

# LORE: Fantasy!

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September 2, 2010



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# Chapter 1

## Introduction

LORE—the Lightweight Omnipotent Replaying Engine—was designed by Gregory Weir<sup>1</sup> as a useful, but fundametally extendable system in which to gaming. While remaining simple at its core, it nontheless allows for extreme degrees of customization and extension to new settings. Given that, this book attempts to set forth some useful guidelines for GMs and players who wish to use LORE in a Medieval European or Fantasy setting. As this book is merely a supplement to the main LORE book, it is recommended to be at least somewhat familiar with it before diving in here. Although much of the information here may be useful without it, fundamentally, this book seeks to be used in conjunction with the main book and most fundamental game mechanics are not rehashed here.

Readers should note that this book does not especially attempt to be historically accurate. Though the authors have attempted to stay relatively true to history, nothing more than cursory research was done. The thinking here is that player and GMs are mostly interested in emulataing the themes seen in either other works of fiction—books, movies, etc—or are interested in having a simpler version of another roleplaying systems. To that end, adherence to the clichés and misunderstanings of history has been prioritized rather than truth. GMs looking to emulate the truth of history may be advised to search elsewhere or be prepared to adapt this work.

Throughout this book, there are references back to the original LORE publications. When making reference to the main LORE rules, they will be referenced as LORE CORE or simply CORE. The combat rules are similarly LORE COMBAT, the Modern Setting is LORE MODERN and the **Belief** sourcebook is LORE BELIEF.

Finally, any comments, questions, concerns, flames, diatribes, adorations, spellin' corrections, grammatical complaints, wishes for a brighter future, example suggestions, or creative criticism about this book can be sent to [lore@guyblade.com](mailto:lore@guyblade.com). Helpful criticism is the fastest way to get improvements the book aside from updating it yourself.

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<sup>1</sup> The primary LORE book can be found on his website  
<http://ludusnovus.net/my-games/lore-and-belief/>





# Chapter 2

## Genres

The fantasy genre has somewhat broad borders, owing both to the wide selection available at the local bookseller and to the loose classification system that dumps wide swaths of works under the umbrella of "Fantasy". When creating a fantasy setting it is key to understand which of these various kinds of world you're really trying to build as there is a wide degree between a world of wizards fighting epic battles over the future of the kingdom and a world of minor lords feuding over the control of a few miles of land. The categories below should only be considered as a guideline, not as an exhaustive list.

Below, the Fantasy genre has been subdivided into eight subgenres based on two axes: Idealism vs Cynicism and Degree of Magic.

### 2.1 Idealism vs Cynicism

The first step in assessing the universe that is being portrayed is to determine whether the degree to which the world represented is idealistic. Settings which are more cynical are classified as **Medieval** while settings that are idealistic are classified as **Fantasy**

#### 2.1.1 Medieval

The Medieval setting is the one which most similarly mirrors European history in between the fall of Rome as a world power and the subsequent revival of the Renaissance period about a millenium later. It is a world of relatively short lives, long periods of unreset and extreme levels of economic division. Most people live their entire lives without moving far from their place of birth. Expect disease to be common, superstition to be rampant, and the divine right of kings to be in full effect. At its core, this setting is a more cynical version of the standard Fantasy setting. Good doesn't always triumph here. In fact, this type of setting encourages worlds where varying opinions of good do battle or where players are forced to make choices about which is the lesser of two evils. Here moral choices may have ambiguous answers and attempts to do good may lead to unfortunate results.

### 2.1.2 Fantasy

What separates a Fantasy setting from a Medieval setting is primarily a question of tone. The Fantasy setting represents an idealized version of the Medieval setting. Here, the good win and the evil are punished. Here, the local beautiful miller's daughter has a chance of marrying a prince. Here, an intrepid band of adventurers can save the world. The Fantasy setting is inherently less cynical and more romanticized with an emphasis on larger-than-life heroics.

## 2.2 Degree of Magic

Magic and its existence or non-existence has a huge impact on the development of cultures. Below, four possible magical levels are laid out.

### 2.2.1 Non-Magical

A non-magical world is identical to our own, though at a reduced level of technological advancement. No mythical beasts wander the lands, races of intelligent creatures other than humans (e.g., dwarfs, elves, catpeople) may exist, but they are no different than men except in their appearance. Character may still be larger than life—exceedingly strong, unnaturally beautiful, or superbly wise—but these powers are still mostly limited by the reality of a world constrained by physical limits.

### 2.2.2 Low-Magical

A low-magical setting is similar to our own world but with a few things out of place. Perhaps there are magical beasts like dragons or cockatrice that roam the lands. Perhaps the world has a handful of magical practitioners or there are a handful of relatively benign magical items existent in the world.

A common setup in such a world is to present it as a non-magical world, but reveal a single magical artifact, practitioner or location with large potential to upset the natural order of things. Alternatively, this setting may be used to create an otherwise non-magical setting with easy access to magical healing.

### 2.2.3 Magical

In a Magical setting, said magic is in full force. Wizardry is likely a legitimate profession and a significant (though perhaps still small) segment of the population has access to magic of some form. The precise nature of the magic may vary greatly from either rote magic to symbological magic or even the kind of open-ended magic envisioned by LORE BELIEF. Depending on the details of the setting magic may either be an inscrutable matter practiced by an group of elites or it may have advanced to the point that it is effectively a science with schools devoted to developing new techniques.

### 2.2.4 Decayed Future

The Decayed Future setting is perhaps the most cynical of the ones posited here. Rather than being a truly Medieval period, this represents a world which has reverted to such a technological level from a previously advanced one. Perhaps humanity destroyed itself through nuclear war or perhaps extraplanetary forces intervened to set humanity back a few thousand years of technological progress. Regardless, most of humanity—even at the highest levels of power—is unaware of any greater height of human civilization. Predestruction technology likely still exists, some even in workable condition. In this environment, “sufficiently advanced technology” either fills the gap of magic or supplements an already magical world. Unfortunately, few, if any, people in the world are able to make proper use of the wonders of pre-fall technology.

## 2.3 Examples

**Medieval Non-Magical:** Robin Hood

**Medieval Low-Magical:** Aarthurian Legend, *Berserk*

**Medieval Magical:** *Dungeons and Dragons* (sometimes), *Dragon Age: Origins*, *Drakengard*, *Song of Ice and Fire*, *The Bard’s Tale* (2004),

**Medieval Decayed Future:** *Scrapped Princess*, *Murder Princess*, *Pern Series* (later works)

**Fantasy Non-Magical:** *The Princess Bride*, *Zorro*

**Fantasy Low-Magical:** *Highlander*

**Fantasy Magical:** *Dungeons and Dragons* (the other times), *Infinite Undiscovery*, *Lord of the Rings*, *The Chronicles of Narnia*, *Discworld*, *Wheel of Time*, *Howl’s Moving Castle*

**Fantasy Decayed Future:**



# Chapter 3

## Traits

Most of the traits in LORE CORE are applicable in any Fantasy or Medieval setting. Nevertheless, there are many traits which a fantasy setting makes available that would not be useful or even make sense in a general environment. Additionally, not all traits are appropriate to all genres, in such cases, then appropriate or inappropriate genres for a trait are listed after the trait description.

### 3.1 Superlative Traits

#### 3.1.1 Mental Traits

##### Master of the Old Ways

*“You see, it really is an elementary use of an linear accelerator to warfare ends.”*

This character is somehow extremely well versed in the use, repair, and modification of pre-fall technology. This may be due to study, intense intellect, or because they are actually from that time period. When attempting to perform work on pre-fall technology, he gets a +4 on any relevant Mind rolls.

This is the superlative form of Old World Tinkerer.

*Applicable Settings:* Decayed Future

#### 3.1.2 Physical Traits

##### Quick Healer

*“It’s just a flesh wound.”*

Due to an incredible metabolism, supernatural enchantment, or sheer force of will, this character is able to heal at a rate faster than most normal humans. He is able to heal at twice the natural rate (one level every 3.5 days unassisted or two levels a day assisted by appropriate Medicine checks).

This trait is only available is the LORE COMBAT supplement is in use.

*Applicable Settings:* All

### 3.1.3 Social Traits

#### Diplomatic Immunity

*“Arresting me would lead to war and no one wants that, do they?”*

This character is a high ranking official of a foreign power. She might be an ambassador or a bishop. The position she holds acts as a shield against minor offenses and deflects most of the consequences of major ones.

A character with diplomatic immunity does need to be careful not to go too far in their excesses, however. Although jail may not await them, they might still be deported or sent back to their source of support where the leniency granted by being on foreign soil is absent. Furthermore, diplomatic immunity might be revoked by the home country if sufficiently objectionable activity were carried out. Truly heinous crimes might lead to war and capture as a prisoner.

*Applicable Settings:* All

#### Noble

*“It’s good to be the King.”*

This character is a high-ranking noble in his home country. He is a duke, crown-prince or even a proper king. His status grants him extreme latitude in action as well as substantial authority in most social situations.

*Applicable Settings:* All

### 3.1.4 Origin Traits

### 3.1.5 Supernatural Traits

#### Font of Power

*“I can feel the energy coursing through my veins...”*

This character is overflowing with magical energy to the point that it is palpable to those around her. To her, magic is a toy and the world is her playground. When casting magic, this character gets +4 on her rolls.

This is the superlative form of Touch of Maǵíck.

*Applicable Settings:* Magical

### Immortality

*“Death has no meaning for me.”*

A character who is immortal fundamentally cannot die, even when subjected to enormous punishment. Although this may give them much leeway, they are not invincible. Sufficient effort and planning can seal them away, neutralize, banish, or simply render them useless.

This trait is most common found in supernatural creatures such as vampires, ghosts, or higher beings.

GMs should be wary of allowing this trait in PCs and make sure that they are aware that this is not a license to try anything.

*Applicable Settings:* Low-Magical, Magical, Decayed Future

## 3.2 Positive Traits

### 3.2.1 Mental Traits

#### Old World Tinkerer

*“See, if I press this button, it makes a nice humming sound. Usually.”*

This character has spent some time playing with the technology of pre-fall society. Although he is no master, he can usually get equipment working when it isn't too damaged or unfamiliar. When making rolls to use pre-fall technology, he gets +2 to relevant Mind rolls.

*Applicable Settings:* Decayed Future

### 3.2.2 Physical Traits

### 3.2.3 Social Traits

### 3.2.4 Origin Traits

#### Noble Birth

*“Do you **know** who my father is?”*

The character was born into the line of a family of some repute. She may be a proper noble, the daughter of a famous wizard, or the sister of a war hero. This minor association with things greater can often be used to get away with things that more common people cannot. On social rolls when dealing with people inclined to respect (or fear the consequences of crossing) her lineage, she gets +2.

*Applicable Settings:* All

### 3.2.5 Supernatural Traits

#### Long-Lived

*“I’ve been around the block a few times.”*

This character’s lifespan is substantially longer than those of most people. He may have developed this trait through magical means or perhaps he is simply a member of a species that is naturally longer lived.

In most cases, this character should have an expected lifespan at least double that of the most common intelligent species in a setting.

*Applicable Settings:* All

#### Touch of Magic

*“Look, I agree that’s amazing, but I don’t think that’s how you spell ‘magic’.”*

The character was born with or otherwise has gained access to the power to use magic. She can cast spells, use magic circles, or perform whatever else is acceptable in the setting for a magic user.

In low-magic settings, this trait is required to gain use of the magic skill trees. In high-magic settings or settings in which all characters are assumed to be able to have access to magic, this trait provides a +2 casting magic

*Applicable Settings:* Low-Magical, Magical, Decayed Future

## 3.3 Negative Traits

### 3.3.1 Mental Traits

#### Gaess

*“Your life stops until you do my bidding.”*

The character has been subjected to a curse which requires them to carry out a specific task. Though this usually doesn’t get in the way of his life, he cannot simply let the task go nor can he take action in direct opposition to the completion of said task. The punishment for not carryout out a gaess could vary widely from mere unpleasantness—such as mild constant pain while not working to complete the goal—to the extreme—failure brings death or worse.

GMs should make it clear what the Gaess is and how it affects them in case of failure. Regardless, he is at -2 on rolls to take any action in opposition to the goal of his gaess

*Applicable Settings:* Low-Magical, Magical, Decayed Future



**Illiterate**

“X”

The character was never trained in the reading or writing of her native language. Books and written instructions are all but worthless. This doesn't impact the character's ability to understand pictures or graphic representations of objects, nor does it impact thier ability to speak. It is simply the written word which confounds them.

Most characters in medieval settings who are not of noble birth or members of the clergy should be illiterate. The GM may decide that the setting should have illiteracy as the default in which case, this trait would be unavailable.

*Applicable Settings:* All

**3.3.2 Physical Traits****Aged**

*“They say age brings wisdom, but it mostly just brings brittle bones...”*

This character is out of his prime. Compared to others of his species his has begun to show signs of frailty and infirmity. He is -2 on rolls that depend on endurance or being in good health. Fine motor coordination is not effected.

*Applicable Settings:* All

**3.3.3 Social Traits****Banished**

*“From this day hence, you shall find no home here.”*

The character has somehow managed to become forbidden from returning to her homeland. Whether this is due to the character's own crime, a corruption of the blood, or having the wrong beliefs about toast, people who are aware of her banishment may immediately assume that she committed a great sin against her people. A banished character is -2 to social interactions with people from her homeland who know of her status. Returning home may be impossible.

Characters who are banished from the land in which the story is taking place, but remain there in spite of the ruling should probably use the Wanted trait from LORE CORE instead.

*Applicable Settings:* All

**Old World Leftover**

*“What do you mean, 'I've never heard of flush toilets'?”*

The character has an expectation of his world which is widely out of proportion to the world

he lives in. Likely, he was somehow a holdover from the previous incarnation of human civilization—perhaps kept in a sleeper tube, transported forward in time, or even a construct from that period. Unfortunately for him, he has trouble coping with the new environment. All social rolls involving characters who haven't gotten used to his strange expectations, idioms and manarisms are made at -1.

It should be noted that this trait doesn't necessarily provide any particular capability with the use or maintenance of pre-fall technology. Characters who are more than merely able to use the old technology should take the appropriate Positive or Superlative trait.

*Applicable Settings:* Decayed Future

### **Questioned Profession**

*“The loaning of currency for interest is a sin against God Almighty!”*

The character works in a profession which, though legal or at least tolerated, is in some degree of disdain. Legal authorities will harass her and bribes may be necessary to mainting a going business operation. Concerned friends and acquaintences may subtly suggest new jobs. Characters are at -2 to rolls when dealing with people who hold negative views on their line of work (but never against an actual customer).

*Applicable Settings:* All

## **3.3.4 Origin Traits**

### **Ignoble Birth**

*“Danny’s got no daddy! Danny’s got no daddy!”*

The character was born under circumstances which are generally frowned upon by society. She may have been born out of wedlock or been the product of a rape, but either way some in society ostracize her for reasons that are completely out of her control. She has a -2 when interacting in social situations with people who both know of and disapprove of her situation

*Applicable Settings:* All

## **3.3.5 Supernatural Traits**

### **Unmagical**

*“I wave my hands and nothing.”*

This character is somehow inherently opposed to magic in all of its forms. In settings where most character can use magic, he is a rare exception. In settings where magic is itself rare, he instead acts as a spoiler, disrupting the magic of other characters as well as magical devices and items.

*Applicable Settings:* Low-Magical, Magical, Decayed Future

## 3.4 Crippling Traits

### 3.4.1 Mental Traits

#### Old World Reject

*“Why don’t any of these damn machines work?”*

For whatever reason, this character is incompatible with pre-fall technology and equipment. In the face of his usage, equipment tends to fail in interesting and problematic ways. Although he is sometimes successful with such equipment, every usage is an adventure.

When attempting to use, repair, or maintain pre-fall devices, the character is -4 on his rolls. Additionally, the character experiences Interesting Failures on rolls of 3 (as well as 2) when working with pre-fall technology.

*Applicable Settings:* Decayed Future

### 3.4.2 Physical Traits

#### Bane

*“It burns!”*

The character has some weakness—sunlight, cold iron, silver—that causes immediate and severe pain or damage to them. This may be due to supernatural concerns or simply due to an allergy. Either way, the character must avoid the bane at all costs or risk their continued existence. Characters with a bane are -4 to perform actions which would put them at threat of their bane, if they would even try to do them at all. If LORE COMBAT is being used in the campaign, a GM should include appropriate damage when a character’s bane is inflicted on them.

*Applicable Settings:* All

### 3.4.3 Social Traits

#### Excommunicated

*“Let all know that you are an outsider.”*

This character has been officially and publically rejected by a major, multinational organization such as a church or fraternal order. She may not face any direction punishment, but members of the organization may be barred from associating with her for fear of drawing the ire of the organization. Further, many people who belong to the organization will assume that the excommunication was proper and may likewise shun her. Assuming she is able to

actually able to find organization members willing to interact with her, all social roles with them are at a -4 penalty.

*Applicable Settings:* All

### 3.4.4 Origin Traits

#### Outcaste

*“Go back to your kind.”*

This character was born in circumstances which cause immediate prejudice from the general public. Perhaps he was born during the wrong phase of the moon, to the wrong social class, or of the wrong skin color or race. Regardless, most people will inherently distrust them and may go so far as to attempt to carry out violence against them even without other provocation.

GMs are encourage to make the guage the level of resentment against the character by how easy the character’s status is to hide. Easily hidden traits (such as birthplace) should produce a more vitriolic response from NPC whereas difficult to hide traits (such as skin color or race) should provoke a more subdued, but still highly negative response. Social rolls involving characters who are predisposed to disliking the outcaste are have a -4 penalty.

*Applicable Settings:* All

#### Owned

*“I made you and I can unmake you!”*

This character is completely under the authority of an outside source. This could be due to his being a slave, a creature summoned and bound from another plane of existence, or by being magically controlled. Whatever the reason, there exists a person who can give unignorable orders to the him.

GMs should be wary of any situation in which a player character is the owner for either an NPC or a PC.

*Applicable Settings:* All

### 3.4.5 Supernatural Traits

#### Barrier Maiden

*“We all have our responsibilities...”*

This character is somehow of cosmological importance. She may be the only thing sealing away a great evil or may be the physical manifestation of a barrier between worlds. Unfortunately, this makes her a target of both people who would kill her to break the barrier and people who would attempt to control her to further their own political ends. Furthermore,

her critical role as a balancing force likely removes much of her ability to act freely due to devotion to her role.

She will not willingly take action which would be in opposition to her duty, nor would she take action which would put her in danger of being forced to take such action. For instance, if her death means the release of the Great Demon King, she would refuse to put herself in situations in which she could easily come to harm such as open combat or undirected adventuring.

*Applicable Settings:* Low-Magical, Magical, Decayed Future

### **Leashed**

*“This is my home; why would I leave?”*

This character is bound to a certain physical area either by magical or technological means. She may or may not be aware of the restriction, but will either way make no attempt to leave her designated area of her own volition and will resist, strongly or even violently, any attempt to remove her from it. If she is removed anyway, she is at -4 to *all* rolls until she is returned to her native area.

The leashed area should generally be large enough in size to provide for all of the character’s needs. A village, county, or farm could all be reasonable sizes. Alternatively, the character may have a very small containment area—such as a single bedroom or a dungeon cell—but instead have a lower penalty when removed from it such as -2.

*Applicable Settings:* Low-Magical, Magical, Decayed Future

### **Mayfly**

*“Life is fleeting”*

This character’s total lifespan is far shorter than that of others. This may be due to a curse, disease, or may simply be the natural lifespan of his species. Death will be visited him in short order regardless of the external circumstances of the greater story.

In general, a character with this trait is expected to die before the end of the campaign. Alternatively, the campaign may be centered around trying to cure or reverse whatever is causing the shortened lifespan of the character. The GM should take care to make sure that this trait is actually a disadvantage.

*Applicable Settings:* Low-Magical, Magical, Decayed Future



# Chapter 4

## Skills

The Fantasy setting presents many unique situations not included in LORE CORE. This section is set up to try to enumerate skills, both magical and mundane, that might be useful to characters in a fantasy setting. Where appropriate, skill trees have been included to show the relationships both between skills in this book and with skills in LORE CORE or LORE BELIEF.

### 4.1 Mundane Skills

#### 4.1.1 Animal Handling

This skill is identical to the LORE CORE skill.

#### **Animal Husbandry**

Animal Husbandry is the practice of animal breeding. This skill includes both planning breeding choices based on trait selection and the actual ability to get said animals to mate.

#### 4.1.2 Athletics

This skill is identical to the LORE CORE skill.

#### **Jousting**

Jousting is the martial sport of exchanging blows on animal back using various weapons. This skill generally covers using short ranged weapons and polearms while riding animals.

### 4.1.3 Craft

This skill is identical to the LORE CORE skill.

#### **Bowyer**

A bowyer is a person who is studied in the methods and practice of making bows. The kinds of bows available may vary from simple self bows to more advanced compound or recurve bows.

#### **Fletching (Bowyer)**

Fletching is the skill of placing materials on the end of arrows for stabilization during flight. More generally, this skill covers the practice of arrow-making.

#### **Brewing**

Brewing is the art of converting plant material into alcohol through fermentation.

#### **Beer Making (Brewing)**

Beer Making is the application of brewing to the production of alcohol from starches such as grain or rice.

#### **Wine Making (Brewing)**

Wine Making is the application of brewing to the production of alcohol from sugars such as grapes or berries.

#### **Food Preservation**

Food Preservation is the alteration or containment of food so as to prevent it from spoilage.

#### **Canning (Food Preservation)**

Canning is the usage of sealed containers and heat to preserve food.

#### **Salting (Food Preservation)**

Salting is the preservation of food by use of dry salt to prevent spoilage.

#### **Pickling (Food Preservation)**

Pickling, like salting, is the preservation of food through salt, but makes use of a liquid brine rather than dry salt.



## **Glass Blowing**

Glass blowing is the process of heating liquid glass and using a long tube to force air in the center, causing the glass to expand.

### **Free-blowing (Glass Blowing)**

Free-blowing is the basic technique of glass blowing wherein a craftman works the resultant glass manually without the aid of molds instead primarily using motions of the tube and temperature control.

### **Mold-blowing (Glass Blowing)**

Mold-blowing enhances standard glass blowing by making use of wooden, clay, or metal forms in which glass can be blown so as to obtain consistent shapes.

## **Leatherworking**

### **Armorcrafting (Leatherworking)**

This skill is the specific application of leatherworking to designing armor for protection against harm. It focuses on where to place thicker hide and how to design joins so as to be nimble.

### **Tanning (Leatherworking)**

Tanning is the art and science of converting animal skin into leather.

## **Smithing**

Smithing is the art of using a heat and force to shape metal and create objects. Most smithing rolls are based on Body or Mind depending on the nature of the work. All smithing rolls require access to the appropriate equipment including a forge, anvil, hammer, and tongs. Advanced or intricate work may require additional equipment.

### **Armorsmithing (Smithing)**

This allows a character to design, build, and fit armor fashioned out of metal.

### **Toolsmithing (Smithing)**

This skill represents the bread and butter of most blacksmiths. It encompasses the creation of farming implements, flatware, and simple tools such as axes and hammers. It is also the skill used for creating simple objects such as nails.

### **Weaponsmithing (Smithing)**

This skill allows for the creation of basic martial weapons out of metal. Swords, axes, mauls, and maces would all fall into this category of creation.

## **4.1.4 Farming**

### **Crop Planning**

### **Crossbreeding**

### **Irrigation**

## **4.1.5 Dungeoneering**

## **4.1.6 Heraldry**

## **4.2 Magic Skills**

Magic skills are discussed in the Magic chapter.

## **4.3 Pre-Fall Skills**

In a Decayed Future setting, characters may be able to become well versed in things outside the normal set of skills for a character in a medieval time period. As a starting point, GMs should consider making available some of the skills from LORE CORE that might be

### 4.3. *PRE-FALL SKILLS*

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relevant. Modern sciences might be available or even certain varieties of Vehicle Operations or Electronics.



# Chapter 5

## Magic

Magic in fantasy settings comes in many forms. Rather than picking one and focusing it upon characters and GMs, the section below lists several different organizations of magic depending on how the setting constrains it. For additional options, see the LORE BELIEF book which presents a more abstract magical system.

### 5.1 Casting

In LORE: Fantasy!, all magic castings are done as skill rolls. In general, characters without either the Font of Magic or Touch of Magic traits cannot cast magic. Individual spells are either *known* or *unknown* and *skilled* or *unskilled*. A character can only cast spells that they know and get benefits when casting spells about which they've taken skills.

Spellcasting rolls themselves are mostly a question of control rather than capacity. A failed spellcasting roll still results in the spell in question being cast, but the spell somehow lacks in effectiveness—the Fireball went wild and missed its target or the Dispel Magic failed to destroy the magical barrier. The rolls themselves should have target numbers reflective of the ease of carrying out the given task. Using Move Earth to create a wall is certainly possible, but it is substantially more difficult than using a more specialized spell such as Create Wall.

Below is a sample adjustment chart for determining the difficulty of a casting.

### 5.2 Learning Spells

By default, characters know no spells. During character creation and through gameplay additional spells can be learned. Spells generally cost 1 XP to learn, and at creation, a character may opt to take fewer skills at an exchange rate of 3 spells per 1 skill given up.

Condition	Difficulty
Spell Difficulty	+Base Difficulty
Spell Domain/Element Skill	-1 per relevant skill
Spell (Specific) Skill	-1
Favored Spell Form	-1
Extended Incantation	-1 per turn
Unfavorable Casting Conditions	Variable

Table 5.1: Standard Magic Difficulty

Casting Condition	Penalty
Light Rain	+0
Moderate Rain	+1
Driving Downpour	+2
Hurricane	+3
In Melee Combat	+1
Confined Gesture Space	+1
No Gestures	+2
Gagged/Muted	+1

Table 5.2: Unfavorable Casting Conditions

Remember that *learning* a spell merely allows it to be cast, it doesn't provide any boost or bonus to casting it.

In order for a character to learn a spell after character creation, there must be some justification for their learning it. Researching spells, buying training from master practitioners, and learning from other PCs are all common ways to gain access to new spells. Characters may also be lucky enough to stumble upon magical tomes or scrolls in their adventures which could also be used to fuel the learning of new spells.

## 5.3 The Organization of Magic

### 5.3.1 Aristotelian Elemental Magic

Aristotelian Elemental Magic organizes all magic into the set of basic categories defined in the cosmology of the Greek philosopher. Though he may not have actually existed in any particular setting, his general ideas of the division of the elements has had a lasting impact on the fantasy genre.

In a setting where magic is based around Aristotelian ideals, every spell is classified as being associated with precisely one of the five "Elements": Earth, Fire, Water, Wind, or Æther.

### 5.3.2 Domain Magic

Domain Magic organizes magic into broad, overlapping categories of spells with similar themes.

### 5.3.3 Classless Magic

## 5.4 The Form of Magic

Magic comes in many forms, but actual casting methods tend to fall into a relatively small number of physical and auditory manifestations. Although any form of casting is capable of creating any type of magical effect, in settings where more than one form type is available, some forms are preferred for certain types of magical effects.

### 5.4.1 Rote Magic

Rote Magic is the most straightforward magical system. Characters learn individual spells and cast them via incantation and gesture. Classical wizards may augment this with the use of a staff, wand, thematically appropriate headware or other ornamentation, but such things are exactly such—superfluous ornaments. Rote spells typically take a turn to cast and may be performed as any other action.

### 5.4.2 Symbolic Magic

Symbolic Magic is distinct from Rote Magic in that most of its

Circle Magic

Rune Magic

## 5.5 Spellcasting Skills

### 5.5.1 Enhanced Concentration

This skill offers a rote spell caster

### 5.5.2 Extended Incantation

This skill allows a rote spell caster to spend additional time (up to 3 turns) casting a spell to get a +1 bonus on their roll per turn spent in incantation

## 5.6 Spells

### 5.6.1 Cone of Ice

*Aristotelian Element: Water*  
*Domain(s): Cold, Water*  
*Favored Form: Rote*

### 5.6.2 Create Wall

*Aristotelian Element: Variable*  
*Domain(s): Variable*  
*Favored Form: Circle*

### 5.6.3 Create Water

*Aristotelian Element: Water*  
*Domain(s): Water*  
*Favored Form: Rune*

### 5.6.4 Dispell Magic

*Aristotelian Element: Æther*  
*Domain(s): None*  
*Favored Form: Rote*

### 5.6.5 Fireball

*Aristotelian Element: Fire*  
*Domain(s): Fire, Destruction*  
*Favored Form: Rote*

### 5.6.6 Heal Wound

*Aristotelian Element: Water*  
*Domain(s): Restoration*  
*Favored Form: Rote*

### 5.6.7 Landslide

*Aristotelian Element: Earth*  
*Domain(s): Earth*  
*Favored Form: Circle*

### 5.6.8 Magical Analysis

*Aristotelian Element: Æther*  
*Domain(s): Remote*  
*Favored Form: Rote*

### 5.6.9 Move Earth

*Aristotelian Element: Earth*  
*Domain(s): Earth*  
*Favored Form: Circle*

### 5.6.10 Orb of Warmth

*Aristotelian Element: Fire*  
*Domain(s): Fire, Life*  
*Favored Form: Circle*

### 5.6.11 Start Fire

*Aristotelian Element: Fire*  
*Domain(s): Fire, Destruction*  
*Favored Form: Rote*

### 5.6.12 Teleport

*Aristotelian Element: Wind*  
*Domain(s): Remote*  
*Favored Form: Circle*



**5.6.13 Touch of Death**

*Favored Form: Circle*

*Aristotelian Element: Æther*

*Domain(s): Death*

*Favored Form: Rote*

**5.6.15 Whisper**

*Aristotelian Element: Wind*

*Domain(s): Remote*

*Favored Form: Circle*

**5.6.14 Whirlwind**

*Aristotelian Element: Wind*

*Domain(s): Wind, Destruction*



# Chapter 6

## Facilities

Although the Facilities system was introduced in LORE MODERN, it is sufficiently generic to be useful when building player controlled locations in the fantasy settings provided here. Obviously, most of the slots provided in LORE MODERN aren't suitable to players in a Fantasy setting (though anything may go in a Decayed Future setting). Provided below is an extension of the Facilities system to include things that might be common in a fantasy setting.

### 6.1 Structures

Structure	Genres	Description
Banquet Hall	All	A large hall suitable for entertaining guests and dancing. It comes with tables and chairs to seat 30 people. If cleared of furniture, it can fit 50 people as a dance hall or other gather place.
Gearworks	DF	A gearworks is the general term for a laboratory for studying, repairing, or modifying pre-fall technology. When configuring a gearworks, it should be listed for which of the three kinds of tasks the gearworks has been tuned. Rolls made related to the appropriate manipulation of pre-fall technology are made at +4.
Granary	All	Storage area specifically designed to protect grain from the elements. Can store enough food to maintain the facility's occupants for one month.

Moat	All	A liquid barrier around the facility, comes accompanied with a drawbridge. This barrier will keep out many easily distracted creatures and provide a bonus to detection of those determined to get through it. Sentries get a +2 to detection rolls if someone attempts to sneak into the facility through the moat. Further, invaders must have appropriate gear (makeshift bridges, rope, etc.) to enter the facility by force.
Sanctuary	All	Space dedicated for religious worship in a certain faith. Comes equipped with appropriate equipment and furniture to support a worship leader and up to a dozen worshippers in simple services. Each sanctuary is only outfitted to deal with a particular religious discipline which should be specified.
Smithy	All	Space and equipment for a fully-functional blacksmith shop. Contains a forge, anvil and appropriate tools suitable for crafting items of metals common to the time period (e.g., iron, copper, etc).
Stables	All	Space for the raising and storing of a half-dozen horses or similar pack animals. For more exotic beasts such as pegasus or hippogriff, a smaller number of beasts can be stored in the same area.
Throne Room	All	A spacious and opulent room for a ruler. Comes equipped with up to two thrones. The precise degree of impressiveness is up to the GM and players to decide.
Wizard's Tower	LM,M,DF	

## 6.2 Supplies

Item	Genres	Description
<i>Tools</i>		

Farming Equipment	All	Shovels, plows, pitchforks and other equipment necessary for the hand-working of a few dozen acres of land.
<i>Weaponry</i>		
Crossbows	All	Twenty manual loading crossbows with effectively unlimited bolts
Longbows	All	Twenty longbows with effectively unlimited arrows
Polearms	All	Twenty polearms with equipment for maintenance / repair
Shields	All	Twenty full shields with equipment for maintenance / repair
Swords	All	Twenty swords with equipment for maintenance / repair
<i>Animals</i>		
Dairy Cows	All	Four cows suitable for daily milk production
Workhorses	All	Four workhorses suitable for pulling carts, plowing and other similar menial tasks
Warhorses	All	Two warhorses suitable for being used in combat
<i>Vehicles</i>		
Carts	All	Two standard horse-drawn carts capable of carrying about 500 kg each
Skiffs	All	Two small, oar-driven boats capable of carrying two people plus 100 kg of supplies.

## 6.3 Circumstances

Circumstance	Genres	Description
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Extraterritorial	All	The facility is located on ground that is owned by an organization or government different from whoever owns the surrounding area. The building might be a church which is owned by the larger church body or it might be an embassy of a foreign power. Whichever it is, being on the ground of the facility itself offers a degree of independence from surrounding authorities. Although it is not an unpiercable shield, local authorities will have to go through special procedures or take caution before simply storming the location.
Holy Ground	All	The facility either is or is located on holy ground. People respecting this distinction may refuse to fight on it. Furthermore, some supernatural creatures may also be unable to enter it.
Place of Power	LM,M,DF	The facility is located on a point of magical power. This may be a ley line, a soul battery of an ancient civilization, or a pre-destruction nuclear reactor. Whatever the source, the ground provides a +2 bonus to most magical effects attempted at the facility.

# Chapter 7

## Sample Characters





# Chapter 8

## Acknowledgments

**Greg Weir** For Authoring LORE.

**Dungeons and Dragons** The spiritual predecessor of most modern fantasy RPGs.

**Palladium Fantasy** The idea that circle and runic magic might be separate fields of endeavor from rote magic.

**TVTropes** For having wonderful lists of examples to trawl through and for wasting tons of my time while I find new and interesting traits.

**Tom Root** For suggesting that the lack of LORE books should be remedied.

**L<sup>A</sup>T<sub>E</sub>X** For creating a document creation system that makes writing large works reasonable.

**Wikipedia** For having extensive descriptions of archaic skills.