Area:** 14 yds radius **Range:** 66 yds

Effect: 7D6 vs. Resistance

Duration: 1 Round+ **Difficulty Value:** 22

Endurance Cost: 16 **Time:** 6 hours

Skills: Runes, Control

The effect of this spell varies depending on how well the 7D6 roll turns out. Add up the dice and compare it to the target Character's Resistance. Note this spell can affect a whole group of victims.

- > Resistance = Target's action moved to last this Round
- 10 > Resistance = Loose action this Round
- 20 > Resistance = Wander off for 1D6 Rounds
- 30 > Resistance = Attack random person for 1D6 Rounds.

This spell must be cast into a non-reusable baked clay rune. Releasing the spell requires breaking the clay form.

Purchasing Stuff

Starting Characters may begin with Cash (see the Talents section). By spending Option Points on Cash, the Character receives 100 silver coins per Option Point. Levels of Wealth (see the Talents section) can multiply this amount. The Dawn of Legends system also uses gold coins. You can convert silver coins to gold coins at a rate of 20 silver to 1 gold coin if you prefer to deal with smaller numbers.

In general, the rules for weapons are unchanged from those described in Wildblades™.

The following lists of Weapons and Armor replaces those found in the Wildblades™ rules. Costs are given in silver coins (sc) and gold coins (gc).

<u>Weapon</u>	<u>AV</u>	<u>DAM</u>	<u>MIN</u>	<u>COST</u>	<u>Notes</u>
Battle Axe	-1	5d6	4	400 sc (20 gc.)	
Club	+0	3d6	2	0	
Dagger	+0	1d6	1	30 sc (1.5 gc)	Throw
Francesca	+0	4d6	4	300 sc (15 gc)	Throw
Javelin	+0	3d6	3	75 sc (3.75 gc)	Throw
Mace	-1	4d6	4	250 sc (12.5 gc)	Medium
Mug/Chair Leg	-2	2d6	1	0	
Light Lance	+0	3d6	3	200 sc (10 gc)	Long, Charge
Heavy Lance	+0	4d6	4	280 sc (14 gc)	Long, Charge (No use dismounted)
Quarterstaff	+1	4d6	4	20 sc (1 gc)	Medium, 2-H, Stun
Saxon Sword	+1	3d6	3	500 sc (25 gc)	
Seax	+1	1d6	2	70 sc (3.5 gc)	
Short Sword	+0	2d6	2	200 sc (10 gc)	
Spatha (Celtic sword)	+0	3d6	3	400 sc (20gc)	
Spear	-1	4d6	3	100 sc (5 gc)	Medium, Set
War Hammer	-1	3d6	4	300 sc (15 gc)	Stun

Notes

2-H: This weapon requires both hands to use.

Charge: The Character may use this weapon to perform a special maneuver called a Charge. The Character must be mounted upon a horse or other riding beast to perform a Charge. When charging the Character suffers a -1 to his Attack Roll and a -2 to all his Evades. If the charging mount moved up to his MOVE in m/yds this Round, the attacker gains +1d6 to the Damage. If the mount moved up to his Run in m/yds this Round, the attacker gains +2d6 to the Damage. In either case, the attack is of such devastating power that all Armor values are divided by two (round up) for the purpose of determining the Damage.

Long: This very long weapon grants the user +2 to his DV in Melee or Hand to Hand.

Medium: This long weapon grants the user +1 to his DV in Melee or Hand to Hand.

Set: This weapon may be braced against a Charge. The Character gains +1d6 to his damage for every 10 m/yds the Charging Character moved.

Stun: This weapon has a stunning effect. Add +1 Knockout Damage (Bashing) for every die of damage rolled. This is figured on top of the normal damage done by the weapon.

<u>Ranged Weapon</u>	<u>AV</u>	<u>DAM</u>	<u>MIN</u>	<u>COST</u>	<u>Notes</u>
Bow	+0	3d6	3	150 sc (72.5 gc)	1/2 Reload, R=60 m/yds
Composite Short Bow	+1	3d6	4	200 sc (10 gc)	1/2 Reload, R=80 m/yds
Crossbow (Picts only)	+1	3d6	4	400 sc (20 gc)	1 Reload, R=200 m/yds, AP
Dart	+0	2d6	1	50 sc (2.5 gc)	1/2 Reload, Rx10
Short Bow	+0	2d6	2	100 sc (5 gc)	1/2 Reload, R=40 m/yds
Sling	-1	2d6	3	20 sc (1 gc)	1/2 Reload, R=60 m/yds

Notes

AP: This weapon is Armor Piercing. Divide all Armor values by 2 before applying Damage.

1/2 Reload: This weapon can be reloaded and fired in one Round.

1 Reload: This weapon takes one Round to load and one Round to fire.

Rx#: The Range of this weapon is calculated by multiplying the Character's PHY times the listed amount.

R=#: This weapon has a set range.

<u>Armor Type</u>	<u>Armor</u>	<u>Cost</u>	<u>Notes</u>
Heavy Cloth	2	100 sc (5 gc)	
Boiled Leather	4	400 sc (20 gc)	
Studded Leather	6	500 sc (25 gc)	
Ring Mail	8	2,000 sc (100 gc)	Vuln. to Crush
Metal Scale	10	3,000 sc (150 gc)	Vuln. to Upward Thrusts
Chain Mail	12	7,500 sc (375 gc)	Vuln. to Crush

Notes

Vuln. to Crush: This armor has a vulnerability to Crushing attacks. Apply only half the Armor value against blunt weapons.

Vuln. to Upward Thrusts: This armor has a vulnerability to thrusts from below, i.e a spearman attacking a mounted assailant would gain an advantage against this armor. Apply only half the Armor value against sharp, pointy weapons that can slip between the scales from below.

<u>Shield Size</u>	<u>DV+</u>	<u>Cost</u>
Small Round	+1	120 sc (5 gc)
Medium Round	+2	160 sc (8 gc)
Large Round	+3	180 sc (9 gc)

Last But Not Least!

In Wildblades™, Characters start with pretty much all the equipment they need. This is true for Instant Dawn of Legends as well, with one important exception: horses. Horses are very expensive in this setting and are kept not only for utility but as a sign of wealth. The following are two generic examples.

<u>Horse</u>	<u>Cost</u>
Riding	2,500 sc (125 gc)
War	8,000 sc (400 gc)

Weapon Mastery

Unless noted otherwise, abilities within the same Weapon Master group may be used together. Thus, it is possible for a master axe man to *Slice* and *Behead* an opponent. Or a master lancer may *Charge* and *Shishkabob* his victims. To use Weapon Mastery, purchase the package you want your character to have in addition to purchasing the appropriate melee or hand-to-hand fighting skill. Your character may perform all maneuvers in a package up to the level of skill the character has. For instance, if your character put five points in Hand to Hand, she may purchase the *Brawling* package and perform any maneuver up to Level 5.

Name, Associated Weapons [Cost in Option Points]

Master Axesman, Axes [8]

- Level 3: Bash.
- Level 5: Destroy Shield.
- Level 7: Slice.
- Level 9: Behead.

Brawler, Hand to Hand [5]

- Level 3: Body Slam.
- Level 4: Arm/Hand Lock.
- Level 5: Head Butt.
- Level 7: Throw.

Hammerer, Hammers & Maces [5]

- Level 3: Destroy Shield.
- Level 5: Break Weapon.
- Level 7: Shatter Joint.

Master Lancer, Lance [8]

- Level 3: Charge.
- Level 5: Bash.
- Level 7: Shishkabob.

Spears [8]

- Level 3: Bash.
- Level 5: Armed Leg Sweep.
- Level 7: Skewer.

Master of Blades, Small Blades [5]

- Level 3: Extra Attack.
- Level 5: Free Parry.
- Level 7: Gut.

Master of the Staff, Staves [5]

- Level 3: Bash.
- Level 5: Armed Leg Sweep.
- Level 7: Free Parry.

Master Swordsman, Swords [8]

- Level 3: Free Parry.
- Level 5: Skewer.
- Level 7: Gut.

Arm/Hand Lock. This is an advanced type of Grab maneuver (-2 to Attack Value). Instead of grabbing the victim, the attacker grabs and twists an arm, elbow or hand into a painful position. If the grab is successful, the defender may try to break free, but must use Hand to Hand + Reflexes (or Combat in Instant Dawn of Legends) + 3D6 versus the attacker's Hand to Hand + Reflexes (Combat) + 3D6. On the attacker's subsequent actions, he may apply Strength to do a like amount of Knockout Damage in D6s. In addition, the attacker may force his victim to move in a direction of the attacker's choosing at half the *attacker's* movement rate.

Bash. This is simply the ability to do Knockout Damage (affecting Stun) with a weapon normally used to do Lethal Damage (affecting Stun and Hits). Weapons granting *Bash* have a blunt side or haft that can be used to strike a victim.

Behead. This weapon is capable of inflicting such trauma that a skilled wielder may be capable of completely severing the head of the intended victim. Targeting the head at -6 to the Character's Attack Value (AV), a Character delivers Lethal Damage, which is doubled after accounting for Armor. If the victim drops and is dead *or dying*, then his head is considered to have been sliced clean off his shoulders! This gives +5D6 to add to the Character's Presence for an immediate Presence Attack versus any allies of the fallen warrior that were able to witness the blow. Fanatics or unintelligent foes may ignore this, however.

Body Slam. This unarmed combat maneuver allows the character to move up to his full Run and then attack the target. This normally consists of running and jumping on the opponent, jumping out of trees onto someone, etc. The attacker is at a -2 to AV but gains +3D6 Knockout damage to his attack. Since the attacker is using her entire body as a weapon, she will sustain half the damage done in the attack. After the maneuver is executed, it is assumed that the attacker is on the ground or off balance (-5 DV and -2 to Initiative). However, if the attack was successful, the defender is also at a similar penalty.

Break Weapon. Some weapons are able to deliver quite a wallop to a small area. Targeting someone's weapon is a good way to either break the weapon or deliver a blow of such force that the shock knocks it from the victim's hand. To attempt this, the Character makes an Attack Roll, applying -4 to his total. If the attack is successful, roll 1D6 and compare it to the Strength Minimum of the weapon. If it equals or exceeds the Strength Minimum, the weapon is either knocked from the victim's hand (weapons made almost entirely of metal) or broken (weapons made mostly of wood).

Charge. This Action can only be executed from horseback (or other fast-moving mount). The momentum of the rider and mount is such that it provides massive penetrating power. Divide the Armor of the intended victim by 2 before applying damage. In addition, the Character may add +2D6 damage. This may even exceed the maximum damage rating of the weapon (which is twice the rating Damage Class). However, doing so will automatically break the weapon, rendering it useless after the initial attack. A *Charge* may only be performed when moving to enter combat. **This Action adds +3 to the Character's Offensive X.** This rule can be used in place of the normal Mounted Charge rules.

Destroy Shield. Weapons capable of *Destroying Shields* allow their wielders to deliver damage that can slice through or shatter wood. The Character may declare she is targeting a shield at the following penalties to her Attack Value: -1 to hit a Large Shield, -2 to hit a Medium Shield, and -3 to hit a Small Shield. Each successful attack reduces the Defensive Bonus granted by the shield by 1. When the Shield is reduced to 0, it is considered destroyed. Note that the defender, in this case, will not receive the shield's bonus to evade this attack.

Extra Attack. If the wielder uses two small bladed weapons (dagger, knife, seax, short sword), the off hand attack is not penalized, but the character may not walk (at her MOVE rate), run or sprint. Acrobatic leaps and flips are allowed, within a couple m/yds of the intended target. Attacks may be directed against the same or different foes, so long as both foes are within reach. Using this mastery costs the Character a penalty of -2 to DV. This rule can supercede the Attacking with Two Weapons rules.

Free Parry. The Weapon Master gains a free Block maneuver with the off hand, without sacrificing his normal Action. A Character with the *Extra Attack* may not both gain the extra Attack and free Block during the same Phase. The Character must choose which Weapon Mastery ability she will use.

Gut. This is a vicious maneuver that results in psychological as well as physical attack. To perform the *Gut* Action, the Character must successfully target the stomach area of her opponent (-5 to her Attack Value, causing 1.5 times the damage that exceeds the Armor rating of the victim). If the victim is hit and drops because due to loss of Hits, Stun or Death, the Character has Guttled her victim. The gruesome result and horrendous pain associated with such an attack can horrify allies of the fallen warrior. The Character gains +3D6 to add to the number of dice provided by her Presence Characteristic which she then uses as an immediate Presence Attack versus the closest remaining allies of the fallen warrior. The Game Master's discretion must be used to determine who might have witnessed the bloody demise of the warrior. Fanatics or unintelligent foes may ignore this, however.

Head Butt. Normally, when a Character has been Grabbed or *Arm/Hand Locked*, he she may not make an attack. However, if she knows the *Head Butt* maneuver, instead of trying to break out she may attempt to slam her forehead head into her opponent's face. An aggressor, also knowing this maneuver and attempting and having Grabbed or *Arm/Hand Locked* someone may also use this maneuver instead of applying Strength damage. This special maneuver, which targets the head, applies only a -2 to the AV. The Character may then apply her Strength in Knockout Damage to her opponent's head, taking half the damage to her own head.

Armed Leg Sweep. A sweeping strike to the legs is executed with this Action. This ability is usually only available to long weapons, as sweeping for legs with medium sized or short weapons tends to expose the foolish warrior's head and neck. A successful attack targeting the legs (-2 to the Attack Value for Characters with this ability) causes Knockout Damage and causes the victim to fall. The victim must spend an Action to get on his feet. While the victim is on the ground she suffers a -5 to DV and a -2 to Initiative.

Shatter Joint. In this attack, the attacker must specifically target the victim's joint, be it elbow, knee, wrist, etc. This is essentially a called shot to a particular location (apply the usual penalties). However, due to the immense debilitating pain that can be inflicted, all Stun taken past armor is doubled. Normally, a blow to an arm or leg results in half damage after armor. This still applies to Hits, it is only the Stun that is figured differently.

Shishkabob. This wicked attack allows the Character to actually attack multiple targets, so long as they are in line along the direction of the Character's attack. Use only the initial total rolled by attacking the first opponent. If this is successful, subtract 2 from the total and compare it with the Defense Value of the second opponent. If this is successful, subtract 2 again from the total and compare it with the Defense Value of the third opponent. Then roll the damage and total it up. This will apply to all opponents who were struck. *Shishkabob*, available only to master lancers, allows a Light Lance to skewer up to 2 victims and a Heavy Lance 3 victims. This ability is unusual in that it may **only** be used if in conjunction with a *Charge*.

Skewer. Executing a *Skewer* means the Character is recklessly throwing her full weight into a thrust with the intent of slicing through armor. A successful attack made by a Character using *Skewer* will halve the Armor rating of the intended victim for Leather, Ring, Bone, and Chain Mail Armors. The *Skewering* Character will suffer -2 to her Defense Value since she will be off-balance. **If your Character can perform this Action, you must add +2 to the Character's Offensive X rating!**

Slice This result is achieved by the Character grabbing her weapon with both hands and power-swinging the weapon into the target. The Character is not concentrating on protecting herself, and thus receives a -2 penalty to her Defense Value until her next Action. If the Character successfully hits her target, the victim's Armor is then divided by 2 before applying damage. When using this ability in conjunction with *Destroy Shield*, double the usual effect. In other words, a small or medium shield would be destroyed, and a large shield would be reduced by 2 in its bonus to the user's Defensive Value. **Add +3 to the Character's Offensive X rating for the use of this ability.**

Throw. This maneuver is performed following a successful Block maneuver. The Character may then take his opportunity to throw his opponent on the ground using a normal attack roll. Doing so inflicts D6 in Strength Knockout damage and forces his opponent to spend his next action to get up. The victim is at -5 DV and -2 Initiative until she is back on her feet.