

## NPC Motivations (D100/2)

1. Agitating about an injustice (Inciting riotous behaviour)
2. Aims to fleece PCs (Conspiracy to defraud)
3. Asks PCs to bear an important package (Smuggling?)
4. Begging for coin/food/drink (Vagrancy)
5. Begs PCs to settle a parent's debt (locked in *Schuldturm*)
6. Calming a quarrelsome spouse (Being a common scold)
7. Chasing a pickpocket (real? imagined? vengeance?)
8. Chasing a fat rat/greedy cat/errant goat/spooked horse
9. Compliments a PC on their dress/arms/armour/beast...
10. Coughing/vomiting/fainting (ill? hungover? starved?)
11. Cursing the gods for misfortune/injustice (Blasphemy)
12. Delivering a message/note/letter (sealed)
13. Driving geese/pigs/lambs/sheep/cows to market
14. Drunkenly disruptive/obnoxious (Public drunkenness)
15. Falling/fallen in love with NPC/PC
16. Fleeing being branded for a misdemeanour or felony
17. Giving birth (off to the Hospice of our Merciful Lady)
18. Hawking meat at a bargain price (Poaching?)
19. Having/had their pockets picked (now penniless?)
20. In the stocks for a trespass or misdemeanor
21. Insults PCs due to social/provincial/religious prejudice
22. Involved in/seeking a fist-fight (Disturbing the peace)
23. Just been/being mugged (penniless and/or injured?)
24. Knocked down by NPC/PC (hurt and/or broken items?)
25. Looking for someone who can read them a document
26. Lost and requires directions (stranger to town)
27. On a pilgrimage as penance for a minor transgression
28. On a stag night/hen party/off to a wedding
29. Off to be flogged for unpaid fine, misdemeanor or felony
30. Offers blessings to the PCs (curses them if not paid?)
31. Offering companionship (disease? trap? Prostitution)
32. Paying their respects to fallen comrade/dearly departed
33. Peddling their wares or services
34. Pilloried & begs PCs to pay their fine as unjustly arrested
35. Pursued by wild/domesticated dogs
36. Repairing a shattered cart/wagon wheel
37. Resisting arrest for a trespass, misdemeanor or felony
38. Running an errand for a master/mistress
39. Searching for a cure for their illness/curse/baldness
40. Seeking a lost item/friend/relative (Abduction?)
41. Seeking relief from agonising pain (ill? wounded?)
42. Seeking repayment of debts (legitimate or Extortion?)
43. Seeking to hire the PCs' services/be hired by the PCs
44. Selling a rare item at a fair price (Conductus?)
45. Selling an animal at a good price (Livestock theft?)
46. Stealing a loaf of bread/an egg/apple (Petty larceny)
47. Stumbles into PCs (pickpocket? Grand larceny!)
48. Threatens PCs due to mistaken identity (Assault)
49. Touting goods (no licence? Conspiracy to defraud!)
50. Wants the PCs to settle a dispute/advise on an issue

## Fear, Fire & Suffocation

### Fear Factor

1. To perform a *Fear* test, roll against the victim's **Cool** and adjust using the modifiers below
2. Consult the table below to determine the resulting psychological effects
3. After the initial trauma, victims can try to regain their nerve (another *Fear* test) every round thereafter
4. A comrade's desperate cries and/or visible distress can spur victims to overcoming their *Fear*, i.e. +10 to +30 to their next **Cool** test

Creature (Least → Most intimidating)	Fear Factor
<b>Impressive:</b> Bear, Giant Eagle/Owl/Bat/Spider/Scorpion, Bog Octopus, Fen Worm, Elf (for goblins), Turtle Dragon	+30 → +21
<b>Monstrous:</b> Ogre, Were creature, Troll, Giant, Minotaur, Griffin, Hydra, Manticore, Chimera, Basilisk, Harpy	+20 → +11
<b>Fearsome:</b> Ghoul, Zombie, Skeleton, Vampire, Ghost, Spectre, Wight, Mummy	+10 → 0
<b>Terrifying:</b> Wraith, Liche, Carrion, Wyvern, Elemental, Daemonic Steed, Daemonic Beast, Lesser Demon	-1 → -10
<b>Horrifying:</b> Jabberwocky, Dragon, Greater Demon, Demon Prince	-11 → -20

Fail by	Psychological effects
1 - 5	<i>Scared</i> – profoundly unnerved, the victim <u>can defend</u> (parry & dodge) but attacks require great courage ( <b>WP</b> test).
6 - 10	<i>Nervous</i> – trembling, the victim can no longer advance (no attacks) but <u>can still defend</u> (dodge & parry) or flee.
11 - 15	<i>Fearful</i> – fear swamps the victim, leaving them whimpering (no spell-casting) & paralysed (can only parry).
16 - 20	<i>Terrified</i> – dread pierces the victim's heart, triggering a primal urge to immediately seek cover ( <i>routing</i> if in combat) from the Terror. Any allies unlucky enough to spot ( <b>I</b> test) this mental collapse risk demoralisation (roll a <i>Fear</i> test).
21 - 25	<i>Horrificed</i> – horror shatters the victim's mind (+1 <b>IP</b> ), they drop everything & flee screaming. All allies must roll a <i>Fear</i> test.
26 - 30	<i>Catatonic</i> – their sanity blasted (+2 <b>IPs</b> ), the victim curls into a gibbering ball ( <i>prone</i> ) until the Terror is destroyed.
31 +	<i>Berserk</i> – the Terror violates the victim's psyche so brutally (+2D3 <b>IPs</b> ) that anything nearby becomes an unequivocal threat that must be immediately eradicated. All allies that witness this violent transformation must roll a <i>Terror</i> test.

### Fire!

- Non-flammable targets suffer **Str** 3 + D4 damage
- Flammable targets suffer **Str** 3 + **2** D4 damage
- If a flammable target receives 6 or more fire damage in a single round or consecutive round(s), then it will ignite!
- Once ignited, a flammable target continues to burn (automatically suffers **2** D4 damage per round) until:
  1. The target is destroyed (i.e. **W** = 0)
  2. The fire is put out:
    - Beating = -1 damage per character
    - Dowsing = -2 damage per character
    - Immersion = instantly extinguished!

### Suffocation...

- Each round a victim is asphyxiated (smoke, drowning), he must pass a **T** test (-10 if choked, -20 if strangler is a *Wrestler*):
  - **Amazing:** invigorated (victim roars, +10 to next test)
  - **Great:** defiant (victim splutters, somehow resists)
  - **Good:** struggles (colour drains from victim's face)
  - **Lucky:** gasps (turns blue & colour drains from vision)
  - **Unlucky:** chokes (tunnel vision & -1/-10 to all tests)
  - **Awful:** spasms (slurred speech & -2/-20 to tests)
  - **Terrible:** weakens (blind but can still hear & -3/-30)
  - **Horrific:** enfeebled (looses hearing & -4/-40 penalty)
  - **Fatal:** unconscious (dies in 6D6 rds lest asphyxia stops)

## Imperial Colleges of Magick

Colour	Winds	Lore of	Magick-users	Essence	Medium
Light	Hysh	Light	Luminary or Hierophants	Wisdom	Illumination (lights)
Gold	Chamon	Metal	Alchemists or Experimenters	Transmutation	Metallic ore (rocks)
Jade	Ghyran	Life	Elementalists or Druids	Creation	Water (rivers, oceans)
Celestial	Azyr	Heavens	Mediums or Astromancers	Foresight	Firmament (heights)
Grey	Ulgü	Shadows	Sages or Shadowmancers	Illusion	Mist, fog & shadows
Amethyst	Shyish	Death	Necromancers or Demonologists	Spirit	Scenes of death
Bright	Aqshy	Fire	Pyromancers or Warlocks	Destruction	Heat, fire & ardour
Amber	Ghur	Beasts	Shamans or Witches	Feral	Beasts, forests & wilds



Level	1/2	1st	2nd	3rd	4th
Guild/School	Wizard's Apprentice	Journeyman Wizard	Master Wizard	High Wizard	
Imperial College		Imperial Magister	Grand Magister	Lord Magister	Magister Patriarch/ Supreme Patriarch
Imperial Army			Artificer	Battle Wizard	Battle Magister