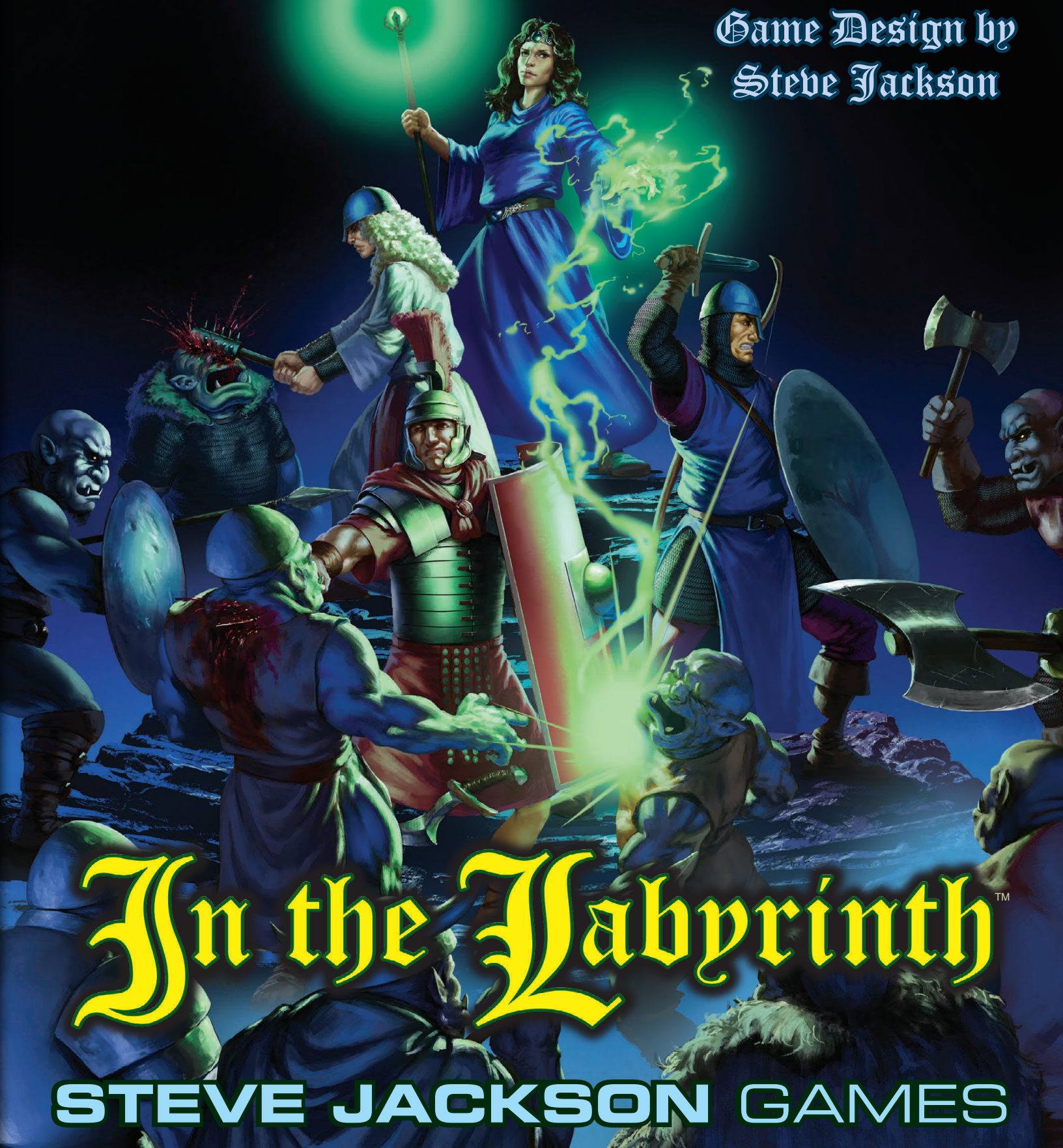


The Fantasy Trip™

Game Design by
Steve Jackson



In the Labyrinth™

STEVE JACKSON GAMES

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In the Labyrinth™



Game Design by Steve Jackson

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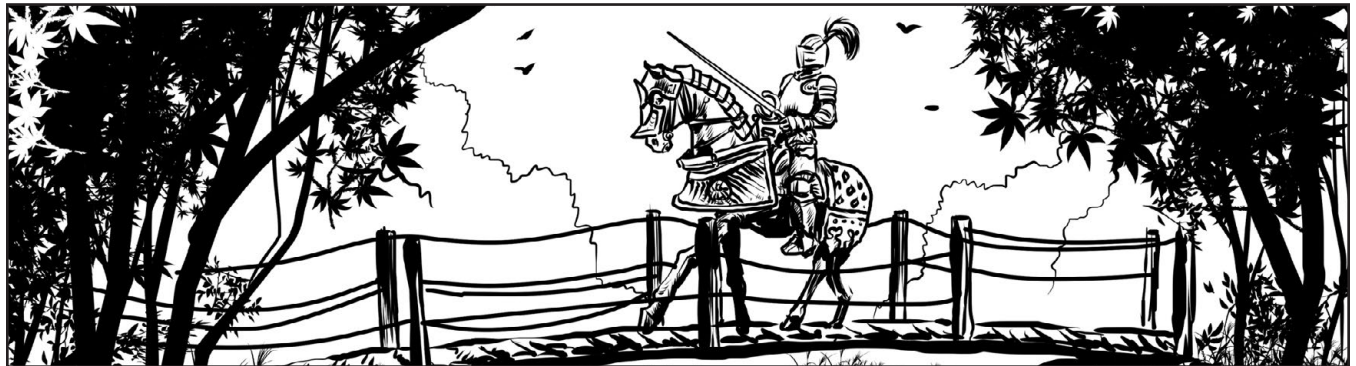
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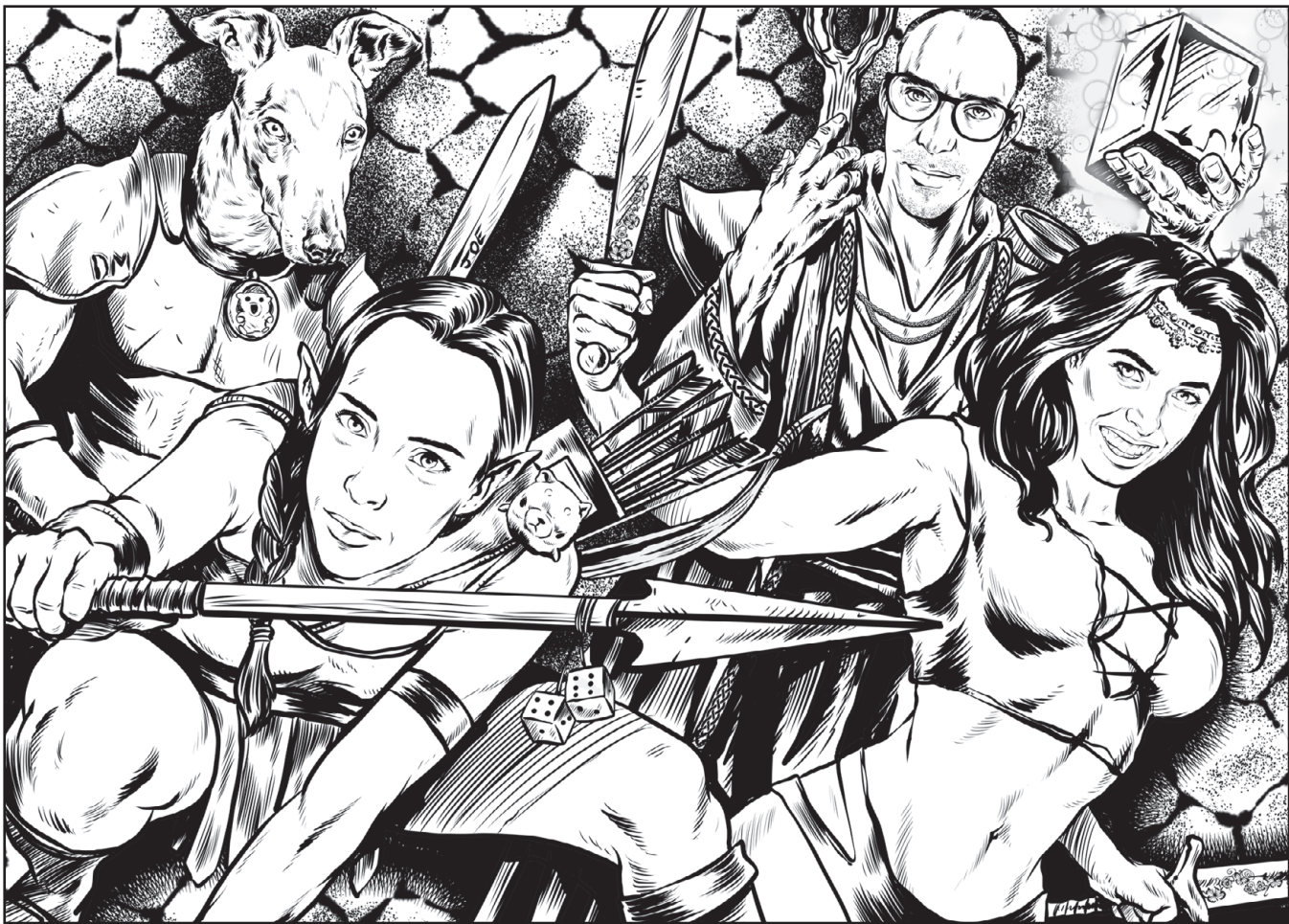
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ROLEPLAYING



Introduction

The Fantasy Trip is a fantasy game. It allows any number of players, refereed by a Game Master, to enter the world of Cidri – a world where swords and sorcery meet fragments of super-science, where medieval knights battle monsters to save fair maidens, and wizards labor in their towers to cast ever-more-powerful spells. Each player becomes an adventurer, traveling with trusty companions to deserted cities and beast-haunted tunnels, braving dangers to win loot and glory. *The Fantasy Trip* allows you to play out the worlds of heroic fantasy – and live them for yourself.

The Fantasy Trip is a “roleplaying” game. The players do not just move counters on the board. Each figure in the game is a “character” – an individual person (or elf or dwarf or halfling or orc . . .) with his own likes, dislikes, special talents

and abilities, magical spells, possessions, and desires. Each player creates a character – whatever type he wishes. Then the player *becomes* that character, striving to survive dangers and gain experience. Successful characters will be able to increase their abilities, becoming more renowned fighters or more powerful wizards; unsuccessful ones will die and be removed from the game, leaving the player to start over with new figures. The essence of a roleplaying game is the new *persona* the player takes on; the interactions between the characters and the Game Master make every game different and exciting.

The key to the game is the Game Master, or GM. The GM sets up the labyrinth that the characters will explore. He may even create an entire outside world for them to travel

through! The GM referees the game, taking the part of Fate and the Gods. He (or an assistant) also plays the monsters, beasts, and other wanderers that the players will encounter. The Game Master is the final arbiter; he should strive to be fair, but his word is law. It is his task to keep balance in the game and to see that the players have a fair chance – and enjoy themselves!

The Fantasy Trip may be played two ways. It is possible for a GM to design a small tunnel complex in a couple of hours; then the players sit down, develop new characters, and begin play. At the end of the evening, the survivors with the most loot and experience are the winners.

More challenging is the “campaign game.” In such a game, the GM is likely to spend much more time to create a detailed world. There may be dozens of players, not all of whom will be active at any given time. Play is not terminated after one session; rather, the game goes on indefinitely. Months and years pass in the fantasy world at a rate chosen by the players, while characters adventure, gain experience, age, make alliances, work at their jobs, intrigue against one another . . . whatever the players want. Labyrinth adventures are conducted at intervals by the GM, and the players spend the interim planning and negotiating. Several GMs (some of whom may also be players) can cooperate on a large campaign.

If you play the game . . . if you enjoy building a labyrinth, a nation, or a world for your friends to explore . . . if you can become, for a little while, a wholly different person, with a different outlook on life, meeting strange situations and solving them in new ways . . . then this will have been worth all the work that went into it. Have fun.

The World of Cidri

The Fantasy Trip is a game system designed for the lover of heroic fantasy: “sword and sorcery,” Merrie England in the days of Arthur, the swashbuckling Renaissance . . . pasts that never were, or futures that may well be yet to come. It is intended to turn any story into a game (or to let any gamer create his own stories) – just as long as the subject is a little larger than life.

For a larger-than-life game, we needed a larger-than-life world. That world is Cidri . . .

To understand Cidri, one must know something of its builders. The Mnoren were human – and a little bit more. They had the ability to move unaided between the many alternate worlds that co-exist with Earth in other time-streams. One ability – but it was enough. The first Mnoren used his talent only six times, and then stopped forever in fright and confusion. But those six trips made him a wealthy man. His power bred true. His children read his journals, and wondered, and experimented. They became the secret rulers of their home planet. Their children did not bother with secrets . . . they merely ruled.

The Mnoren multiplied and prospered. Three hundred years after Jen Mnoren’s first jump, his descendants had found, mapped, and conquered three hundred seventy-one alternate Earths. Three had space travel; eleven had magic. All of them honored the Mnoren rulers.

The key to the Mnoren dominance, of course, was knowledge. Knowledge is power, and the knowledge of one

world is power unimaginable in another. Jen Mnoren’s six trips yielded two simple devices and one book, and made him rich. His children imported inventions, techniques, and gold . . . and the Mnoren power grew. A Mnoren was effectively invulnerable, wherever he traveled. A dozen different protective devices, physical and magical . . . intelligent bodyguards from strange worlds . . . and, most formidable of all, a very long lifetime of experience. Anything that could extend his life was of interest to a Mnoren; the medical techniques of 371 worlds made old age merely a measure of experience.

And in their power, they built Cidri. How? We don’t know. Where? Good question. It orbits the Sun where Earth would be – if there was an Earth in that universe. No one today knows for sure even *what* Cidri is. Certainly no ordinary planet. Cidri is *big*. No complete map of its surface is known. The standard work, compiled two hundred years ago by the Imperial College of Cartographers at Predimuskity, shows 48 continents (defined as land masses of over 2,000,000 square miles); five of these are in excess of 25,000,000 square miles. Almost half the known surface of Cidri is covered with water; most of its seas are dotted with islands. Yet even the great Book of Maps lists nine hundred and eleven locations which cannot be found within the known area – including the mountain city of Paska-Dal, which (by Gate) has carried on commerce with gem merchants everywhere for at least four hundred years.

Yet build it the Mnoren did – a whole enormous world. And, having built it, they peopled it. Farmers, technicians, servants, guards, slaves, stowaways . . . plants for gardens, jungles, and fields . . . animals for companions, food, hunting, or to balance the thousands of ecologies interweaving across the planet . . . creatures great and small from every one of the worlds they knew.

For hundreds of years they enjoyed their world. Few traveled elsewhere – what need, when Cidri held all? The other worlds of probability were once again left to their own peoples. A few thousand of the rulers (for their numbers had never been great) lived in glittering mansions scattered through Cidri. The broad continents, with their diverse people and cultures, were their playgrounds. And gradually the Mnoren changed. From rulers they became watchers, gamers, dilettantes. The Mnoren Emperor handed his scepter to one of his human barons, mounted his flying steed – and was never seen again. The word of any Mnoren remained law, but they rarely spoke. It was as though, having wielded absolute power for so long, they had decided to sit back and enjoy life for a while.

And gradually, they were seen less and less. Three hundred years after the Abdication, no Mnoren was governing anything larger than a household anywhere on Cidri. Two hundred years later, the Empire was a shrunken, quarreling muddle, and the Mnoren were gone.

Where did they go? Ahhhh . . . another good question! There are many theories. Perhaps they simply died out, their eldritch strain weakened by time and the weight of empire. Perhaps the assassin’s game that their wilder types enjoyed (what prey was really worthy of a Mnoren but his deadly relatives?) drove them into hiding on other worlds. Perhaps they built a grander playground somewhere else. Perhaps

they're still here, wise and immortal, watching but not taking part. That's what the villagers believe. They threaten bad children with demons, orcs, and Mnoren.

Maybe they're gone, and maybe they're still watching. It doesn't seem to matter; Cidri is ours now. And what a place! Infinite adventure. Infinite variety. Where once there was one Empire, now there are hundreds. Different races, different cultures, different everything . . . decadent city folk, proud barbarians, merry farmers, battered mercenaries. Most lands are peaceful, most of the time – but there's always a war somewhere, and a border raid somewhere else, as an ambitious princeling seeks to expand his holdings, or a robber band sets its sights on a rich prize.

A world of constant adventure – adventure to be found nowhere else. The Mnoren imported many things – and some of their gates still lead to other worlds. Most of their strange devices are lost or broken, not to be rebuilt – for few of the people of Cidri have any great love of, or interest in, technology.

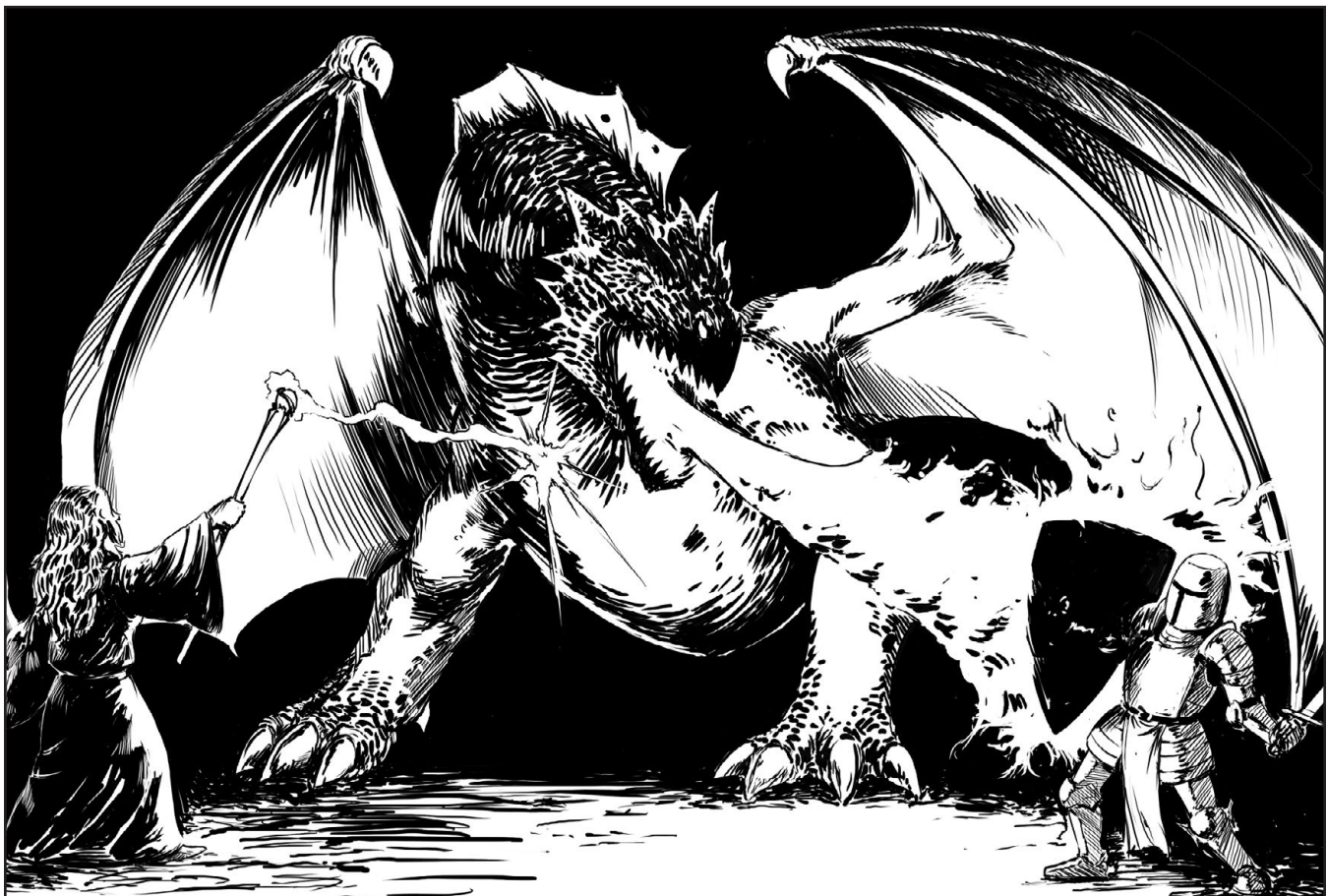
But the exceptions form the Mechanics' Guild, always alert for new inventions or old gadgets. Sorcerers go about their daily business like the honest tradesmen they are. Truly a world of fantasy. Indeed, many creatures from Earth's fantasy have their living counterparts on Cidri. It seems likely that Terran legends of elves, dwarves, centaurs and other fantastic creatures are dim memories – of a time when these beings roamed Earth, or of people who somehow went to Cidri and returned, none can say.

But the gates remain, and certain it is that if one knew where to go, he could step through a shimmering portal today and be in Cidri . . .

This enormous polyglot world was chosen as a background for two very good and totally opposite reasons. The first is variety. Cidri is big enough to hold thousands of Earths; it has room for the world of every Game Master who'll ever put pencil to hex-paper. There's room here for every sort of fantasy adventure to coexist in a logical manner. And it provides a workable rationale for the weird melange of legend, historical fact, prehistory, science fiction, and sheer wild imagination that characterizes the work of the best fantasy gamers.

The second reason is the opposite one . . . consistency. *The Fantasy Trip* is an attempt to set up a rule system that is complete without being overwhelmingly technical – so the gamers can spend their time playing, rather than re-writing the rules. Hopefully, this will mean that everyone who plays this game can consider themselves part of the same gigantic campaign, playing out the destinies of a whole world. Whatever strange lands you map, there's room for them in Cidri, just across that pirate-infested sea or trackless desert. No matter how powerful the dictator's legions may be on one continent, or how mad and mighty the sorcerer-kings may be on another, there's always room for peaceful lands or beast-haunted forests – somewhere. And, if you like, it can all happen at once.

Not that other worlds aren't possible. *The Fantasy Trip* system will work for historical adventures on Earth itself, or for excursions into the past or future of your favorite author. But parts of all these are to be found on Cidri as well – that was why it was created. Enjoy.





Game Mastering

The Game Master creates the background in which the game characters fight, intrigue, and adventure. The GM combines the roles of storyteller and referee. This book is a reference, and the game mechanics described here will help keep things organized, but the GM has the last word.

Playing GM Characters

The world is full of many different beasts and men – some intelligent, some not, some friendly and some hostile. When the players encounter one of the GM's characters, the GM takes on a new role. He is not only a referee, but also another player. The more skillful a GM is in separating his two roles, the more fun the whole group will have.

A GM, wherever possible, should determine the reactions of NPC (non-player-character) men and monsters according to logic. Faced with a party of six, a wolf will flee – unless it's starved, sick, or defending pups. A party of stupid orcs will probably fight – but if they have a smart leader, they may try to dicker, negotiate, or trick the players into a bad position. The GM can then play the orc leader, talking to the party. If the players give the right answers, they may be able to walk right by! Otherwise, it's a fight.

Although not every situation should turn into a fight, many will. In such cases, the GM moves and controls his characters, just as the players do theirs. He may choose to have them fight to the death, or to surrender or run when they are losing. If the GM's orcs and goblins are victorious, they may slaughter the party – or take prisoners. If the GM is undecided between courses of action, he can flip a coin or roll a die – but he should have a good enough idea what the motives of his characters are that he will know how to play them. Each player plays one or two figures – but the GM plays several.

One alternative system is to separate the role of playing the men and monsters from the referee role. The GM can have one "adversary" assist him by controlling all the orcs, monsters, etc. – in fact, that player might be the one who first set up the labyrinth. This can be more interesting, because,

while the GM may know a lot about the weapons and plans of the party, the monster player won't. A GM has to be careful, when playing a dumb hobgoblin, not to act on knowledge he doesn't possess. Allowing a separate person to play the monsters allows the monsters to be fiendish, and the GM to be fair, all at the same time.

Reaction Rolls

When the Game Master does *not* have a predetermined reaction in mind for one of his characters in a specified situation – or when he feels it is better to leave a reaction up to chance – he rolls one die. This die roll determines the reaction his character(s) have to the presence of the players, or to whatever offer or suggestion they are making.

A roll of 1 is *Hostility*. This may range from simple refusal of the request, to a command to "get out of here," to an outright attack, depending on circumstances.

A roll of 2 means *Unfriendliness*. A request will not be granted, or will be granted under the harshest possible conditions; a party of travelers will be ordered away, insulted, or otherwise made to feel unwelcome; and so on.

A roll of 3 or 4 means *Neutrality* or *Disinterest*. A 4 is friendlier than a 3, but either roll means the GM's characters would prefer to go about their business and not be bothered. If this is a business situation, the characters should try again with a better offer; if this is an encounter in the wilds, the GM may allow his characters to become hostile if pressed.

A roll of 5 means *Friendliness*. Requests will probably be granted, information will be given, travelers will be given directions and allowed to pass unharmed, and so on.

A roll of 6 means *Great Friendliness*. Requests will be granted cheerfully, information will be volunteered and aid given, protection offered, and so on.

The GM may allow any number of factors to influence a reaction roll. If hostile races are involved, subtract 2. If the players' group is stronger than the GM's characters, add 1. If the situation is at all "civilized," add 1 if the party contains a bard, scholar, Master Physicker, or other character deserving of respect. Add 1 for a successful use of Sex Appeal; subtract 1 for a botched attempt. Add 1 for a bribe, and 2 for a large one, unless the GM characters are painfully honest – in which case *subtract*. (And keep in mind that brigands might try to attack, anyway, to get it all!)

The modifiers to a reaction roll *cannot* give a character or party better than a +3 bonus. Nobody is so charismatic that they make friends every time.

Changing Reactions

A bad reaction roll does not have to be the end of the scene. PCs can make a better offer, change their approach . . . roleplay it! The GM may choose to allow a new reaction roll, though perhaps at a penalty. The "contest" system (p. 8) can be used if the PCs can suggest a way to impress the NPCs.



Secret Reactions

If the characters hire a non-player character as a specialist, lackey, or extra sword arm, the GM may make a secret reaction roll to find out how his NPC really feels about his bosses. This will help him decide how the NPC feels if he's placed in great danger or given a profitable opportunity to defect.

Success Rolls

The basic die roll in this system is the "success roll," made to determine whether a character – either a GM character or a player character – succeeded in whatever they are trying to do. This is the to-hit roll in combat; it's also the roll you make to see if a skill worked, see if you jump over a pit, or whatever.

A typical success roll, like the to hit roll in combat, is made on 3 dice. You are trying to roll your appropriate attribute, or less. For instance, a 3/DX roll is needed to hit in combat. Roll 3 dice, and if the result is equal to or less than your DX, you succeed.

More dice are added if the task is difficult. Dice may be *subtracted* if you are using an appropriate skill.

The success roll is the biggest game mechanic in your GM toolkit. By deciding what stat the character is rolling against, and whether dice are added or subtracted to the basic 3, you can adjust the difficulty of any task to what you feel is fair.

Contests (Opposed Rolls)

Sometimes two players, or a player character and an NPC, are in a "contest." This might be a literal contest, like arm-wrestling, or a metaphorical one, such as a non-violent interrogation.

Each figure rolls dice – normally 3 dice against the relevant stat, but see below. The winner is the one who makes their roll by the greatest amount. In case of a tie, the GM provides a bit of narration: "The two of you strain, but neither one budges a bit." Then roll again.

Appropriate talents, as judged by the GM, could let you roll on fewer dice, but obviously you cannot roll fewer than 1 die.

The two sides also don't have to roll against the same stat. To hold onto a greased pig, you might roll your ST versus the pig's DX.

The GM can use this mechanic in other ways:

- Multi-player contests (who gets a thrown dagger closest to the mark?)
- Multi-round contests, where you have to be ahead by two or more victories to settle the matter (a race through an obstacle course; a poker game).
- "Player vs. world" contests (can your speech sway the crowd?) Roll your IQ, modified by appropriate talents, against the crowd's average IQ of 10.

Unskilled Rolls

Players may ask, for instance, "Why can't I try to climb that tree without the Climbing talent? Everybody can climb!"

The answer is "Easy trees require no roll, harder trees might just require a DX or ST roll. The Climbing talent is for things that everybody *can't* climb."

Some talents (e.g., Unarmed Combat, Toughness), simply give a mechanical bonus in play, and may never be used by those who have not bought the talent. Other talents (e.g., Climbing) specify, in the text, what may be attempted by a person who does not have the talent. The remainder are at the GM's discretion, which means that a figure is most likely to succeed if the player tells a good story!

In general, if a physical action is automatic for one with the talent, it might be attempted, on an appropriate die roll, without the talent. If use of a talent requires a die roll, then unskilled use should either be prohibited entirely or should require extra dice, and failure should have serious consequences.

The commonest example of unskilled rolling is with regular weaponry. Most weapons are fairly easy to use, so if you pick up a weapon without training, you can still hit with it, at a penalty of 1 die. So you roll 4 dice, rather than 3, every time you attack with a weapon you don't know. There are no extra penalties for missed rolls.

But the GM should ruthlessly prohibit unreasonable attempts to make other unskilled rolls. No matter how high your basic stat might be, some things are just not possible without training. There is no "unskilled" chance to fire multiple arrows in a turn, or to be a Priest or Physicker or Vet.

If a player tries an unskilled roll and fails by more than one point, the GM should invent an appropriate mishap, depending on just how hazardous the task was and how bad the roll was! Unskilled lockpicking is (usually) just futile, but unskilled climbing can be deadly.

Saving Rolls

A saving roll is a die roll made by a character to avoid some unpleasant event. A typical saving roll is made just like the "to hit" roll in combat: roll 3 dice against your DX. If you roll your DX or less, you escape. This would be the saving roll needed to dodge a slime falling from the ceiling. However, some saving rolls are made against your other attributes. For instance, a roll against IQ is required when looking for hidden traps or when trying to resist a Control Person spell. A roll against ST would be required when a poison has been drunk.

Some saving rolls also call for more than 3 dice. For instance, to dodge a cloud of sleeping gas from a broken bottle in your megahex, you would need to roll your adjDX on *four* dice, rather than three. Some fiendish traps would require a roll on even more dice.

The saving rolls for many dangers are given in this book and on the Reference Screen. A trap (see *Traps*) is described in terms of the dice needed to see it and/or to avoid being hit. For other situations, the GM will determine what saving roll he wants to require from the characters.

In general, a saving roll should be allowed against any "automatic" occurrence, to represent the chance that you might dodge. You do *not* get a saving roll to dodge an enemy weapon or spell – his chance of hitting is determined by *his* DX roll.

Both player characters and the GM's figures get saving roll chances, where appropriate. When a saving roll is called for, the general rule is: roll the number of dice given, trying to get a number *less than or equal to* your ST, adjDX, or IQ, as the

case may be. Failure to make the saving roll indicates failure to avoid the hazard.

In many cases, the GM will tell a player to make a roll on X many dice – without telling him what he is trying to avoid. The GM may even be doing this for no other reason than to make the party a little bit nervous.

Remember: In any situation where the player would get an unfair advantage by knowing whether his roll was a success or a failure (e.g., trying to disbelieve an illusion, looking for a secret door, manufacturing a magic potion, etc.), the GM, and not the player, makes the roll.

Some Typical Saving Rolls

Avoid poison effects	3/ST or more
Dodge a falling slime	3/DX
Dodge gas in your MH	4/DX

Critical Success and Failure

You will recall from *Melee* that the 3-die DX roll required to *hit* an opponent has “critical” results at the high and low end. The very low rolls (3, 4, and 5) produce automatic hits, and the very high ones (16, 17, and 18) produce automatic misses. 3 is very good luck. 18 is a disaster.

The same system should be applied when most other rolls are made – saving rolls, rolls to see how a job went, rolls to hit someone dodging. A very low roll produces a very good result for the character. A very high roll produces disaster.

For instance, a thief once tried to use his Stealth talent to peek through a doorway without being seen. He rolled 3 dice against DX – and got 18. This is the *worst* possible result – it means disaster. In this case, he tripped and fell through the door! Since there were a dozen Green Slimes on the other side, he was immediately eaten. Tough luck. Roll better next time.

Use the following table to determine critical success and failure for any number of dice. The GM should use his imagination when determining the results of spectacularly successful (or incredibly bad) rolls:

1 die	automatic success, always, on a 1-die saving roll.
2 dice	2 = automatic success; 12 = critical failure.
3 dice	5 and below = success; 16 and up = failure.
4 dice	8 and below = success; 20 and up = failure.
5 dice	11 and below = success; 22 and up = failure.
6 dice	14 and below = success; 24 and up = failure.
7 dice	17 and below = success; 26 and up = failure.
8 dice	20 and below = success; 28 and up = failure.

And so on. If you roll exactly the failure number, you “merely” fail. A roll above that is a *critical* failure. Note that the numbers are weighted toward critical failure on extremely hard tasks!

These numbers refer to *automatic* success and failure. For instance, if your DX is 18, you could make any 3-die roll on DX – *except* that, on a roll of 16 or up, you *automatically* fail. And if your adjusted DX is 6, you might not have much chance on a 5-die roll on DX – *except* that on a roll of 11 or less, you made your saving roll, regardless of your actual DX.

Note: GMs do *not* have to allow *repeated* attempts to perform some nearly-impossible task. This rule is intended to give players a small chance of pulling something off through *luck* – but *never* to make it possible to do *anything* if you just try 15 or 20 times. A general procedure: When characters are sitting around trying the same “impossible” task over and over again (looking for a well-hidden door, trying to figure out an 8/IQ puzzle, etc.), you can add one more to their die roll each attempt after the first. This means that if they don’t get lucky, fast, they’ll never manage it.

Similarly, the GM may rule out automatic success in a situation where he has said (for instance) “You can try a 20-die roll against your IQ, once a week, to do this.” If he allows automatic success, 20 dice are no harder than 10. Critical success is for *saving* rolls, or for accomplishing some feat the *first* try – plus anything else a generous GM allows. But critical *failure* applies on *everything*.

Injury, Fatigue, Death, and Healing

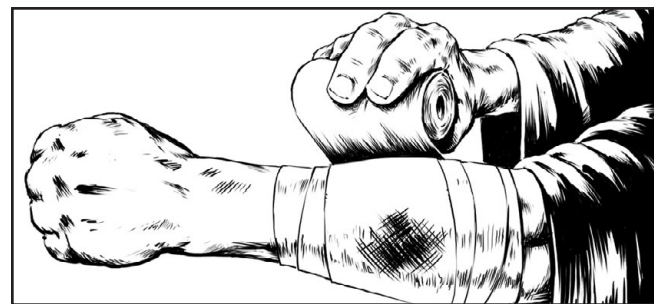
In an adventure, people get hurt, or even killed. This, like everything else, is governed by the rules of the game and overseen by the GM.

Basically, each figure can take damage equal to its ST. When ST reaches 0, the figure falls unconscious. If injuries drive ST below zero, the figure will die unless *very* quick medical or magical help raises ST at least back to 0.

Recovery from Exhaustion

Wizards lose ST when they cast spells. This is “fatigue,” and is as dangerous as wounds are. Any figure can also suffer fatigue from running too far too fast, from trying some great feat of strength, etc.

A figure recovers from fatigue by resting. To rest, you must sit or lie down quietly, doing nothing else. For every 15 minutes (game time) that a figure rests, he/she can regain one ST point, up to full ST. However, this kind of rest cannot cure wounds. For this reason, you should keep separate track of the ST a wizard loses by casting spells and the ST lost to wounds. The former can be cured by rest; the latter cannot.



Recovering from Injury

Wounded characters may be healed in several ways:

Time. If you make it back to the surface alive and get proper medical care, you will recover at the rate of one point of damage (that is, one “hit”) every two days.

First Aid. A Physicker can give you first aid after an injury, healing two points of damage. A Master Physicker can cure 3. This takes 5 minutes.

Magic. Healing potions, the Universal Antidote, and other magical aids can cure you. A Wish can restore you to perfect health. The Drain Strength spell cannot cure wounds.

Death

A figure dies when its ST is reduced below 0, by wounds or by any other means. A dead figure can take no action of any kind; it is *dead*. The body remains where it died, as an obstacle to combat. Bodies may be moved, just like any other objects, should the need arise.

However, death is not quite as final on Cidri as it is on Earth. There are several ways that a dead figure may be brought back to life:

Immediate Action

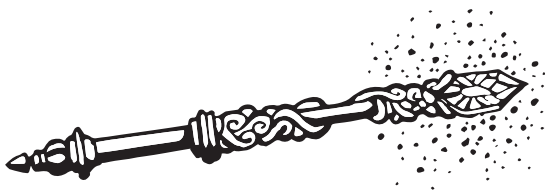
A figure who is “just barely dead” can be saved by action as soon as the combat is over or the dust settles. None of these methods carries any permanent penalty.

First aid. A Physicker can heal 2 points of damage from any injury; a Master Physicker can heal 3. If a “dead” figure can be restored to ST 0 or above by first aid, he didn’t really die.

Healing potion. If enough healing potion is immediately poured down the victim’s throat to bring his ST to 0 or above, he didn’t really die.

The Universal Antidote. This will revive a figure who has just been killed by poison. ST will be what it was before the poison took effect.

These methods may be combined if necessary.



Heroic Magic Revival

If an hour passes and the victim is not revived, he is deemed to have actually died. This may still be reversed by:

A Greater Wish.

The Revival spell. This high-powered spell will bring a corpse back to life.

A dose of Revival potion. Effects are the same as the Revival spell.

No matter which method of revival is used, it must be attempted within one hour (game time) of the victim’s death, or it cannot work. A Freeze placed on the body will stop that clock from running.

Furthermore, the corpse must be (nearly) intact. A beheaded, crushed, mangled, or otherwise ruined body cannot be revived. A body that had lost an arm (for instance) *can* be revived – still without the arm (unless a wish was used).

Furthermore, no method of revival is totally effective; death, after all, is a serious matter. Any figure which truly dies and is revived must immediately lose 5 attribute points. These may be lost from ST, DX, IQ, or any combination, at the player’s discretion. The only way to build the figure’s attributes up again is to get more experience points. A revived figure is unconscious (that is, his ST at the moment is only 0, regardless of his basic ST). If a party loses a member and revives him, they will have to carry him out or use another spell or potion to give him more strength. Dying takes a lot out of you.

Resuscitation

Resuscitation (see the section on *Water*) is not the same as revival. A figure with the Diver or Physicker talent can resuscitate a drowning victim with *immediate* action. However, this is not the same as bringing a figure back to life. Successful resuscitation means only that the victim was saved from dying after others would have given them up as dead. It can only be attempted on a figure who has just drowned or asphyxiated. The resuscitated figure loses no attribute points, and is restored to its strength before the “drowning.”

Game Time

If you play each adventure for its own sake, starting new characters and entering new territory, you don’t need to worry about time. However, most people prefer to play a “campaign.” There may be as many as 15 or 20 people in a campaign. Each may have several characters. At any one time, some characters are resting from their wounds, others are at work on magical items or potions, others are working at their jobs to earn money – and others are out adventuring. A campaign can last for months or years, with game sessions every week or so (real time, that is).

If a GM wants to run a real campaign, he will need to keep track of time – in the real world, or in the game world. It is possible to have a totally flexible time system – the players decide between themselves, each time they get together to play, how much time has passed. The alternative is to have a fixed scale – for instance, one day in the real world equals one week of game time, or one week in the real world equals two weeks of game time. Pick one that suits your convenience. Knowing how much time has passed in the game lets you keep track of healing wounds, money earned from jobs, time taken in travel, and much more.

For notes on how much time it takes to do various things in combat or in the labyrinth, see p. 69.

Aging

In real life, people grow old. Aging also takes place in *TFT* – although few characters die of natural causes! However, especially if you pick a game-time scale that lets years go by quickly, you should keep track of aging. An old character may want to invest in some Youth Potion.

You may assume that a character is 20 years old when he enters play. He is not affected by age until he reaches 50. Age then affects him as follows:

Age 50 to 70: Lose 1 attribute point per year. Attributes may still be increased by experience. Points lost through age may be taken from any attribute.

Age 70 to 80: Lose 1 attribute point every six months. Attributes can no longer be increased through experience, lucky rolls, or any other means.

Age 80 up: Lose 1 attribute point every four months.

Youth Potion subtracts from age . . . it “sets the clock back” completely. It does not give a character his lost attribute points back – but it can make him young enough that he stops losing attributes, and can once again increase them through experience.



Glossary and Definitions

Ability – A spell, talent, or language.

Action – The second part of a combat round, after Movement.

adjDX – Adjusted Dexterity. A figure's effective DX when taking into account armor and sometimes other conditions.

Adversary – A player who controls the GM's characters in combat.

Aimed shots – An optional rule that allows attacks against specific body parts.

Attribute – One of the three basic numbers that describes a character: Strength, Dexterity, and Intelligence.

Charge attack – An option in which you move up to half your MA and then strike at the foe.

Crippling hit – An optional rule to allow some injuries to have especially serious effects.

Critical success or failure – An exceptionally good or bad die roll, which can lead to special results.

d – An abbreviation for a six-sided die. "2d" means two dice. "2d+1" means to roll two six-siders and add one to the total.

Disengage – An option that gets you out of an engaged state.

DX – Dexterity, which represents both speed and coordination.

Engaged – A figure on the gameboard is "engaged" if it is in a front hex of an active (armed or otherwise dangerous) foe. Engaged figures cannot freely move away; they must "disengage."

Facing – The direction in which a counter faces on the game map. Figures can attack only into front hexes, and enemies get a bonus to attack from your side or rear. See p. 106.

Fatigue – Temporary "damage" from exertion – especially the psychic exertion of casting spells.

Figure – A single PC, NPC, or monster.

GM – The Game Master, who runs the game and acts as referee.

Hex – A hexagonal space on the gameboard, representing an area four feet across.

Hit – A point of damage. Characters can take hits equal to their ST before falling unconscious. Hits from fatigue can be cured by rest, while hits from actual injury require healing.

HTH – Hand-to-hand combat.

Initiative – A die roll made before each round of combat. The winner of initiative decides which side moves first.

IQ – Intelligence, which represents both "brains" and overall experience and training.

Jab – A two-hex attack with a pole weapon.

MA – Movement allowance. The number of hexes a figure can move on the game board in one combat turn, if they do nothing else.

Mana – A stat of the wizard's staff. A staff can store ST equal to its mana.

Melee attack – An attack with a hand weapon or with bare hands, as distinguished from magical, thrown-weapon, or missile attacks.

Megahex – (1) The dark borders on the game board, surrounding groups of 7 hexes. Used to regulate missile fire. (2) Any such group of 7 hexes. (3) The tiles provided in the game to create labyrinth maps.

MH – Megahex.

Movement – The first part of a combat round, with order determined by **initiative**.

NPC – Non-player character, controlled by the GM.

Option – A combination of movement and action. Each player executes one option per turn.

PC – Player character. A figure controlled by one of the players.

Retreat – An involuntary move away from an enemy who put hits on you but was not hit on that turn. The enemy may choose to follow your retreat.

Saving roll – A roll made (usually) by a character to attempt to avoid some bad event. A "3/DX" roll, for instance, means to roll 3 dice against DX.

Shift – A movement of one hex on the game board, in which you remain adjacent to each foe with whom you were engaged.

Spell – A magical effect, bought with IQ points or XP, that damages the enemy or gives a bonus in play.

ST – Strength, which represents both "muscle" and the character's ability to take damage.

Stat – An attribute.

Talent – A mundane ability, bought with IQ points or XP, that gives a bonus in play.

Turn – In combat, five seconds of time, during which each figure executes an **option** which may include movement, attacks, or both.

XP – Experience points. The GM's reward to the players for good play. Experience points can be traded in for improvements to the characters.

\$ – A silver piece. Ten coppers are worth a silver; ten silvers are worth a gold.



Creating a Character

There's a lot more to a roleplaying game than just selecting strength and dexterity, picking up a weapon, and heading out to look for things to kill. When you play a character, you should try to *become* that character, facing every situation as they would. Is the character a thief? Steal things. Is he a strong, dumb hero? Kill monsters and leave the thinking to others. But if you don't like their decisions, hit them. Is the character a wizard with a high DX? Show off – cast lots of spells. When you “get into” a character, you'll have more fun – and play better.

First, work out your character's background. Is he (or she) human, goblin, dwarf, or some other race? City-bred or country folk? How has he/she spent life so far . . . does he/she have a profession? You may want to choose a name that reflects their background.

Then, think about *personality*. The best way to do this is in terms of opposites. Are you going to be brave, or cowardly? Honest, or dishonest? Hostile, or friendly? Handsome, or ugly? Shy, or outgoing? Leader, or follower? Of course, most people hit right in the middle on most of these, but you can be extreme if you want to. It can be a LOT of fun to play a stupid, ugly, hostile, sneaky character . . . or a really insanely brave hero.

Then, think about your likes and dislikes, and your aims in life. Do you want to be a noble, or a leader of men? How about fabulously wealthy? Or maybe you were raised on a farm, and you just want to find enough treasure to let you go back and buy some land. Or maybe you have *no* aim in life. You just like to fight, drink, and party.

When you really get into roleplaying, the game becomes much more “real.” Playing an ordinary elf can be boring. So – you could play an elf who is short (and sensitive about it). He's greedy, and will take silly chances for money . . . but he likes animals, and won't fight an animal except to save his life. Furthermore, he will yell at the other players if *they* hurt an animal. Now *that* elf has personality. And he's fun to play. And his interactions with the other characters (who may be even weirder) will be fun, too.

Game Masters can encourage good roleplaying by giving out experience points. At the beginning of the game, the players should tell a little bit about their characters. When a player is really “in character,” give extra experience. When someone breaks character (for instance, runs away when they claim to be brave), *deduct* experience.

Starting a New Character

There are several steps to be followed in creating a new character, though not necessarily in order:

- (a) Decide what race of character (human, orc, dwarf, etc.) you want to play;
- (b) Determine what your strength, dexterity, and intelligence will be;
- (c) Decide whether you are a hero or a wizard – and, if a hero, what type;
- (d) Select the spells or talents that that character will begin with;

(e) Flesh out personality – past history, likes, dislikes, etc. Choose a name;

(f) Equip yourself appropriately for the adventure about to begin. The standard starting allowance is \$1,000.

The *Character Record Sheet* is a useful guide to creating a new character. When you've filled in all the blanks, your character is ready to go. You don't have to follow the steps in order. It's perfectly all right to figure out personality and work backwards from that . . . and sometimes that's more fun. Remember, this is a *roleplaying* game. Pick a role you like, and have fun.

Different Kinds of Character

There are as many different kinds of character as there are people. Here are a few common types in fantasy games, and suggestions for appropriate spells and talents to give them. Beginning characters won't be able to get all these abilities – but they can start small and work up.

A “wizard” is a character who has spent all his life studying magic. It comes naturally to him, and he thinks in terms of magic; thus, he is good with spells, and handicapped at almost everything else.

A “hero,” as far as this game is concerned, is any player character who is not a wizard. A hero may use his weapons, his wits, or both – but he deals primarily with the physical world, rather than the psychic/spiritual one of the wizard.

Heroes gain talents – physical abilities – easily, but are handicapped in learning spells, since they lack the proper training. By and large, a wizard should stick to spells, and a hero should leave the magic to the wizards. But some very interesting character concepts can arise from combinations of magic and mundane talents.

Fighters

Many heroes are fighters – but they differ in style. Take your pick.

Human Tank: Your basic strong, dumb fighter. He has several weapon abilities, knows some unarmed combat, and almost certainly has Toughness, to help him survive hard blows. You might pick one or two non-combat skills to give him personality, reflecting early life or later interests. He may wear very heavy armor.

Barbarian: A typical fantasy barbarian would have a huge weapon and little armor. Talents might include Sword, Shield, Ax, Bow, Horsemanship, Alertness, Sex Appeal, Acute Hearing, Stealth, Animal Handler, Unarmed Combat, and Toughness.

Leader: A good fighter – and *smart*. In addition to weapons skills, useful talents include Literacy, Alertness, Sex Appeal, Charisma, a couple of languages, Diplomacy, Tactics, Detect Lies, and Strategist.

Mercenary: A traveling warrior. Good talents would be Horsemanship, Alertness, Recognize Value, Unarmed Combat, Physicker, Business Sense, and Assess Value. You'll also need several weapon abilities, and maybe extra languages.

Blademaster: A Renaissance courtier . . . or a samurai. He knows Sword, Shield, Fencer, Two Weapons, Acrobatics, and Courty Graces . . . possibly Thrown Weapons as well. He will have at least Expert level in at least one weapon.

Combat Physicker: Has healing abilities – Physicker, often Master Physicker as well – but chooses not to be a stay-at-home doctor. Might have Charisma for bedside manner, or Detect Lies for difficult patients. But the combat medic will have weapon and shield skills to be a good warrior as well.



Other Heroes

There's no reason to let the fighters grab the glory – not when other characters can get things done in their own ways.

Thief: The sneaky little guy with the high IQ and DX. He uses sword and knife when he has to – but his talents are in other directions . . . Streetwise, Alertness, Locksmith, Pickpocket, Silent Movement, Stealth, Detect Traps, Remove Traps, Assess Value. He may want to spend 3 IQ to learn the Lock/Knock spell – it's useful in his business.

Gadgeteer: Likes mechanical gadgets, and will always be interested in new ones. Talents might include Guns, Crossbow, Mechanician, Detect Traps, Remove Traps, Armourer.

Priest: May be a very good person or a very bad one, depending on the creed. He might also be a wizard – or at least a hero who knows a couple of spells. Useful talents include Literacy, Priest, Theologian, Detect Lies, and Charisma. You may be peaceful and kind, never using weapons . . . you may carry a staff, and use it only to disable those who attack you . . . or you may carry a sword and hack at everyone whose religious views disagree with yours. Have fun.

Assassin/Spy: James Bond, Mata Hari, and company . . . dangerous people. Several weapon skills, several languages. Very high IQ, and very ruthless personality. Useful talents include Literacy, Mimic, Streetwise, Stealth, Alertness, Acute Hearing, Unarmed Combat, Disguise . . . maybe Sex Appeal and Charisma, especially if you expect to get caught.

Scholar: Also with a very high IQ, but less inclined to violence. A good scholar can be an asset, even if he doesn't know which end of a sword is which, with talents like Expert Naturalist, Literacy (with several languages), Scholar, Chemist, Recognize Value, Alertness, and Physicker.

Ranger: This might be Davy Crockett, Robin Hood, or Tarzan. Talents include Alertness, Acute Hearing, Silent Movement, Animal Handler, Naturalist, Vet, and Tracking. Possible weapons talents include Quarterstaff, Bow, and Thrown Weapons.

Rogue: Lives by his wits, so give him a high IQ. Sword, Streetwise, Bard, Charisma, Sex Appeal, and, of course, Recognize Value, will all come in handy.

Merchant: In it for the money . . . but a good friend and a sneaky foe. Literacy, several languages, Recognize Value, Assess Value, Business Sense, Charisma, and Detect Lies. The merchant may be unarmed, or may conceal his weapons, but will probably have an efficient bodyguard.

Wizards

Wizards – those characters who have chosen the ways of magic rather than more worldly pursuits – may follow professions parallel to any of the above, using spells rather than other abilities. There can be wizardly merchants, thieves, soldiers, spies, ad infinitum. Spells listed will be on pp. 18-34. Some examples:

Martial Wizard: He may be a soldier, a mercenary, an adventurer, or a bodyguard. His spells are those he can use to protect himself or remove his foes – like Lightning, Fire, Stone or Iron Flesh, Trip, Drop Weapon, Summonings, Illusions and Images, Dazzle, Shock Shield, and Staff. He might know unarmed combat, or just depend on his spells. ST and DX are much more important than IQ, at least while he is inexperienced.

Adept: This is the high-IQ wizard who lives alone, studying and creating magical items, and sending others out to do the dangerous work. A true adept will know the various spells for creating magical items, Summon Demon, Pentagram, Detect Magic, Analyze Magic, and many more. Also (just in case of emergencies), Lightning. This is not a profession for a beginning character.

Townsmen-Wizard: Maybe he runs a magic shop. He has a couple of talents, like Business Sense, and he's likely to be a friendly, sociable type, but he'll have spells like Detect Magic, Persuasiveness, Telepathy, Illusions and Images, and whatever else his business requires. He won't be seen without his grimoire and wizard's chest.

Wizardly Thief: He'll have a high DX, and a few thievish talents – augmented by spells like Lock/Knock, Silent Movement, Detect Magic, Insubstantiality, Astral Projection, Illusion, Shadow, and others. A lucrative (but dangerous) profession for an inexperienced wizard.

Apprentice: Many wizards begin thus, aiding a more experienced practitioner in exchange for bed, board, training, and maybe a little silver. Not a bad job for an older wizard, either, if the boss gives him a little time off to go adventuring. An apprentice will have whatever spells his employer finds useful – and certainly one of them will be Aid.

Equipping a New Character

Assume that new characters start with property or savings worth \$1,000. They can spend this with the Equipment Table (p. 67), the Weapon Table (p. 109), and, if they have a bit left over, potions and magic items (pp. 146-162).

The first adventures that a GM creates for new characters should allow them to get by with little more than clothing, personal weapons and armor, and some small change for buying meals and tipping knowledgeable innkeepers.

Quick Character Generation

If you need a character in a hurry, you can roll dice to get a profession and personality. From there, you can pick ST, DX, and IQ – and from there, you can go on to choose your spells and talents.

Hero or Wizard?

Roll one die. On a 1 or 2, you're a wizard. Otherwise, you're a hero.

General Hero Type – roll 3 dice

3, 4	Priest	13, 14	Scholar
5, 6	Rogue	15	Healer
7, 8	Thief	16	Spy
9	Ranger	17, 18	Merchant
10-12	Fighter (roll below)		

General Wizard Type – roll 1 die

1, 2	Martial Wizard – IQ over 11
3, 4	Martial Wizard – ST over 11
5, 6	Wizardly Thief

Fighter Type (fighters only) – roll 1 die

1	Human Tank, IQ 8	4	Mercenary
2	Human Tank, IQ 9 or more	5	Blademaster
3	Barbarian	6	Leader

Unusual Fighter Feature (fighters only, optional)

– roll 3 dice

3-5	Country background – has at least two of Driver, Animal Handler, Vet, Horsemanship
6, 7	Knows Alertness and Silent Movement
8	Knows at least one non-combat spell
9	Knows at least one combat spell
10	Speaks one important language other than their own
11	Has Climbing talent
12	Has Unarmed Combat
13	Has Tactics talent
14	Has at least two levels of Unarmed Combat talent
15	Has Bard talent
16	Has Literacy and is interested in books
17, 18	Has an Unusual Weapon talent

Unusual Wizard Feature (wizards only, optional)

– roll 2 dice

2-3	Nautical background – has at least two of Boating, Seamanship, Swimming, and Diving
4-5	Country background – has at least two of Driver, Animal Handler, Vet, Horsemanship
6-7	Fights with a sword (and wants a silver sword)
8	Literate, and carries a book and wizard's chest whenever possible
9	Speaks one important language other than their own
10	Speaks two important languages other than their own
11	Has one of Physicker, Scholar, or Mathematician.
12	Proto-adept: Literate, IQ at least 13

Race – roll 3 dice

3-5	Elf	13, 14	Orc
6, 7	Goblin	15, 16	Halfling
8, 9	Dwarf	17, 18	Half-breed – roll twice more
10, 11, 12	Human		

Main Motivation – roll 3 dice

You may roll twice if you want a major and a minor motivation.

3-5	Escaping an unhappy life
6, 7	Desire to find a purpose
8, 9	Desire to right wrongs
10-12	Desire for adventure
13, 14	Desire for wealth
15, 16	Desire for learning
17-18	Desire for combat



Personality – roll 2 dice for each

Feel free to determine any of these for yourself, rather than rolling!

Appearance	12 (extremely good-looking) to 2 (ugly as sin).
Bravery	12 (very brave) to 2 (total coward).
Friendliness	12 (you like everyone) to 2 (you hate everyone).
Honesty	12 (absolutely honest) to 2 (utterly corrupt).
Mood	12 (loud, aggressive, extroverted) to 2 (quiet, shy, withdrawn).

Add any others you want – empathy, desire to dominate, greed . . . A roll of 6, 7 or 8 on any trait makes you “average.” Other rolls shade you toward the extremes.

Other Traits – pick one or more, however you like

Abrupt	Envious	Naive
Ambitious	Formal	Obsessive
Angry	Friendly	Optimistic
Argumentative	Frugal	Pessimistic
Artistic	Fun-loving	Prudent
Assertive	Generous	Quiet
Braggart	Gloomy	Reliable
Calm	Greedy	Rude
Crazed	Humble	Schizophrenic
Curious	Hypochondriac	Servile
Cynical	Intense	Show-off
Determined	Joker	Shrewd
Disciplined	Kind	Studious
Discontented	Mature	Suspicious
Dramatic	Morbid	Talkative
Emotional	Musical	Thoughtless
Enthusiastic	Mystical	Wise

Now that (one way or another) you know a little about your new personality, profession, and aims in life, you can determine your attributes – your strength, dexterity, and intelligence – and choose your spells and/or talents.



Choosing Your Race

You may choose a race you want to play, or use the table above to randomly pick one of the major humanoid races. The race you pick will affect your attribute total and abilities:

Humans have ST 8, DX 8, IQ 8, plus 8 extra points.

Elves have ST 6, DX 10, IQ 8, plus 8 extra points.

Their MA is 12 if unarmored or in cloth, 10 if wearing only leather. See p. 77.

Dwarves have ST 10, DX 6, IQ 8, plus 8 extra points.

See p. 77.

Halflings have ST 4, DX 12, IQ 8, plus 6 extra points.

They automatically have the Thrown Weapon talent at no cost. See p. 78.

Orcs have attributes like humans'. See p. 77.

Goblins have ST 6, DX 8, IQ 10, plus 8 extra points.

See p. 77.

Selecting Attributes

Once you have determined what race and general kind of character you want to play, you must select your *attributes*. There are three basic attributes, representing the character's most obvious traits: Strength (ST), Dexterity (DX) and Intelligence (IQ). No figure will begin the game high in all these; the player must choose. There is no "best" balance; it all depends on what kind of character you want to play.

When the figure is first created, the player determines its attributes as follows: If the figure is human, it starts with 8 ST, 8 DX, 8 IQ, and 8 *extra* points to be allotted between any or all of these attributes, as the player chooses. Thus, each human figure begins with a total of 32 points – for instance, 9 ST, 12 DX, and 11 IQ. No attribute may begin at *less* than 8 for a human figure. Elves, dwarves, and other races (as well as beasts and monsters) are created similarly, but using slightly different numbers; see box. Since 10 is the human "average" for each attribute, a beginning *Fantasy Trip* character is slightly better than your run-of-the-mill individual. Still, he has a long way to go to be a mighty fighter, learned wizard, or whatever your ambition is.

Strength (ST) governs:

(1) how much damage a figure can take. Each point of injury taken in combat is subtracted from its ST; each reduces ST by 1. When ST reaches 0 a figure falls unconscious; below that, they will die without immediate aid (see p. 10).

(2) how many spells a wizard can cast. Each spell (listed in the Spell Table) has a ST cost. This is the number of ST points a wizard expends casting the spell. This is a *fatigue* loss to the wizard, rather than an injury, but it is treated just as though the wizard had taken damage, and marked against his ST. A wizard who throws the Trip spell loses 2 ST, just as though he had taken 2 points of damage. Some spells are

"continuing" spells, and cost ST each turn after being cast until the wizard turns them off. *Note:* a wizard cannot cast a spell which would reduce his ST below 0. He *can* cast a spell which reduces his ST to 0, and fall unconscious.

(3) how much weight a figure can carry – see *Equipment*.

(4) how resistant to poisons the figure is, how easily it can resist being knocked down, grabbed, or otherwise physically mistreated, and how heavy a weapon it may use in combat. Average strength for a human is 9 to 11. Anyone with a ST of less than 8 is either not fully adult or noticeably weak. Any ST over 13 is powerful; anything over 16 is remarkable.



Advantages of Great Strength

When a character's ST reaches high levels, amazing feats are possible. You do extra damage bare-handed, of course; see p. 122.

You may ask the GM for permission to substitute ST for DX, or to roll one fewer die, if you are attempting a DX feat that reasonably might be easier with great strength. Horsemanship, for instance, can be somewhat easier if you are as strong as the horse.

At ST 18 or above, you can pick up furniture, *big* rocks, etc., and throw them for damage equal to your punch +2.

At ST 20, you can use your foot against doors, chests, etc., as though it were a blunt weapon (1 die damage to the thing you kick, none to you).

Two-handed weapons: A figure with a ST that is 3 or more above the minimum ST required for a 2-handed weapon may use it one-handed. (This does *not* apply to bows or crossbows – only to hand weapons.)

Note: a strength of 20 or more is very rare by Earth standards. If a GM wants to run a "realistic" campaign, he should consider limiting the maximum ST of human-type figures to that level.

Dexterity (DX) governs:

- (1) the order in which figures act each turn after movement.
- (2) how likely a figure is to successfully cast a spell, hit an enemy with a physical attack, etc.
- (3) how likely a figure is to avoid falling and similar mishaps.

Certain talents require a minimum DX before they can be learned – e.g., Fencing.

Dexterity is *adjusted* for several factors, such as the range at which a spell is cast, the effects of spells or wounds on the figure, etc. Whenever these rules refer to DX, the *adjusted* DX is meant. A figure with a high basic DX may have a very small chance of hitting if its adjDX is low – and a clumsy figure can improve its chances with a positive DX adjustment. A table of DX adjustments is given on the GM Screen.

A DX below 8 (natural or adjusted) indicates clumsiness. Note that this is highly variable; a figure in the dark, or using an unfamiliar weapon, will seem clumsy, even if he is naturally graceful, and the DX adjustments reflect this fact.

A DX of 9 to 11 is average. 12 to 13 is well-coordinated.

A DX over 14 indicates an individual who is in excellent training, or knows exactly what he is doing, or both. A very high DX (18 or over) does not make ordinary tasks much easier than one of 15 or 16, but helps with very difficult feats – so characters should be allowed as high a DX as they can attain.

Intelligence (IQ) determines:

(1) how much life experience and training the person has: this controls how many spells and talents they can start with, and how complex these are. The number of spells a wizard can start with is limited by his IQ, and the *list* of spells he has to choose from is also determined by his IQ level. Similarly, a hero must assign a certain number of IQ points to “learn” each of his starting talents, and cannot learn *any* talents requiring a higher IQ than he has. (Yes, wizards *can* learn talents, and heroes *can* learn spells, but it’s harder for them. This will be covered below.)

(2) how likely it is that a figure will notice something (whether looking for it or not), and how likely it is that they will *recognize* something they see.

(3) resistance to illusions and Control spells. The higher a figure’s IQ, the easier it will be for him to disbelieve an illusion, and the harder it will be to control him/her/it with a Control Person or Control Animal spell.

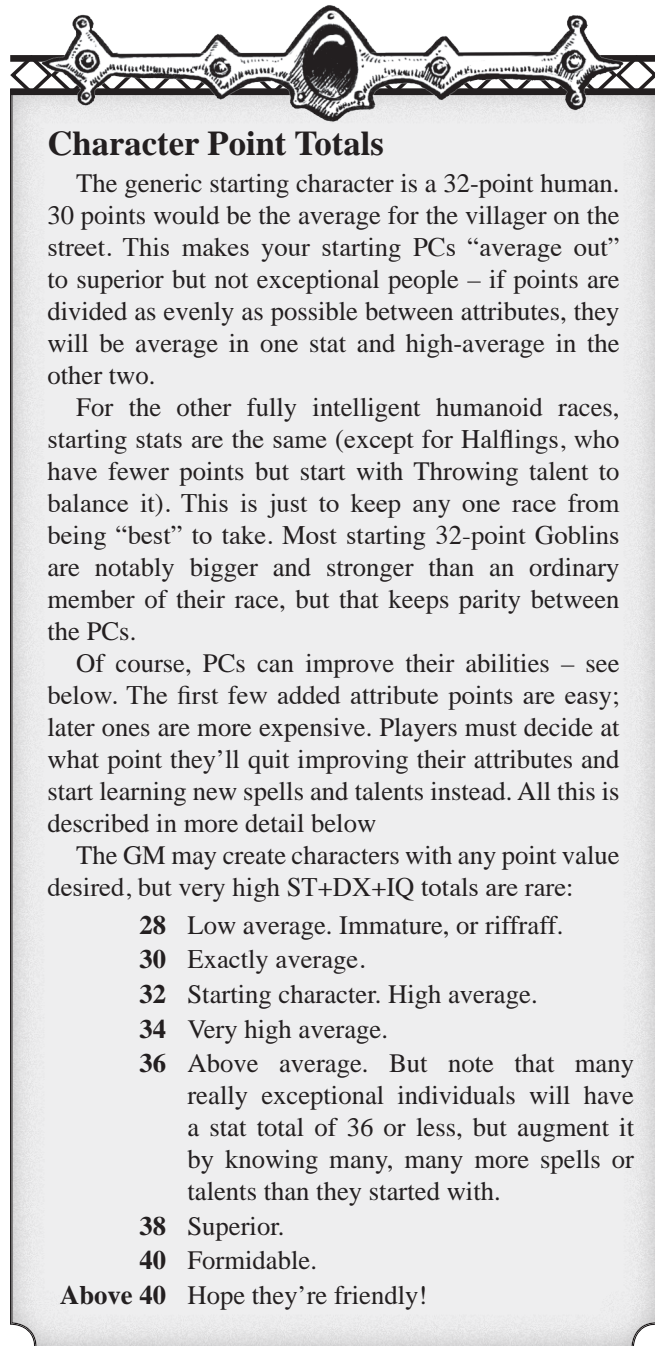
Intelligence means different things when applied to human types and animals. A very smart dog and a hobgoblin may both have IQ 7, but that doesn’t mean they have the same *kind* of intelligence.

Where a player’s character is concerned, an IQ of 6 is a childish intelligence. (It is illegal to start this low with most species, though misadventure can reduce your IQ.) An IQ of 8 represents slow-average. IQ 10 is average; IQ 12 is bright and well trained. IQ 16 is clever, observant, and experienced. *Note:* Just because the abbreviations are the same, don’t mistake game “IQ” for the factor that is measured by a real-world IQ test. IQ 18 doesn’t mean that you have a real-world IQ of 180. It means that you have learned a lot of things and keep in practice with them.

Where animals are concerned, IQ 0 or 1 represents total mindlessness. Such a creature reacts only to very basic stimuli, such as hunger. A creature with an IQ this low is totally unaffected by illusions; it does not even perceive them. IQ 4 is about average for a snake or lizard. IQ 5 is the level at which some training (but not much) is possible – cats, most horses, dumb dogs. IQ 6 is average for a dog, wolf, or ape, and brilliant for a horse. IQ 7 is a brilliant dog or ape. Dolphins probably have an IQ of at least 10, but whether it is on this scale or the human one is still an open question, even on Earth. Ordinary plants have an IQ of 0. Vegetable intelligence exists, but it is rare.

Choosing Abilities

Once the character’s basic attributes are set, you can decide on their abilities – the spells, talents, and languages that they know. These are listed on the pages following. Intelligence



Character Point Totals

The generic starting character is a 32-point human. 30 points would be the average for the villager on the street. This makes your starting PCs “average out” to superior but not exceptional people – if points are divided as evenly as possible between attributes, they will be average in one stat and high-average in the other two.

For the other fully intelligent humanoid races, starting stats are the same (except for Halflings, who have fewer points but start with Throwing talent to balance it). This is just to keep any one race from being “best” to take. Most starting 32-point Goblins are notably bigger and stronger than an ordinary member of their race, but that keeps parity between the PCs.

Of course, PCs can improve their abilities – see below. The first few added attribute points are easy; later ones are more expensive. Players must decide at what point they’ll quit improving their attributes and start learning new spells and talents instead. All this is described in more detail below

The GM may create characters with any point value desired, but very high ST+DX+IQ totals are rare:

- 28** Low average. Immature, or riffraff.
- 30** Exactly average.
- 32** Starting character. High average.
- 34** Very high average.
- 36** Above average. But note that many really exceptional individuals will have a stat total of 36 or less, but augment it by knowing many, many more spells or talents than they started with.
- 38** Superior.
- 40** Formidable.
- Above 40** Hope they’re friendly!

is the main factor determining which things, and how many, can be learned, though some talents require a certain DX, or that the character already have another “prerequisite” talent.

Learning Spells

A *wizard* may attempt to use only those spells he knows (unless he is working from a book, which takes time, or a scroll or magic device, which costs money. More on these later.) Each starting spell requires 1 IQ point. Thus, a wizard starting with IQ 12 can know 12 spells (assuming he has *no* talents and no languages other than his own!) He must select these 12 spells from the list of those requiring IQ of 12 (or less) to learn. He may not learn any IQ 13 or over spells until he increases his IQ.

A *non-wizard* may *never* use any spell he does not know (unless he has a magic item which works for non-wizards). Each spell he starts with costs him *three* IQ points. He does not *lose* these points – this just means he has to work three

times as hard to memorize a spell, and will therefore have fewer talents than he might otherwise have. His IQ limits the list of spells open to him, just as does a wizard's.

The list of spells begins on p. 18.

After character creation, further spells may be learned by spending XP – see p. 45.

Learning Talents

A figure may learn talents only from the list of those requiring IQ of his own level or less. Each talent also has an IQ *cost*. The total IQ cost of all a starting hero's talents may not exceed his IQ. (This is really the same system used for spells. The IQ cost of *any* spell is 1 for a wizard, and 3 for a hero.) Therefore, if a hero learns a spell, it is considered a talent with an IQ cost of 3.

Wizards can also learn talents – but the IQ cost is *doubled*.

The list of talents begins on p. 35.

After character creation, further talents may be learned by spending XP – see p. 45.

Learning Languages

All characters start off knowing the common tongue of their own race or locality. Other languages may be learned at an IQ cost of 1 point per language. There is no IQ *level* at which any specific language may be learned; anything that can talk can learn languages. IQ merely limits the *number* of languages. See p. 44.

Further languages may be learned by spending XP; consider a language to be a talent with a “memory” cost of 1.

All these factors are considered *together* when determining a starting figure's abilities. For instance, a hero with an IQ of 14 might start with two languages beside her own (total cost 2), one spell (cost 3) and several talents (total cost 9), for a grand total of 14. To learn more spells or talents, she must earn and spend XP.

Character Record Sheets

Fill out a record sheet for each character you play. There are spaces not only for attributes and abilities, but also for the things you carry, the possessions you leave at home, your likes, dislikes, etc. The character sheet is your reference and guide; keeping it in front of you will tell you 95% of what you need to know on a turn-to-turn basis. The record sheet is also the place where you keep track of experience points. The GM will award (or subtract) XP as you play; they are your character's reward for staying in character and achieving their objectives, whatever they are. (See *Experience Points*.) Enough experience, and you can increase one of your attributes.

GMs will find it convenient to keep record sheets on their own characters, as well. For many NPCs, a simpler record sheet will be sufficient. Thugs, monsters, and random bandits can be recorded on a 3 by 5 card showing only their race, their attributes, a couple of talents, and the weapon they use. This is a handy technique; a GM can make up 20 or 30 cards for human-types, for instance – then, when his labyrinth notes call for a room with two orcs, he can pull two cards at random and see what happens.

The Fantasy Trip

GM Character Record

Name: _____

(M) (F) race _____

job _____ pay _____ risk _____

ST		DX	()
			Adjusted*
IQ		MA	

* considering armor worn and weight carried

Important Items Carried

Reaction +/- due to race, abilities, etc.

Mark off damage here:

Hits due to wounds ST lost due to fatigue

Automatically Functioning Talents (circle those which the character has)

Naturalist Expert Naturalist Alertness Recognize Value Architect Sex Appeal Literacy

Notes: _____



Spells

A spell is a magical ability. Following are the commonly-known spells available to wizards. For each spell, the following information is given: name, type (Thrown, Missile, Creation, or Special); effect produced by the spell; and ST cost to cast the spell and (if it is a continuing-type spell) to keep it in operation on each successive turn. Remember that the cost to keep a thrown spell in operation is based on a 1-hex figure; a 2-hex figure costs twice as much, and so on.

See p. 135 for details on the different types of spells.

Heroes and Spells

A hero (that is, any character not created as a wizard) can learn spells, but the cost (in IQ points on creation, and in XP afterward) is *tripled*.

Non-wizards, by definition, understand less about the spells they have learned. The GM is welcome to be creative, in non-fatal ways, when a hero tries a spell and misses it.

IQ 8 Spells



Blur (T): Defensive spell. Makes subject harder to see/hear/smell. Subtracts 4 from DX of all attacks/spells against subject. Costs 1 ST to cast, and 1 more ST each turn thereafter until turned off.

Detect Magic (T): Directed at any one item/being (weapon, door, figure, etc.) tells user whether the item is magic or has any spells on it. Does *not* identify the spell(s). *Note*: The GM makes the roll against adjDX; if the roll is missed, the GM says "It doesn't seem to be magic," whether or not the item is magic. Cost: 1 ST.

Drop Weapon (T): Makes victim drop whatever is in one hand – a weapon, shield, or whatever. Will *not* make a ring or amulet fall off. Costs 1 ST, or 2 ST if victim's basic ST is 20 or more. A weapon or other object with Immunity (q.v.) to this spell will never be dropped accidentally; a roll of 17 does not affect it.

Image (C): Creates any image (see *Images and Illusions*) occupying one hex. Costs 1 ST.

Light (T): Makes any small (3" or less) item glow like a torch (any color) for a full day. Will light up a ring, the end of your staff, your hand, etc. The wizard can make the light go out at any time, but must recast the spell to get it back. Costs 1 ST.

Magic Fist (M): A telekinetic blow. Does 1d-2 damage for every ST point used to cast it (maximum 3), with minimum damage equal to that ST. Can also trigger traps or carry out other unobtrusive manipulations within line of sight. A Magic Fist that does 6 or more points of damage *before* armor/shield protection will also *trip* its target, making them fall down, unless they make a 3-die roll on ST or adjDX, whichever is higher. See the *Trip* spell.

Slow Movement (T): Halves victim's MA for 4 turns. Slow spells do not multiply, but *do* add. Two Slow spells do not reduce a victim to ¼ speed; they keep him at half speed for twice as long. Cost: 2 ST.

Staff (S): This spell is used to make any piece of wood into a staff. ST cost is 5. Unlike other spells, the Staff spells can be learned only by a wizard; the staff is the very mark of wizardry. See p. 148.

A wizard does not have to have a staff. If he wants one, he must know the Staff spell to create one. The wizard need not create the staff during play (except to replace a broken one). If he knows the Staff spell, he starts with a staff, without spending any ST to create it.

Regardless of what the staff looks like – rod, wand, quarterstaff, etc. – it is an occult weapon that does one die of damage (front hexes only) when the wizard points with it. The wizard spends 1 ST and makes a regular die roll to hit. The staff does not have to touch its target in order to deliver its flare of magical energy.

You may keep your staff in hand at all times, even when casting spells; it gives no advantage or disadvantage. A staff can be affected by a Drop Weapon or Break Weapon spell.

If anyone picks up your staff against your will, it explodes, doing the fool who touched it 3 dice damage. A dead wizard's staff eventually becomes safe to touch. You don't know when.

There are five Staff spells, of increasing power and IQ requirement. Each level of Staff is a prerequisite to the next.



IQ 9 Spells



Aid (T): Temporarily adds 1 to ST, DX, or IQ of any figure (including wizard himself) for each 1 ST the wizard uses to cast it. Lasts 2 turns.

If ST is given to another figure (for instance, to allow another wizard to cast a spell with a very high ST cost), that ST must be used within 2 turns, or it is lost.

Avert (T): Defensive spell. When a wizard throws Avert on a victim, the victim must end his movement at least 2 hexes farther from the wizard than he started, each turn the spell is on. A victim who cannot move away without running into something or falling into a river or chasm must make his saving roll (3 dice against adjDX) to avoid falling down. A figure which cannot move 2 hexes due to being engaged must move as far away as it can, even if it has to disengage. Costs 2 ST to cast, plus 1 each turn it is maintained.

Clumsiness (T): Subtracts 2 from victim's DX for every 1 ST the wizard uses to throw spell. Lasts 3 turns (1 turn if victim's ST is 30 or more).



Confusion (T): Subtracts 2 from victim's IQ for every 1 ST the wizard uses to throw spell. Lasts 3 turns. A figure whose IQ is reduced by a Confusion spell cannot use high-IQ spells while "confused" to a level lower than the IQ required for the spell, but *can* re-energize spells already cast.

Dark Vision (T): Gives subject the ability to see normally, even in total dark, for 1 hour. (Note to GMs: In labyrinth adventuring, you may make this one hour on your own watch, rather than keep track of that many turns.) ST cost: 3. This spell does *not* penetrate invisibility, magically induced shadow, etc. – that is left for Mage Sight.

Darkness (S): Extinguishes all artificial lights (including Light spells) within its range. Does not affect light from sources outside its range. Range is 1 MH from the wizard's MH for every ST point used to cast it. Duration 3 turns – can be extended past that time (whatever its range) for 1 ST per turn. Example: A wizard wishes to cast Darkness in an area 3 MH from his own MH for 4 turns. It costs him 3 ST to cast the spell, and one more to hold it for the 4th turn. If the wizard is killed or goes unconscious, the darkness lifts. The wizard can limit the darkness effect to a *part* of that area, even to having it hit one torch among dozens, if he wishes. Torches, lights, etc., come back to life when the spell ends.

Detect Life (S): When this spell is successfully cast (again, GM makes adjDX roll), it tells the wizard whether there are any living beings (except members of his party) within 2 MH of the MH he is in. Basic ST cost is 2; range can be increased by 1 MH (in all directions) for each additional ST the wizard puts into it. The wizard may, if he wishes, make the spell "directional," and look at only one hex, or only one MH, within the spell's range. He may also look for one kind of life – e.g., orcs. If the GM misses the roll, he says "You sense nothing living," regardless of whether there is actually any life about. *Note:* Germs, flies, etc., don't count. Large plants do . . . so this spell is less useful in the forest.

Fire (C): Fills one hex with magical flame. Effects of this flame are: No creature of less than IQ 8 will pass through or stay in it; animals are afraid of fire. (An illusion, of course, could pass through.) A figure who moves through a fire hex, or is in a hex when a wizard creates fire there, takes 2 hits of damage. A figure which moves into a fire hex and *stops* (to attack, for instance) takes 4 hits and suffers -2 DX that turn. The effects of fire hexes are cumulative within a turn, but armor and protective spells *do* work. *Example:* A figure moves through two fire hexes (4 hits damage) and stops in a third one to attack (4 more hits). The protection given by that figure's armor and spells are taken from the total of 8 hits to see how many hits the figure actually took from the fire. The hits take effect as soon as the protection is used up. If the figure in the example had Stone Flesh (stopping 4 hits) but no other armor, he would suffer no damage in the first two hexes. However, these would use up the protection, and upon stopping in the third hex he would take 4 hits. (The Stone Flesh would still take 4 hits off any other attack that turn.)

The damage 'resets' each turn, so a heavily armored or protected figure could stand in flame unharmed.

A wizard may also use this spell to produce controlled fire in his own or an adjacent hex. He could light his own cigar, a friend's torch, or an enemy's beard. ST cost to use Fire in any fashion: 1 ST.

Look Your Best (T): This spell not only subjects you to a minor glamor; it also really cleans you up and makes you stand up straight and smile. Unless you are a bandit leader or something, in which case it strategically applies dirt and enhances your strutting and scowling. This spell will give a +2 to a casual reaction roll, and a +1 to a roll in a situation where the subject really has to interact with individuals. At that point, talk is required rather than just perfect hair or the right tattoos. Cost: 1 ST for 1 hour, plus 1 per additional hour.

Reveal Magic (S): A spell which may be used by a wizard during combat to find out what secret protective spells or devices his foes may be using. Will let wizard "see" any or all of the following spells within 5 MH, whether they have just been cast or are properties of a magic item being *actively* used by the foe: Avert, Shock Shield, Reverse Missiles, Eyes-Behind, Fireproofing, Stone Flesh, Iron Flesh, Fresh Air, Spell Shield, Unnoticeability, Blast Trap, Shock Shield, Shapeshifting, Mage Sight, Dark Vision, and Hammertouch. Will also reveal any Amulets worn and any objects presently giving Immunity to any specific sort of spell.

Note: This spell will *not* pick up a magic item that is not "powered" at the moment. It will always pick up an "always-on" sort of item. It will never tell the caster what item of the foe's is magical – just that there's protection there.

When the spell is cast, it will automatically reveal any Slippery Floors or Sticky Floors within 5 MH of the figure who cast it.

Cost to cast this spell: 1 ST, plus 1 each turn it is renewed.

Summon Scout (C): Brings a rat or any other small mammal, as the wizard chooses, to spy or scout. Caster can see through its eyes. Its other senses are also available, though the wizard will not understand everything that a rat smells or a bat hears, and may interpret those senses as vision! Depending on the surroundings, a squirrel, rabbit, or scumbunny might be a good choice. Will also bring a bat, but not a bird. Costs 1, plus 1 for every *minute* the spell is continued.

Summon Wolf (C): Brings a wolf (ST 10, DX 14, IQ 6, MA 12, bite does 1d+1 damage, fur stops 1 hit) to follow wizard's orders. See *Summoned Creatures*. Costs 2 ST to cast, plus 1 each turn the wolf remains.

Turn Missiles (T): Causes any missile spells (or missile or thrown weapons) aimed at the spell's subject to automatically miss and fly past the target. The attacker must then roll to hit (or miss, as he chooses) other figures in a straight line behind the spell's subject. 1 to cast, 1 to continue.

IQ 10 Spells



Adhesion (S): Holds two things together permanently with about the strength of a single nail driven into a wall. Wizard must actually be touching both things to be adhered. Costs 1 ST.

With care and strength, the items can be peeled or forced apart without leaving a physical trace. A careless separation may damage the weaker of the two, just as if they had been fastened mundanely.

The spell can be cast in reverse to separate things that have been Adhered.

Used on a closed door, Adhesion adds 5 to the strength of the door. Cannot be cast multiple times on the same connection, so it's not a way to bar a door against armies.

This is an *extremely* useful and general little enchantment . . . but even a wizard knows how to use glue, hammer, and nails, so few bother to learn Adhesion when there are so many other spells to know. Thus, perhaps unjustly, the Guild classes it as "impractical."

Clearheadedness (T): Removes all IQ and DX penalties due to fatigue, drunkenness, and so on. Leaves subject sober and alert. Cost: 1 ST.

Close Vision (T): Improves close-up vision as much as a large magnifying glass, but with perfect clarity across the whole field of vision. Useful to calligraphers, artists of all kinds, trackers and detectives, and mechanics; reduces difficulty of relevant attempts by 1 die. Cost: 1 ST for 30 minutes.

Dazzle (S): Creates a blinding psychic flash. All sighted creatures (friend or foe) in an area within 5 megahexes of the wizard's own megahex (but not the wizard himself) suffer -3 DX for 3 turns. Images, illusions, etc. (anything with eyes) are affected. Cost: 3 ST.

Detect Enemies (S): Exactly like Detect Life (above), but picks up *only* on beings with general or specific hostile intent. Costs 3 ST to cover the area within 2 MH of the

wizard's MH, plus 2 more ST for each additional MH range. Can also detect some kinds of hostile magic (since that contains a residuum of its caster): Blast Trap, Proxy (of a hostile being), Rope or Giant Rope, Hand of Glory, and other traps of a magical (but never physical) nature. If it works, the wizard will be told "You sense a hostile being," or "You sense hostile magic" – perhaps both – but never details of any kind.

Dispel Missiles (T): Dispels any missile spells (or missile or thrown weapons) aimed at the spell's subject. They simply vanish. Cost: 1 ST to cast, 1 to continue.

Far Vision (T): Subject of this spell can see "like a hawk" for five minutes; his distance vision is increased a hundred times. Cost: 1 ST.

Lock/Knock (T): This spell controls doors, gates, etc., and can be used in two opposite ways: to hold something closed or to open it. A door held by a Lock spell can be opened by a Knock or by physical destruction; a Knock will negate one Lock spell *or* open one ordinary lock. A door held by two physical locks and three Lock spells would require five Knock spells to open it. Cost to cast this spell, either as Lock or Knock, is 2 ST. *Note:* Some things (like a ton of sand, or a troll holding it) will close a door in the face of any Knock. A successful Knock spell will never trigger traps. A failed Knock spell will *always* trigger any traps that opening the door would have. A Knock will not affect a spell-created Gate.

It is possible to pick a lock held by a Lock spell. Each Lock spell on a door adds one die to the difficulty of one lock on that door (the GM decides which one). If a lock normally requiring 3 dice to open is secured by two Lock spells, it takes 5 dice to open. Opening it voids the spells.

If a door has no locks on it, a Lock spell makes it harder to push open. For more details, see *Doors*.

No more than five Lock spells may be cast on one door, no matter how many locks it has on it. A Lock lasts until something removes it or the door is opened – except that a wizard may pass through his own Lock spells without removing them.

Meal (C): Creates a modest meal for one, perfectly nourishing. It will be palatable to the person for whom it is intended, and appropriate to the time and place. Travelers will get rations and water, farmers will get what they could have bought at the market, princes in their palaces might get roast quail with almonds and a selection of fruits and cheeses plus fresh juice of the pomegranate – but there will be no leftovers, nor can the meal be saved. Cost: 2 ST per person fed.

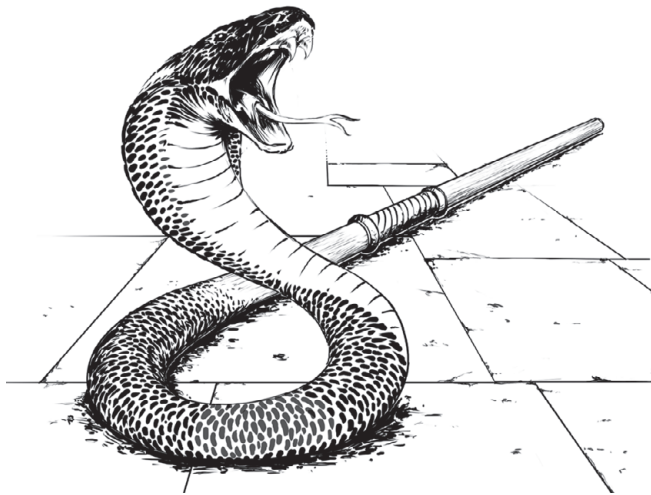
Minor Medicament (T): Gets rid of a cold, bad breath, pinkeye, dandruff, chiggers, acne, no-spit, and so on. Works on only one thing at a time and does not prevent recurrence. Counteracts the Warts spell (see the *TFT Companion*), but if you have *real* warts they will come back in a month or so. May have some small effect on serious diseases, but don't count on it; use the much more difficult spell Cleansing, if you can. Cost: 2 ST.

Shadow (C): Fills one hex with totally black shadow, extending some 10 feet in the air. A hex may be shadowed while a figure is in it. Figures may move freely through shadow hexes. A figure attacking from or through a shadow hex has DX -6. An attack *into* a shadow hex is DX -4. Cost: 1 ST.

Shock Shield (T): Does 1 die of damage to any other creature in the subject's hex, at the end of each turn the spell is on. Armor and shields don't protect. Cost: 2 to cast, 1 each turn it's maintained.

Speed Movement (T): Doubles MA of target figure for 4 turns. Speed spells do not multiply, but *do* add. Two Speed spells do *not* quadruple the subject's speed; they double it for twice as long. Cost: 2 ST.

Staff to Snake (T): Lets wizard turn his own staff into a snake (ST 8, DX 13, IQ 4, MA 6, -3 on DX of anyone attacking it). The snake can move and/or fight on the turn after it appears, and will stay for 12 turns before reverting to a staff. If the snake is killed, the staff reappears immediately – broken. The snake's bite does damage equal to the occult damage (usually 1 die) of the staff, and bypasses armor if the occult damage does. The wizard may continue to draw ST from the staff, if it contains ST, unless the snake is killed. Cost: 1 ST. The spell can be recast before the 12 turns are up, to give the staff a further 12 turns as a snake.



Stalwart (T): Lets target ignore all minor inconveniences of the environment: glaring sun, freezing wind, soaking rain. Subtracts one die from environmental saving rolls (e.g., a rubbled surface that normally requires 3/DX to cross safely would become a 2/DX roll). Negates penalties up to -3 for environmental issues like bitter cold, subtracts 3 from larger penalties. Does not affect hits taken by the target for any reason, nor does it affect penalties caused by *attacks* – only the environment. Costs 3 ST; lasts a day.

Summon Myrmidon (C): Brings a warrior to follow wizard's orders (see *Summoned Creatures*). The traditional Myrmidon is weighted toward speed and attack: ST 12, DX 12, IQ 8, MA 10, 2-die broadsword, no armor. However, if the wizard wishes, the Myrmidon can be any starting (32-point) fighter with any legal combination of regular weapons and armor. Costs 2 ST, plus 1 each turn the Myrmidon remains.

Trailtwister (S): Another protective spell. The Trailtwister will confuse pursuing enemies who are not actually within sight. If a wizard successfully casts Trailtwister on a crossroads or intersection (of whatever type), pursuers will usually take the wrong path. The leader of the pursuers gets a 4-die saving roll against his IQ to penetrate the spell. Trailtwister lasts one day, or until the casting wizard is killed or wills the spell to end, and will confuse all who pass except the wizard and those he guides. A person or group returning to a "twisted" crossway will have a 50% chance of being confused again each time after the first that they come there, too. ST cost: 4.

Trip (T): Knocks victim down. Does no damage – but if victim is on edge of a chasm, pit, river, etc., he must make a 4-die saving roll against adjDX to avoid falling in. The Trip spell costs 2 ST, or 4 ST if the target has 30 ST or over.

Ward (S): This is a protective spell. By setting Ward on a doorway, or just an area of floor, a wizard can "booby-trap" it psychically. Anything that comes through the warded doorway or area of floor (up to 3 small hexes) will be known to the casting wizard, even if he is asleep, busy, or facing another way. He will also know if the intruder has hostile intentions. However, the wizard must stay within 15 hexes of his Ward at all times, or it will cease to work. Any number of Ward spells may be cast. Lasts 1 day. Cost: 2 ST.

This spell is also needed to use the magic items called *Wards* (q.v.). It must be cast once over each of the five wards to energize them.

Whisper (T): The subject, who is usually the wizard himself, can direct his voice to any one listener or any group of listeners that share the same megahex area with no one else. The listeners must be visible to the wizard, but do not have to be close by at all! No one else will hear his speech, and his mouth will not appear to move. Is this a form of Telepathy? Perhaps. Cost: 2 ST per minute of speech.

IQ 11 Spells



Acid Touch (T): The subject's hands secrete a powerful acid which does not affect the subject. It adds 1 die to any bare-handed damage, or can be used to etch stone or ruin delicate metal objects. The acid vanishes when the spell ends.

This is a natural ability of some monsters, and alchemists have found clever uses for a strong acid that suddenly vanishes. Cost: 1 ST to cast, 1 per turn to continue.

Control Animal (T): Puts any one animal (wolf, bear, and so on) under wizard's control as long as spell is maintained. Works only on real animals; if the target was actually an illusion or image, it vanishes when the spell strikes. A controlled animal will follow most orders, including orders to attack its friends (see *Control Spells*) but gets a 3-die saving roll against IQ when the spell first hits. This spell does *not* affect humanoids or dragons. Cost: 2 ST, plus 1 per turn maintained.

Create Wall (C): Creates a solid wall in one hex – looks like a real wall. This spell *cannot* be cast over a figure or part of a figure to entomb it in solid rock; if cast at a hex containing a figure, it fails. Cost: 2 ST.

Delete Writing (T): Removes all handwriting, smudges, and so on from a single page of paper held in the wizard's hand. There is no way known to restore the lost writing. Costs 1 ST. The GM may allow uses on larger areas at a higher ST cost; harder materials will be more difficult. But certainly one could remove graffiti from a building, or – an exhausting exercise – take the inscription off a gravestone.

For most wizards this spell will never be important, but a security officer will find it saves lives. A spy could destroy enemy records or messages – or a magic scroll! – instantly. A poet could make sure no one saw her embarrassing rough drafts. And, of course, it gives you a clean sheet of paper or parchment, which is not a little thing in much of Cidri.

Destroy Creation (T): Removes any one thing created by a Creation spell, with the following exceptions: (1) Has no effect on summoned beings. (2) Only removes one hex of a multi-hex fire, wall, or shadow. (3) Has no effect on a multi-hex image or illusion of a living being. Costs 1 ST.

Ferment (T): Encourages beneficial microorganisms to multiply quickly, and discourages harmful ones, based on caster's intent. Useful for making wine, beer, bread, mead, cheese, yoghurt . . . it also “ages” game. In general, it halves the time required to make such products and insures that the quality will be no less than good. This one spell will guarantee you honest, boring, decently paid work in any large town, and is taught to non-wizards by guilds like the Brewers and the Cheesemakers.

Costs 2 to affect a single bottle or loaf, or 6 to affect everything in a hex. Multiple castings will not cut the time further but may improve the quality of the product.

Great Voice (T): The subject speaks in a voice which, while not over-loud, is audible to everyone within bowshot. Combined with a Word of Command, this spell can make a wizard such a nuisance that he will be confined until his beard is much longer. Fortunately, it also has military, political, and public-safety applications.

Costs 1 ST per minute of speech.

Illusion (C): Creates any 1-hex illusion. See *Images and Illusions*. Cost: 2 ST.

Persuasiveness (T): Lets subject of spell speak convincingly. When using any Talent (e.g., Charisma) to convince others to do something, a figure with a Persuasiveness spell on him/her gets to roll *one less die* when making the attempt. A figure under a Persuasiveness spell also gets +2 on any reaction roll the GM makes. The spell lasts 1 minute. ST cost: 2, plus 1 each minute it is renewed.

Reveal/Conceal (T): This is another multi-purpose spell. It can be used (a) to find a hidden object, (b) to hide some object, (c) to hide the magic spells on an item, or (d) to make hidden spells on an item easier to find.

If an object is to be hidden with Conceal, it must already be in a hiding place, or else it must be very small and inconspicuous. For example, if a ring is placed in the corner of a room and two Conceal spells placed on it, a person in the room would not see it unless he made a 2-die roll vs. his IQ. (Actually, the GM would make this roll.) A 3-die hidden trap with two Conceal spells placed on it would require searchers to roll *five* dice to find it. A Conceal spell lasts until removed.

A Reveal spell can help find a hidden object, trap, etc. When you are looking for hidden things, Reveal may be cast in a given hex. For each Reveal spell cast (any number may be used) one Conceal spell in that hex is eliminated. When all Conceal spells (if any) in that hex are gone, each Reveal spell cast in that hex makes *each* hidden object, trap, etc., in that hex 1 die easier to find. If two Reveal spells were cast in a hex containing a 4-die hidden door, the GM (rolling for a member of that party) would only need to roll 2 dice against IQ to see the door. Used this way, a Reveal spell lasts only 12 turns.

A Conceal spell on an object will also hide the fact that the object is enchanted, and the nature of the enchantment. For each Conceal spell on an object (again, up to 5 may be cast), a wizard examining that object with either Detect Magic or Analyze Magic must roll 1 more die. Each Conceal spell on an object affects all spells on that object (including itself). *Example:* A wizard is attempting to use Analyze Magic on a ring. He rolls 3 dice normally – but there are five Conceal spells on the ring. The GM therefore rolls 8 dice against the wizard's DX to see if he can cast the spell well enough to analyze the ring's nature.

By casting a Reveal spell on an enchanted object, one Conceal spell on that object can be removed. Reveal spells have no further effect on an object after all Conceal spells are gone.

The ST cost for this spell is variable. Used as Reveal, it always costs 2 ST. To Conceal an object the first time also costs 2. For each added time Conceal is placed on the same object, the cost doubles. The second one costs 4, the third costs 8, the 4th 16, and the 5th and last costs 32 to cast.

Variations are possible. A wizard might choose to put a powerful spell on a sword, put five Conceal spells on it, and put another minor spell on the sword, unprotected by the Conceal spells – thus, a wizard using Analyze Magic on the sword might find the minor spell and think he knew everything.

The *Rule of Five* (q.v.) keeps more than five Conceal spells from being used on any one object – but these spells do not count against the regular 5-spell limit. A sword could have five Conceal spells on it, and five other spells hidden by Conceal.

A Conceal spell does not hide an object from the person who put it where it is. If your sword has a Conceal spell on it, you don't have to spend all day searching for it when it's in your belt.

Reverse Missiles (T): Causes any missile spells (or missile or thrown weapons) aimed at the spell's subject to turn against the one who fired them instead. When this spell is cast, the player records the fact, secretly. He shows it to the other player at the *end* of the first turn in which missiles were fired at the spell's subject. All missiles which hit that figure are then considered to have hit the figure who fired them, instead (same damage). This may result in "replaying" part of a turn, to achieve the proper unpleasant surprise to the player who fired the missiles. (Exception: If a highly dexterous archer fires two arrows at the protected figure in one turn, only the first arrow turns back. The archer is then warned, and no second arrow is fired.) This spell has *no effect* against non-missile attacks. Cost: 2 ST, plus 1 each turn it is maintained.

If the character who fired the missile is also protected by Reverse Missiles, the missile flies back and forth (one round trip per turn) until it strikes some intervening object or one of the spells ceases.

Rope (C): Creates a magical rope to entangle victim, halving his MA. The rope also *immediately* reduces the victim's DX by 2. Each later turn the rope remains, it reduces his DX by one more . . . so it is -3 on the second turn the rope remains, -4 on the 3rd turn, etc. To remove the rope, the victim must stand still for a turn, doing nothing else, and make a saving roll on 3 dice against adjDX. A successful saving roll removes the rope, which vanishes. If a figure's DX is reduced to 2 or less by a rope, he falls to the floor, helpless. *Note:* A figure in an adjoining hex can remove another figure's rope in the same way – by standing still and making its own adjDX roll on 3 dice. The Rope spell is not effective against creatures with a ST of 20 or more. For that you need the Giant Rope spell (IQ 15). Cost of the regular Rope spell is 2 ST for 12 turns, and 2 for each further 12.

Scour (T): Cleans one item, of a size that can be held in the hand, to better-than-new state, or applies a general cleanup to a person or a megahex area. Cost: 1 ST.

Silent Movement (T): Lets subject of spell walk, run, climb, etc., totally noiselessly. This spell will *not* let you communicate silently – it just lets you move without being heard. Costs 1 ST to cast, plus 1 each turn it is maintained.

Sleep (T): Puts victim to sleep until he (a) awakens naturally, which takes several hours, (b) is hit, or (c) is shaken awake (takes 2 turns) by a figure in an adjoining hex. A sleeping figure falls down. Does not work on figures with basic ST of 20 or more, or on things that do not normally sleep, such as slimes and undead. Cost: 3 ST.

Staff II/Manastaff (S): Like the basic Staff, except it now has a Mana stat to let it be charged with ST. By spending XP, the Mana stat can be increased from its starting 0 up to the level of the wizard's IQ. Only the creator may draw ST from the staff. See *The Wizard's Staff*, p. 148.

Your staff is now immune to Drop Weapon and Break Weapon spells and critical failures.

Summon Bear (C): Brings a bear (ST 30, DX 11, IQ 6, MA 8, bite does 2d+2 damage, fur stops 2 hits) to follow wizard's orders. (See *Summoned Creatures*.) Costs 4 ST, plus 1 each turn the bear remains.

IQ 12 Spells

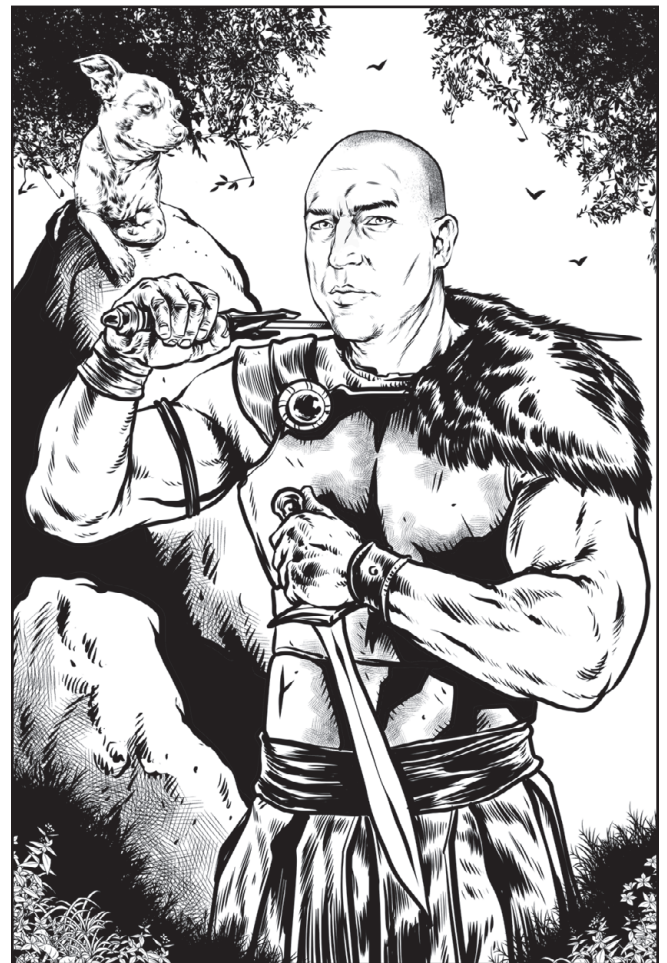


3-Hex Fire (C): Like the Fire spell, but covering up to 3 connected hexes. Cost: 2 ST.

3-Hex Shadow (C): Like the Shadow spell, but covering up to 3 connected hexes. Cost: 2 ST.

Analyze Magic (T): This spell (if successful) tells the wizard the exact enchantment on any one object. If there are more than one spells on the object examined, this spell will reveal one each time it is cast . . . low IQ spells before higher IQ ones, all in the order they are listed in this book. The wizard may specify that he is looking for "harmful" or "beneficial" spells, in which case (if successful) he will get the simplest spell of that type (if any) – otherwise nothing. *Note:* As with other "detection" spells, the GM makes the roll. If the roll is missed, the GM should *lie* to the wizard about the object – the more by which the roll was missed, the bigger the lie! A roll of 17 or 18 should produce a real whopper. Cost: 4 ST.

Blast (S): Does 1 die of damage to every creature, friend or foe, in the wizard's hex or adjacent to it, except the wizard. Costs 2 ST.



Break Weapon (T): Shatters one weapon, shield, staff, etc., in hand of a foe. Does not work on enchanted swords, shields, etc., constructed with Immunity (q.v.) against this spell. Such a weapon also will not break on a roll of 18, though it may be broken deliberately if someone wants to do so. Broken weapons do half damage (round down); broken staves are useless. Cost: 3 ST.

Breathe Fire (T) – An exceptionally impressive spell. A mainstay of the performing wizard. Useful in combat, of course; against primitive foes, the GM may make a reaction roll to see if they break and run!

A wizard who casts the combat version on themselves, and demonstrates it in a peaceful manner, will get a +1 on reactions from dragons . . . they will feel a bit flattered and a bit respectful. The dragon will probably breathe back, though, and the wizard must not lose his nerve!

By changing a few words, this spell may be cast in two ways:

- **Show.** 1 to cast, lasting for 12 turns, and 1 per *minute* thereafter. A cool blue-and-orange flame a couple of feet long. Can still set flammable things on fire, but not instantly. Will awe an audience or a primitive foe.
- **Combat.** A seething red-orange flame, equivalent in all ways to the breath of a 4-hex dragon, except that since you don't have a dragon's long neck, you can breathe only into or through your front hexes. Will ignite wood, and simply incinerates paper and so on. Does 2d damage, with a DX roll (with thrown weapon modifiers) to hit. Cost to cast: 3 ST, plus one per *turn* maintained for the wizard and 2 ST per *breath* for the subject. The subject, like a real dragon, can breathe once per turn while doing other things, including attacking.

Prerequisite: Fire.

Cleanse Poison (T): Removes all poisons and unhealthful material (e.g., broken glass) from food and drink within a hex. Does not make its subjects nutritious or even tasty . . . simply safe to eat/drink. This spell is related to Cleansing, but different; it is cheaper to cast, but limited to food and water. ST cost: 4 to affect a 1-hex area.

Drain Strength (S): Lets wizard drain life force from others (humans or humanoids only) to replace lost fatigue or exhaustion for himself or his human or humanoid friends. No ST cost – but each 5 ST drained from another gives only 1 ST to the recipient. Can *not* be used to heal damage from wounds – only fatigue or exhaustion. The person being drained must cooperate or be subjugated (tied up, unconscious, etc.). The victim must never be killed by the spell. If the victim had 9 ST left, a wizard could take 5 away (giving himself only 1) but could not take the other 4 away. The backlash would kill the wizard! A wizard cannot make up the 5 ST by draining more than one figure; he could not, for instance, take 3 from one victim and 2 from another to give himself 1. The wizard, the victim, and the figure (if other than the wizard) receiving ST must all be adjacent to one another. If the wizard fails his DX roll on this one, he loses 1 ST and nothing happens to anyone else. The lost ST is fatigue damage to the victim, *not* physical injury.

Eyes-Behind (T): This spell, when cast upon a person, improves his peripheral vision and co-ordination, so that he seems to have “eyes in the back of his head.” All his side hexes will be treated as front hexes, and his rear hex will be treated as a side hex, for all purposes. Furthermore, he can see events directly behind him! ST cost to cast: 3, plus 1 per turn to maintain it.

Fireball (M): Does 1d-1 damage for every ST point the wizard puts into it (maximum 3), with a minimum damage equal to that ST. Can be used to set fire to flammable objects.

Freeze (T): Totally freezes victim (stops all actions, stiffens body) for 2 to 12 turns (after the spell strikes, wizard rolls 2 dice). A frozen figure can see and hear. He can attempt to disbelieve. He can even attempt a spell if it is one he can cast without moving – that is, 5 below his IQ. But he cannot move at all. Does not work on beings with basic ST of 30 or more. Costs 4 ST.

Friendship (S): Calms everyone who is within 10 hexes *and* line of sight of the caster, giving them a +1 on reactions to everyone else affected by the spell for every 2 points of ST the wizard spent on the spell, to a max of 4 points (+2). This spell will not make sworn foes go out drinking together, but it can get them to sit at a table and negotiate. Effects last for 1d times 10 minutes. The spell cuts both ways; under its effect, PCs will not *want* to murder the NPCs even if that was in their minds before!

This spell does not make its subjects stupid or even pacifistic. It will not work if combat is actually going on, nor will it make the guards watch quietly while you remove the idol's eye. Note also that some people, such as rulers and merchants, may be deeply annoyed if they learn they have been subjected to a mind-altering spell.

Invisibility (T): Lets wizard make himself (or another) invisible. The counter for an invisible figure is removed from the map (see *Hidden Movement*). An attack against an invisible figure is made at -6 DX (and, of course, has no effect if directed against the wrong hex). Invisibility does *not* make one inaudible or unsmellable, and is no use in the dark except against creatures who see in the dark normally. Otherwise, the effects of invisibility on your foes' DX are not cumulative with those of Blur, Dazzle, Shadow, or Darkness. Cost: 3 ST to cast, plus 1 for each turn the spell is maintained. This spell does not work on illusions or images; it destroys them.

Mage Sight (T): Allows its subject to see objects concealed by Blur, Invisibility, Shadow, or ordinary darkness. Cost: 2 ST for 12 turns, plus 1 per minute to continue.

Magic Rainstorm (C): Creates a “storm” one megahex in size. Like other creations, it lasts 12 turns. It can stand still or (at its creator's command) move at 1 hex/turn, changing shape if necessary. The Magic Rainstorm puts out all fires, real and magical. Fireballs, lightning, and dragon fire cannot go through it. It has no effect on dragons themselves; they have sufficient sense to close their mouths. Cost: 4 ST.

Pathfinder (S): Used to choose between two paths. Caster uses or improvises a small hanging pointer and invests it with 3 ST. The pointer indicates the one the wizard would choose if they knew all things about both paths at the present moment, though not the *reason* for the choice. The GM makes the roll against the caster's IQ, not DX. If the spell fails, the pointer will waver; if it succeeds, the pointer will clearly show the path. If both paths are equally bad, the GM will say that the spell failed. If both are equally good, the GM will just pick one and say the spell succeeded. On a critical failure the spell will lie, of course.

Pathfinder operates at -2 IQ if a Trailtwister spell has been used by the persons sought.

The spell may be attempted, at a -6, on a choice of three paths. It may not be attempted on a choice of more than three. It may not be attempted more than once within a day to make the same decision, but it may be attempted any number of times on different decisions.

"Path" may sometimes be liberally interpreted – a choice of *who to believe* might be a "path" – but the GM does not have to permit an abusive use of the spell, and may apply penalties in a questionable situation.

This spell may be found in a Lesser Magic Item – a silver pointer on a chain, such as an arrow, a pointing hand, or a leaping wolf. Start with the pointer itself, which must be finely made and pure silver (\$150), then use the Serpent Torc creation stats. Value of this item is \$2,000 and it has the same use limitations as the spell, rolling vs. the user's IQ.

Repair (T): This spell will magically repair (as good as new) any simple item of weight less than 5 lbs. Items up to 10 lbs. can be repaired by two wizards working simultaneously, and so on. The spell will repair a broken rope, pot, etc. It will not cure a living being. It *will* repair a weapon, even if the weapon was magical – but the magic goes out of a weapon when it breaks, and this spell will not restore the magic . . . it will leave a perfectly good ordinary weapon. All the pieces of the item to be repaired *must* be available. This spell will also not repair a complicated machine – it just joins simple breaks. For a complex repair, see *Repair Device*, p. 27. ST cost: 6.

Soothe (T): Calms an upset person or animal. Especially useful for crying babies! Of course, if there is a *reason* for the baby to cry, it will start again soon. This spell does not change a diaper, though a properly cast Scour would.

Cast on an animal, Soothe reduces by one die the difficulty of an Animal Handler attempt. Cost: 1 ST.

IQ 13 Spells



3-Hex Wall (C): Like the Wall spell, but affecting any three connected hexes. Cost: 4 ST.

4-Hex Image (C): Lets wizard create an image (see *Images and Illusions*) of anything no greater than 4 hexes in size. Cost: 2 ST.

Control Elemental (T): Puts any one elemental under wizard's control as long as spell is maintained. An elemental gets a 3-die saving roll against its IQ (which is 8) when the spell first hits; if it makes the roll, the spell is

ineffective. Most elementals will simply leave if a control spell fails, but a fire elemental may well attack, and any large elemental might feel hostile; make a reaction roll.

A controlled elemental will follow most orders (see *Control Spells*), but gets another 3-die saving roll if given an order which is likely to result in its own demise. ST cost to wizard: 3, plus 1 every *minute* (12 turns) the spell is maintained after the first minute. If the elemental has a ST greater than 30, double this cost. A wizard may control more than one elemental, but they must be of the same type; this is true even if he created the elementals himself.

Control Person (T): Puts any one human or humanoid, natural or summoned, under wizard's control for as long as spell is maintained. If target was an image or illusion, it disappears. A controlled person will follow most orders, including orders to attack his former friends. (See *Control Spells*.) *Note:* Target of the spell gets an immediate saving roll against his IQ on 3 dice, and another roll if ordered to harm himself, harm a loved one, reveal the King's location . . . In general, orders like "Open that door" will not trigger a new saving roll, but "Tell us where the treasure is" will. This spell does not work on animals or dragons. Cost: 3 ST, plus 1 each turn the spell is maintained.

Curse (T): The Curse is a general "foul-up" spell cast at one individual. It lasts until removed by Remove Thrown Spells. An individual may not know that he is cursed (although it's usually easy to figure out), but a Detect Magic spell will detect it, and an Analyze Magic spell will give its nature.

For every 2 ST the curser puts into the curse, *every* die roll the victim makes is increased by 1 if the victim wanted to roll low, or decreased by 1 if he wanted to roll high. A 6-ST Curse would change every roll by 3.

Fireproofing (T): Makes its subject immune to all effects of all kinds of fire and flame. His clothes and the things he carries will also be unaffected. Cost: 3 ST to cast, plus 1 per turn to maintain, for each hex of size of the subject.

Flight (T): Lets subject (temporarily) fly. (See *Flight* rules under *Movement*.) Any attack on a flying (one-hex) creature is at -4 DX. A creature flying by this spell has a MA of 12. Such a creature will not be used to flight – so if he/she attacks while in the air, his/her DX will be adjusted by -2 for regular physical attacks or magic spells cast on another, and -4 for attacks with physical thrown or missile weapons. This is in *addition* to the -4 DX mentioned above if a flying creature is the target attacked. If one flying wizard aims a staff stroke at another, his DX is -6; -2 because he's flying, and -4 because his target is. This is clearly not an effective way to attack. Costs 3 ST to cast, plus 1 per turn flying.

Open Tunnel (T): Turns one hex of rock (or any other material) into air. The effect of this spell is permanent. A smaller area may be affected if the wizard wishes, and the wizard may control the shape of the area. Cost: 10 ST.

It is possible to kill with this spell by turning all or part of a foe into air. However, the spell is not instantaneous. If this spell is directed against a living being, that creature has a 3-die roll against DX to escape. If the roll is successful, the target creature immediately jumps back one hex, out of

the way. Otherwise, he (or part of his body) vanishes. The GM assesses damage done by a partial vanishing. Except in the case of a giant slime, Goo, or truly enormous creature, this effect will be very severe.

Scrying (S): The Scrying spell is used to see what is happening somewhere else, right now. Scrying into the past is very difficult, and scrying into the future is just as risky as any other form of fortune-telling; do not depend upon it!

A perfect reflective surface is required, and some mirrors are enchanted for better scrying, but other things can be used:

- A silver bowl of clear water, for quick visions only.
- A cauldron of molten silver or other white metal. Lead has terribly poisonous fumes, and mercury has its own hazards, but either can be used in a pinch. Gallium works if you can find it!
- A perfectly flat and freshly polished sheet of solid silver.

Beware; the iron law of scrying is that “He who sees is seen.” Any scrying tool can open you to the occult vision of others. Therefore, the experienced wizard will empty his silver bowl, cover his mirror, or let his gallium cool to a rough surface!

Roll vs. IQ, not DX. Scrying is difficult, requiring at least a 4/IQ roll. Add 1 die if the target is within wards or a pentagram. Add 1 die if there is an unbroken protective ring of silver around the place you seek to see.

However, ignore all wards, and subtract 1 die, if there is a mirror or scrying tool in the place you are trying to see.

The extent of the vision depends on the margin by which the roll is made:

1-2 Quick glimpse, vision only. If you fear your mastery is too great and don't want to spend strength, use a bowl of water as your mirror and your success will be only at this level.

3-4 Ten seconds of sound with a single static image.

5-6 Thirty seconds, sound only, or three seconds of vision – your choice.

7-8 One minute, sound only, or ten seconds of vision – your choice.

9 or 10 One minute, vision and sound.

11 and up Three minutes, vision and sound.

Only one attempt per subject per day. ST cost is equal to the margin of success, so a quick glimpse costs little but a detailed vision may leave the caster unconscious (never dead).

Slippery Floor (T): Makes the floor over one megahex extremely slick. When any figure enters the slippery area, the player who cast the spell reveals it. Any figure in a hex made slippery, or any figure entering a slippery hex, must make his saving roll (3 dice against DX) to avoid falling in that hex. If the figure then enters another slippery hex in the same turn, it must roll again, and so on . . . and even if a figure simply stands still in a slippery hex, it must make the saving roll to avoid falling. A figure which falls in a slippery hex may try to stand next turn, but must make

its 3-die DX roll to do so. Of course, it may choose to lie still, or to crawl out (see *Crawling* under *Movement*). This requires no DX roll.

To figure the range for this spell, or any other thrown spell covering one MH, count the hexes from the wizard to the center of the MH involved; this is the DX penalty. This spell *does* affect images and illusions. Lasts 12 turns unless renewed. Cost: 3 ST.

Staff III/Staff of Striking (S): Like Staff II, except that its occult attack may strike a figure two hexes away in any direction from the wizard, and the to-hit roll is made at DX+3.

Also, the staff's occult attack now bypasses the armor or natural defense of its target. Magical defenses such as Stone Flesh still operate.

Sticky Floor (T): Makes an area of floor 1 MH in size magically “sticky.” The only effect is on figures' movement. Any figure entering a “sticky” floor area stops immediately. Each turn thereafter, his MA is reduced to 1. A figure with a ST over 30 has MA 2. An area cannot be both “slippery” and “sticky” due to magic; the second spell cast will fail to work. This spell affects images and illusions. This effect lasts 12 turns unless renewed. Cost: 3 ST.

Stone Flesh (T): Gives subject's body the power to act as armor, stopping 4 hits per attack. The protective effect of Stone Flesh is cumulative with any other natural or magical hit-stopping ability (armor, fur, etc.) of its possessor, but not with Iron or Diamond Flesh. There is no way to tell if a figure is protected by this spell except to hit it or use Reveal Magic. Costs 2 ST to cast, plus 1 each turn the spell continues.

Stop (T): The victim of this spell has a MA of zero for the next four turns. He or she may do anything else, but may not move to another hex under any circumstances. Cost: 3 ST.

Summon Gargoyle (C): Brings a regular Gargoyle (ST 20, DX 11, IQ 8, MA 8 on ground, 16 in air, fist does 2 dice damage, skin stops 3 hits) to serve wizard. (See *Summoned Creatures*.) Costs 4 ST, plus 1 each turn the Gargoyle stays.



Telekinesis (T): Lets wizard move objects by the force of his mind. Objects may be picked up, thrown, etc. A wizard may do anything with TK that he could do if his own body were there. However, the object manipulated must be where he can see it. (Exception: A wizard with TK could use it to untie himself, even if he were in the dark or his hands were tied behind him.) For purposes of governing TK, the GM should assume that the wizard has one “invisible body” which he may place and use anywhere he can see or touch. It is possible to use a weapon with this spell – but any weapon controlled telekinetically is at an extra -4 DX. Cost: 2 ST per turn.

IQ 14 Spells



4-Hex Illusion (C): Lets wizard create any illusion (see *Images and Illusions*) no greater than 4 hexes in size. Cost: 3 ST.

Dispel Illusions (S): Causes all illusions within 5 megahexes of the wizard’s own megahex to vanish immediately, regardless of their size and who created them. Cost: 5 ST.

Duplicate Writing (T): Copies one side of a handwritten page of a reasonable size, in a close approximation of the original type or handwriting, in plain blue ink. The caster must hold the page to be copied and concentrate for a minute; the copy will appear in his other hand.

The copy will be completely accurate on a successful roll against the caster’s DX. A failure will (for instance) misspell words the caster cannot spell. Only on a critical failure will there be *meaningful* errors. The GM makes the roll; the wizard cannot know how good the copy is without checking carefully.

This spell *can* be used to copy a page from a grimoire, which is not itself magic, but can *not* copy a spell scroll!

The spell provides both ink and paper, and a duplicate page is easy to recognize as such. A “duplicate” of a calligraphed and ornamented page will copy all the colors in the same blue. Thus, it is possible (by writing in red ink on black paper, for instance) to create a document that is hard to magically copy. Such documents, however, are very hard for regular *readers* to deal with! And a critical spell success against an “uncopyable” document would yield a readable copy anyway. Cost: 2 ST.

Explosive Gem (S): This is a spell for creating a simple kind of magic object. An Explosive Gem may be made to go off when disturbed at all, or to explode only when thrown, at the maker’s pleasure. Its maker may handle it without danger. Explosive gems of 6 dice power or greater also put one die of damage on each figure in a hex adjacent to that in which they explode!

This spell costs 5 ST for each die of damage the gem will do when it explodes – maximum 8 dice damage. Unlike most magic items, a gem may be made instantly if the ST is available. One must begin with a gem worth at least \$50. Once a gem is rendered explosive, it cannot be enchanted again to make it stronger. If this is attempted, it will explode with the combined power of both spells.

The Law of Fives does not seem to apply to this item.

Fresh Air (T): The subject of this spell can breathe normally, regardless of where he may be – entombed in rock, underwater, surrounded by noxious gases, etc. The spell magically brings him air from elsewhere. ST cost: 2 to cast, plus 1 per minute to maintain.

Glamor (T): This is a special sort of illusion. A Glamor is cast over a living creature to make him appear as other than what he is; it is a magical disguise. A Glamor does *not* give the disguised creature any of the abilities of his disguise, and cannot make him appear to be more than twice his actual size. A Glamor can not be penetrated by disbelieving. It lasts until removed by Remove Thrown Spell, until the casting wizard wills it away, or until the englamored one dies.

A creature with Mage Sight gets a 4-die roll against IQ, *once only*, to see through a Glamor when it is first encountered. If successful, this removes the Glamor – but only for him; others will still see the illusion.

ST cost to cast a Glamor is 10.

Lightning (M): Does 1 die damage for each ST point the wizard puts into it. Can also destroy magic items (see p. 167).

Remove Thrown Spell (T): Negates the effect of any Thrown-type spell . . . can be used to dissolve an enemy spell, or to eliminate a foe’s own magic protection. Has no effect on spells other than Thrown type, on most magic items (but see p. 166), or on the Spell Shield. Cost: 2 ST.

Restore Device (T): This spell will fix broken springs, restore gear teeth, replace wires, and so on, bringing any mechanical device to the appearance of original condition, provided you start with all the pieces. If it worked when it was new, it will work after this spell. If it had design problems, this spell will not help at all.

The Mechanicians will tell you that a magically restored device is likely to fail again in the same way, and they are right. A good mechanician will look at wear patterns and rebuild a device to avoid them, while this spell mindlessly restores the gadget’s original state using its original (and probably weakened) parts. But it’s fast.

Cost to cast depends on both size and complexity: 12 for a hand-sized object like a crossbow, 24 for something like a clock that might take both hands to hold, 50 for something that fills a hex. Larger devices are unusual and difficult.

Spell Shield (T): Prevents any spells (hostile or otherwise) from being cast on its subject – that is, protects against effects of all Special, Missile, and Thrown spells, and the occult damage from a staff. Does not affect spells already cast; does not protect against ordinary physical force, including damage done by created beings or things, damage done by weapons (ordinary or magical), or the effects of magic ropes and slippery floors. When a spell hits a figure protected by Spell Shield, the wizard casting the spell loses the entire ST cost for that spell, because it succeeded but was nullified. *Exception* – a wizard casting the Death Spell at a protected figure loses only 1 ST. Cost of the Spell Shield: 3 ST, plus 1 per turn it is maintained.

Summon Giant (C): Brings a giant (ST 30, DX 9, IQ 8, MA 8, no armor, club does 3d+3 damage) to follow wizard's orders. (See *Summoned Creatures*.) Costs 4 ST, plus 1 for each turn the giant stays.

Summon Lesser Demon (C): Allows wizard to summon a minor demon, who will perform one service for him, or fight for 12 turns, or truthfully answer one true/false question, or grant a Lesser Wish. The demon is a 1-hex creature with ST 50, DX 13, IQ 9, and infinite MA due to its ability to teleport itself. It may use any weapon. It does 2 dice damage in HTH; its skin stops 3 hits/attack.

It takes 5 undisturbed turns to complete the summoning, and if the wizard fails the DX roll at the end of the summoning, the demon will appear anyway – and attack *him*.

ST cost to summon a lesser demon is 20.

The summoning of demons is more fully explained under Summon Demon, an IQ 17 spell.

Telepathy (T): Lets wizard read the mind of one subject. Costs 4 ST to establish, plus 1 per turn it is held. Wizard can ask subject 2 questions per turn, and subject will answer to the best of his/her knowledge (works best on humanoids, but language is no barrier). Wizard must be in physical contact with subject – so a hostile subject had better be tied up or held. A hostile subject gets a 4-die saving roll vs. IQ to avoid having his mind read. Subject must be conscious. This spell will work on animals, but they may not know much. It will *not* work on dragons. It may be used to give information rather than take it – but still at only 2 pieces of data per turn.

Weapon/Armor Enchantment (T): This is the simplest spell to enchant objects; with this spell, armor (and shields) can be enchanted to enhance their protective value, and weapons can be enchanted to hit more often and/or do more damage. For details on casting this spell, see *Creating Magic Items*, p. 149.

Any suit of armor, or any shield, can be enchanted to stop more damage. Applying this spell once will produce an item that magically stops 1 extra hit/attack. Repeated applications will let an item stop 2 hits/attack – and so on, up to 5.

Any weapon can be enchanted to do more damage, or to hit more often, or both. Applying the spell once will give a weapon that does +1 damage, or increases its user's DX by 1, whichever the maker specifies. Repeated applications can give a weapon with damage and DX bonuses totaling up to 5 – never more.

An item that is both offensive and defensive (a spike shield or main-gauche, for instance) could have both offensive and defensive bonuses on it – but not totaling more than 5.

This spell (in all its forms) is permanent. It may be removed by a Remove Thrown Spell, like any other thrown spell . . . but the bonuses on a multiply-enchanted object must be removed one at a time.

IQ 15 Spells



7-Hex Image (C): Lets wizard create any image occupying up to 7 connected hexes. (See *Images and Illusions*.) Costs 4 ST.

7-Hex Shadow (C): Like a Shadow spell, but affecting up to 7 connected hexes. Cost: 3 ST.

Astral Projection (S): Lets the wizard send his “astral body” to another place while he (apparently) sleeps. The astral body can go anywhere the wizard has visited or observed while not astral. Distance is no barrier. The astral body can observe events in other places for one hour; at the end of that time, it automatically returns.

If the wizard has a staff, his astral body possesses an “astral staff” having all the powers given in the Staff spell. However, no other spells which may have been cast on his “real” staff carry over into the astral plane – thus, he could not carry a Lightning rod (for instance) with him.

An astral body looks like the wizard's real body, and appears to be dressed and armed the same way.

A figure in the astral plane may look for traps, read open books, etc., just as though he were there in physical or insubstantial form.

A wizard in the astral plane may cast a spell on himself, or on another astral figure, exactly as though he were physically present. However, if an astral figure wishes to cast a spell on any physical person or object, or use the occult attack of his staff, the ST cost is *tripled*. Furthermore, a wizard in astral form cannot use the Create Gate or Control Gate spells at all.

Combat between astral beings is handled exactly like combat between “real” creatures, except that (a) there are no physical barriers on the astral plane, and (b) no magic item (except the staff) can be used. Wizards can cast spells at one another, just as though the fight were physical. Other forms of combat also work; two astral figures can battle with weapons or HTH. An astral figure will have astral weapons identical to the “real” ones he was carrying, but they will not have the magic powers (if any) that the real ones did.

Nothing in the physical plane, except a Dazzle spell or a Word of Command, can affect an astral body; in fact, an astral body cannot communicate with a physical being except by telepathy (the ST cost for telepathy is the ordinary cost, not the tripled one). Pentagrams, wards, and other magical protections *will* stop an astral body.

A physical being cannot observe an astral body in any way except by Mage Sight. Detect Life will detect nothing. Detect Enemies or a Ward spell will warn that something is present, but that's all.

An astral body has the ST that its possessor did immediately after the spell was cast. ST lost by the astral body (due to spells cast, wounds, or anything else) is also lost by the physical one. An astral body cannot draw ST from a Powerstone, or from an Aid spell cast by a physical being. He can use the Drain Strength spell, at normal cost – but only on a willing subject. Death of the astral body kills the physical body, and vice versa. Cost: 10 ST.

Calling (S): The caster of this spell can attract the closest being of any specified kind, as long as it is not more than a few miles away. The creature “called” will move toward the wizard as fast as it can without putting itself in severe danger. Its reaction when it arrives at the wizard is *not* modified by the spell – so if you call a sabertooth tiger, you’d better be ready to deal with it when it appears! The wizard can call any creature of a type he has encountered before. If no creature of the type called is within range, the GM may, at his discretion, substitute a similar type, especially if the wizard’s die roll was good. ST cost: 5.

Create Gate (C): Allows the wizard to make a Gate (see p. 56).

The Gate will follow whatever rules the wizard specifies at the time he *starts* the Gate, within certain limits; basically, the rule is limited to things that the caster could perceive if he were personally standing at the Gate while reviewing the character stats of the passers-by. Some specific rules that are always allowable:

- Will only/never pass a specific person(s), or someone accompanied by a specific person(s). A gate can handle an arbitrarily long list of names but cannot detect, for instance, bloodlines or Guild membership.
- Will only/never pass wizards (or Woodsmen, or males, or goblins, or those with ST above 14).
- Will only pass someone who carries a specific token.
- Will only pass someone who says the password.

Multiple rules are allowed, so you could build a Gate that would only pass female goblins who said the password.

Cost to build a Gate is 100 ST: 50 when one end of the gate is set up, and 50 when the other end is set up. The wizard must travel to the site of the other end of the Gate in order to finish the job! Once the gate is finished, the wizard cannot change it unless he knows the Control Gate spell (IQ 18).

Giant Rope (C): A strong version of the Rope spell. Cast on a creature of ST 20 or more, it has just the same effect that an ordinary Rope spell has on a human. Cast on a weaker creature, it has the effect of two simultaneous Rope spells, which must be removed one at a time. Cost: 5 ST for 12 turns, and 5 for each further 12.



Hammertouch (T): The subject of this spell can “thump” a person, door, or other object with his fist, doing 1 die of damage for every point of ST that was put into the spell. The spell lasts 3 turns – so the subject of a 4-point Hammertouch would be able to deliver three 4-die punches, one on each of the next 3 turns. This spell is useful for HTH combat, or for breaking down doors, but cannot be effectively combined with the Unarmed Combat talents or the Magic Fist spell. The subject of the spell will not be hurt, no matter what he hits, unless he rolls a 17 or 18 – then he takes 1 die of damage himself.



Iron Flesh (T): Similar to Stone Flesh, but better: lets subject’s body stop 6 hits per attack. Costs 3 ST, plus 1 per turn.

Megahex Avert (T): Like an Avert spell, but cast on the occupants of a whole megahex at once . . . that is, any hex and all hexes adjacent to it. If the spell works, every figure in the MH is under an Avert spell, as above. Costs 3 ST to cast, plus 1 each turn the spell is held.

Pentagram (C): Creates a magical barrier that keeps out occult influences. A pentagram is a five-sided figure, but treat it as covering one megahex. A pentagram will act as a Spell Shield to stop any magical attack from outside the MH. It will also stop images, illusions, and summoned beings. And it will prevent scrying. The only thing it will *not* stop is a totally “natural” thing – such as a purely physical attack by a nonmagical creature. Costs 5 ST to cast, plus 1 for each turn maintained. The catch: (1) It takes 3 full turns to draw the pentagram; if the wizard is disturbed while drawing it, he loses 1 ST and must start over. (2) When the first attack is made against the pentagram, the wizard who drew it must make a 3-die saving roll against IQ to see if he drew it correctly. If he misses the roll, the pentagram is faulty and offers no protection.

It is also possible to summon a demon *into* a pentagram. If the pentagram holds, everyone outside its perimeter will be safe. A demon cannot fight or run errands from inside a pentagram, but it can provide information or grant wishes! However, the pentagram does not protect the wizard against the battle of wills required to earn a wish, because the wizard himself initiated the contact.

Regeneration (T): Regrows all missing parts of the subject and restores full health. Requires about a week of bed rest to take effect! Does not help the dead; does not offset aging. Does not affect mental problems except those directly caused by an injury. The effect of concussion would be healed; the effect of seeing Great Cthulhu would not.

No magic item is known. There might be a potion but it would be very costly and take just as long to act. Costs 30 ST.

Staff IV/Staff of Power (S): Like Staff III, except the attack is a free action – the wizard may use the staff’s strike along with any option, including attacking, running away, or using the staff as a physical weapon. However, if the staff is used as a weapon, its occult strike must be directed at the same target.

Summon Small Dragon (C): Brings a small (4-hex) dragon (ST 30, DX 13, IQ 16, MA 6 on ground, 16 in air; breath does 2 dice damage, claw does 2d-2, armor stops 3 hits) to follow wizard’s orders. (See *Dragons* and *Summoned Creatures*.) Costs 5 ST, plus 1 each turn the small dragon stays.

Teleport (S): Instantly “blinks” wizard to another hex. He may choose any facing he likes in the new hex. You cannot teleport into a solid object. Illusions count as solid; images disappear. Cost: 1 ST for each *megahex* distance transported.

Unnoticeability (T): As its name implies, this spell makes its subject hard to notice. He is not invisible, so Dark Vision, Mage Sight, etc., are of no help; he is simply very easy to overlook.

Anyone who would normally see (hear, smell, etc.) an “unnoticeable” figure must make a 4-die saving roll vs. IQ. Failure to make the roll means that they will never realize he is there. They will not look, walk, or fire missiles in his area unless absolutely necessary. Even if they bump into him, they won’t realize he’s there if they had missed their IQ roll before.

Figures in battle roll one more die to notice; figures with Alertness or Acute Hearing roll one less die for each talent. If an “unnoticeable” figure attacks someone, the one attacked will notice it. Once you notice an unnoticeable figure, you can see it clearly, but those who have not noticed it must still make a roll to see it, even if you point. They may decide you’re insane! ST cost: 3 to cast, plus 1 each turn it is maintained.

IQ 16 Spells



7-Hex Fire (C): Like the Fire spell, but cast on any 7 connected hexes. Costs 4 ST.

7-Hex Illusion (C): Creates an illusion of anything occupying no more than 7 connected hexes (see *Images and Illusions*). Costs 5 ST.

7-Hex Wall (C): Like the Wall spell, but affecting any 7 connected hexes. *Note:* Although you cannot entomb a figure by putting a wall in its own hex, this spell can let you put walls in every hex surrounding a figure, thus trapping it. Cost: 6 ST.

Create/Destroy Elemental (S): As “Create Elemental,” this spell will create one elemental, which will do the bidding of its creator for one day. It will then seek to escape. If its creator wishes to avoid this, he must either (a) make a 5-die roll against his own IQ, (b) use the Control Elemental spell and try to force it to destroy itself, or (c) use the Destroy Elemental version of this spell (below). If he makes the IQ roll, the elemental will serve him for a further day and then try to escape again – and so on. Any time an elemental is ordered to do something which threatens its existence, it gets a 3-die roll against its *own* IQ of 8; if it makes the roll, it escapes. In order to create an elemental, the wizard must be in a place appropriate to that element (see *Elementals*) and must expend 5 ST, plus 1 for every ST the elemental is to have.

As “Destroy Elemental,” this spell destroys all elementals within a 5-MH radius of the caster, no matter what their ST. However, if an elemental is “in its element,” that is, in a place appropriate to its creation and being, this spell will not affect it. For instance, a salamander in a volcano, or an undine in a river, would be unharmed. A free elemental will be very hostile to anyone it suspects may plan to use this spell, and will certainly attack a wizard who attempts it and fails. ST cost: 10.

Death Spell (T): When this spell is cast, compare the ST of the wizard with that of the victim at that moment. The weaker one immediately dies, and the stronger one loses that much ST. Therefore, if a wizard uses this spell on a stronger opponent, it means his own death instead. Armor, Stone or Iron Flesh, etc., do not protect against this spell, although the Spell Shield stops it.

Long-Distance Telepathy (S): Allows a wizard to send a *short* (5 words) message to anyone he knows, whatever the distance. Allows two wizards who know each other and know the spell to converse for 30 seconds; they split the ST cost. Cost: 12 ST.

Megahex Sleep (T): A Sleep spell which affects every figure with ST less than 20 (except the wizard himself) in a single megahex, *or* any single figure with ST of 50 or less. Otherwise, just like Sleep, above. Costs 8 ST.

Summon Dragon (C): Brings a 7-hex dragon (ST 60, DX 14, IQ 20, MA 8 on ground, 20 in air; breath does 3 dice damage, claw does 2 dice damage, armor stops 5 hits) to serve wizard. Costs 5 ST, plus *two* each turn the dragon stays.

Trance (S): The wizard sleeps for an hour of game time. He may ask the GM any question. If the GM makes the wizard’s DX roll successfully, he will give a truthful hint (not a complete answer!) phrased in an oracular way. If the roll fails, the GM will give a misleading hint. The GM should not allow more than one trance on the same subject per game-week, or more than two on any subject per day. Cost: 10 ST.

Write Scroll (S): Lets wizard create a scroll (see *Magic Scrolls*). The wizard must know both the Write Scroll spell and the spell to be written on the scroll. ST cost: None. Writing a scroll requires a wizard’s whole effort for as many days as the IQ required for the spell; he must make

his DX roll once on each of those days or his pen slips and he ruins the scroll. Therefore, ST cost is inapplicable; it just takes days of work. A scroll *cannot* be made for any spell that creates a magic item.

IQ 17 Spells



Blast Trap (S): An object prepared with this spell will explode under some one condition set by the wizard when he casts the spell (exactly as for Expunge, below). There may be only one triggering situation per spell, though an object may have more than one Blast Trap on it.

The force of the blast depends on the ST put into the spell. For 6 ST, a wizard can produce a blast doing 1d+1 damage to anyone in the hex with the object. For 12 ST, he can set a blast which will do 2d+2 to anyone in the hex, and 1 die damage to anyone in an adjacent hex. For 24 ST, he can enchant an object to explode for 3 dice damage to anyone in the same hex, and 2 dice damage to anyone adjacent. The Detect Traps ability will not detect this spell, but the spell to Detect Enemies will.

Since this is not a “Create Magic Item” spell, the cost to cast it does not vary, whether other spells are on the object or not.

This spell lasts only a day; it must then be re-cast.

Blast Trap can only be used on relatively small (no more than 20 lbs.) objects. When the item explodes, it is totally destroyed. Any exposed flammable items in the affected hexes will also catch fire unless their holders make 3-die saving rolls against DX.

Cleansing (T): This spell will kill all small life forms (disease germs, vermin, etc.) within the specified area. Up to 7 connected hexes may be cleansed with one spell, at a ST cost of 20 per hex. This spell will make moldy food safe to eat, cure a plague victim, vampire, or werewolf, or kill off the lice in your garments. It will not affect poisons or make something inedible good to eat.

It does 1 die of damage to each living being within the area, which of course kills small things very thoroughly.

Unfortunately, the spell always puts 1 die of damage even on the individual(s) the wizard does not want to injure, so there is a risk involved when a very weak individual is cured this way.

Diamond Flesh (T): Like Iron Flesh, but even harder, in both senses. Stops 8 hits/attack! Costs 4 ST to cast, plus 1 per turn it is maintained.

Dissolve Enchantment (T): This spell will “de-enchant” a person or object of any one spell on it, except the Spell Shield. It is usually used to remove a Curse or other malign spell from an object, but can also be used by a foe to take a good spell off one of your enchanted items. However, the ST cost is very high: 100 if the spell was placed on the item by the Greater Magic Item Creation spell, and 50 if by the Lesser Magic Item Creation spell, Staff, Exploding Gem, etc. The DX and damage bonuses on enchanted weapons and armor may also be removed by this spell at a cost of 50. If you need this spell to take a Curse off an object, you will probably have to go to the Wizard’s Guild, since it takes several wizards in cooperation to provide the necessary strength.

Expunge (S): An Expunge spell may be cast on any already-enchanted object. A certain condition is set under which Expungement will occur (e.g., a goblin picks up that object). Any condition may be set, as long as it could be detected by someone next to the enchanted object. For instance, an Expunge spell could not be set to act when the King of a far-away city sneezed. It *could* be set to act when someone in the same room with the object sneezed.

If and when the condition is met, the Expunge spell acts, erasing the enchantment on the object. The Expunge spell also vanishes.

A Detect Magic spell will detect Expunge, and an Analyze Magic spell will tell what it is. Of course, if the Expunge spell was set to act when Analyze Magic was cast on the item, the investigator has gained little.

It is possible to set an Expunge spell to erase one, some, or all of the spells on an object.

Only one Expunge spell may be cast on an object; it counts as one of the five permissible spells. The Expunge spell may have up to five separate “triggering” conditions – never more.

This is an excellent spell for keeping powerful items out of the wrong hands. Its ST cost is always 125 ST per day for 3 weeks, with no spell-ingredients needed, no matter how many spells are on the object already.

Geas (S): A Geas is a command to do, or not to do, a certain thing. A wizard who has this spell may lay a geas on any figure just by talking to him – no DX roll required. The victim gets a saving roll – 4 dice against IQ. A wizard may only attempt a given Geas once (ever) on any figure, and a figure may have only one Geas at a time on him/her. Examples of a Geas might be (a) not to touch weapons for a year and a day, (b) to go on a quest for a certain thing and bring it to the wizard, (c) to attack all wizards on sight . . . Analyze Magic will detect a Geas; only a Wish or Dissolve Enchantment will remove it. ST cost to cast a Geas is 10.

Insubstantiality (T): The subject of this spell is rendered temporarily “out of phase” with the rest of the universe. It appears as a dim, foggy shape. No physical weapon, attack, or missile spell can affect an Insubstantial figure, but Thrown-type spells can. An Insubstantial figure moves at only one hex per turn, but can pass through any solid objects at that same speed – or can go up or down at one labyrinth level (about 15 feet) every 3 turns. An Insubstantial figure can use Thrown- and Creation-type spells (even while moving), but cannot use other spells or personally make a physical attack on other figures, whether the other figures are physical or insubstantial. Thus, combat involving insubstantial figures is purely magical. Insubstantial figures can be heard (dimly) if they speak.

Some kinds of creatures (notably Wraiths) are naturally insubstantial.

A figure which becomes solid in the middle of another solid object dies – and so does that other object, if it was alive.

Cost: 4 ST to become insubstantial, and 2 each turn the spell is continued.

Remove Cursed Object (T): This spell may be considered a “temporary” version of Dissolve Enchantment. It suppresses a Curse or other spell on an obnoxious magical object for just long enough to allow the wearer to put it down or take it off. If you have been inveigled into picking up a sword that reduces your DX, putting on a Helm of Stupidity, or donning a ring which geases you to sing bawdy songs at the top of your voice, this is the spell you need. It costs 20 ST to cast; you can usually get it done at the Wizard’s Guild for a mere \$500. If you don’t have the money, they will do it for free – but they keep the object after it is removed.

This spell makes no permanent change in the magical nature of an object.

Staff V/Staff of Mastery (S): Like Staff IV, except that the Mana stat of the staff may be raised, by spending XP, up to twice the wizard’s IQ, and its occult damage is increased to 1d+2. The Staff of Mastery still does 3 dice damage if picked up against the owner’s will, but it does not explode.

Spellsniffer (T): This spell gives its subject a combined Reveal, Detect, and Analyze Magic ability that covers everything within 5 hexes. When this spell is successfully cast, the GM makes two rolls against the subject figure’s IQ for each spell or magic item within range. On a successful 3-die roll against IQ, the spell/magic item is detected. If it is detected, the GM makes a 4-die roll to see whether it is analyzed. A successful 4-die roll means the spell/item is understood, as per Analyze Magic. If a figure or item has several spells on it, separate rolls are made for each spell.



A figure using this spell will know (if he makes his 3-die roll) that an illusion or image has magic about it, and will also know (if he makes his 4-die roll) that it is an illusion or image, as the case may be. Conceal, of course, impedes this spell just as it impedes Analyze Magic.

Cost of this extremely powerful and useful spell is 2 ST to cast, plus 1 each turn it is maintained.

Summon Demon (C): Allows wizard to summon a 3-hex Greater Demon. The demon will do one of four things: (1) Fight for 12 turns and disappear. Its ST is 100, DX 14, IQ 11. It does 4 dice damage in bare-handed combat, and may use any weapon. Its skin stops 4 hits/attack. (2) Grant one Greater Wish (see *Wishes*). (3) Give a truthful answer to one question if that question can be answered with *one word*; (4) Perform one service. The service is up to the GM; legitimate services include transporting the wizard and his party (up to 10 people) to another place, bringing the wizard some known object from a known place, etc. The demon can transport itself instantaneously – but if it has to fight (or search) for more than 12 turns, it will vanish rather than finishing the job. Also, demons are perversely literal-minded. Remember the famous exchange . . .

WIZARD: Demon, make me a milkshake.

DEMON: Zap! You’re a milkshake.

The GM (acting for the demon) may be as obtuse and difficult as he wishes in conforming to the letter of a wizard’s instructions – but precisely worded instructions should be followed precisely. However, the time it takes to instruct a demon counts against the 12 turns (that is, one minute) that it will stay!

The other catch in summoning a demon is that (1) it takes 10 undisturbed turns to finish the summoning (any disturbance costs the wizard 1 ST and forces him to start over); (2) if the wizard fails his DX roll at the close of the summoning, the demon will attack, which makes a pentagram good life insurance; (3) if the wizard demands a wish from the demon, he must win a contest of IQ against the demon’s IQ . . . or the demon will attack. See *Wishes*, p. 143, and *Demons*, p. 80.

Demons will not cast spells while in our plane; they are highly magical, but don’t use magic as we know it.

The ST cost to summon a Demon is 30.

The Little Death (T): This spell puts its subject in a suspended animation closely resembling death. There is no breath, no thought, and no heartbeat (therefore, wounds don’t bleed). The only way to tell the figure is alive is to discover (through Analyze Magic) that this spell is being used.

A figure can cast this spell on itself or another. It costs only 1 ST for a figure to voluntarily enter the Little Death – but the figure will lose one ST every day, until it is truly dead or until the spell is removed (through Dissolve Enchantment or Remove Thrown Spells) by another. A figure cannot voluntarily leave the Little Death.

The ST cost to cast the Little Death on another is 4 if the subject is willing, or unconscious; otherwise the cost is 10. Again, the subject will lose 1 ST point per day until he/she dies or the spell is removed.

This spell is useful for preserving the life of a badly-wounded friend. An ingenious wizard will find many other applications.

IQ 18 Spells

Control Gate (C): By casting this spell, a wizard can determine where the other end of a Gate is and what rules govern it; by casting it again, he can change the rule on either a temporary or permanent basis. ST cost to do either of these things is 10. A wizard who knows this spell can also destroy a Gate (both ends) at a ST cost of 50; he must be within Creation Spell range (that is, the gate must be in a MH adjacent to his MH) to do so.

Lesser Magic Item Creation (S): Lets wizard create any item on the Lesser Magic Item list – see *Creating Magic Items* for details, costs, and other requirements.

Megahex Freeze (T): A Freeze spell which affects all figures with ST less than 20 (except the caster himself in a given megahex, *or* any single figure with ST less than 50. Otherwise, just like Freeze (above). ST cost: 12.

Shapeshifting (T): Classic spell used to turn princes to frogs, etc. Transforms its subject into any known type of creature, with any attributes. However, the IQ may not be raised, and the total of ST and DX may not be raised. ST and DX may be traded off, lowered, etc., as long as neither is reduced more than 1 below the usual minimum for the new shape. A person could be shapeshifted into a relatively clumsy wolf – but not a wolf of DX 6! GMs may use their discretion as to what kind of shifting is allowed.

The individual's memory, spells, and talents remain intact, though they will not be able to use those spells and talents for which they no longer have IQ. Likewise, DX for spells and some talents will be impaired if the new shape has no hands! These adjustments must be left up to the GM. A human shifted into wolf form will still be able to understand all the languages he could before, and will be able to speak them in a barking, whining fashion. He will also be able to communicate, in rudimentary fashion, with other wolves, but they will know there's something funny about him.

Shifting to a new shape gives you the physical, but not the mental, abilities of that shape. If you shift to Goblin shape, you will move and fight as a Goblin, but you will not magically learn the Goblin language. Furthermore, your clothes will not shift or vanish – you'll need new ones.

ST cost: 20 to shift another, 10 to shift yourself. The spell is permanent unless removed by Dissolve Enchantment, a wish, or another shapeshift.

Wizard's Wrath (M): This most powerful of missile spells can have the physical effect of any of the other three. It can appear as a telekinetic blow like the Magic Fist, a fiery blast, or a smashing electrical discharge. Whatever form the casting wizard chooses to use, though, it does 1d+1 damage for each ST the wizard puts into it. Its other effects will be appropriate to the form chosen.

IQ 19 Spells

Long-Distance Teleport (S): Lets wizard “blink” himself or another (one person at a time) from anyplace to anyplace else, provided the wizard has been to the destination or can see it (or a clear memory of it) by some means, magical or otherwise. A crystal-ball visualization is *not* accurate enough for this spell. Up to 100 lbs. of “cargo” can be carried by the spell's subject.

If the wizard misses his DX result with any result *except* a 16, the teleported character is dead, kaput, finished, lost forever. However, if the wizard rolls exactly 16 (regardless of his DX), the teleported character goes, not to the intended destination, but somewhere in some way similar to that place. (GMs: Choice of this place is up to you. Make it interesting.)

A wizard can use this spell to get rid of a foe, but cannot use it to deliberately disintegrate him, send him to Limbo, etc. Remember: The chosen destination has to be one the wizard is actually familiar with somehow – and the wizard cannot deliberately cast the spell clumsily to try to kill the subject.

ST cost: 20.

Revival (T): This spell will restore any dead creature to life, as long as death took place less than an hour ago. ST cost: 50. It cures all minor wounds and diseases and leaves its subject unconscious with a ST of 0. It will *not* restore youth. For revival to succeed, most or all of the body must be present. If the body has been severely burned, mangled, or otherwise damaged, or if limbs are missing, the wizard must make his DX roll on *four* dice. Revival does *not* restore missing limbs.

The character who is revived loses 5 points from some attribute or combination of attributes. See *Death*.

No way has ever been found to make this spell work when read from a scroll.

Zombie (T): Lets wizard reanimate a corpse to create an undead servant. The Zombie has no IQ and a DX of 2 less than it did in life. Its ST is equal to the ST the wizard puts into it when he casts the spell. A zombie cannot cast spells or take independent action. Its creator can see through its eyes. A zombie's wounds cannot heal on their own, and it loses 1 ST a day as it rots; however, healing potions, further Zombie spells, etc., can give it more strength. It is impolite to bring a zombie into a public place, because they smell bad and frighten people. ST cost to create a Zombie: 5 ST plus whatever extra ST (must be at least 2) you give the Zombie. If the controlling wizard dies, his Zombies will wander aimlessly. Make a reaction roll for everything they encounter. On a bad reaction (1 or 2) a Zombie will attack. Burned, beheaded, or dismembered corpses cannot be used for zombies. An intact skeleton can be used; it will make a zombie Skeleton (q.v.).

See *Zombie Ring*, p. 163.



IQ 20 Spells

Greater Magic Item Creation (S): Lets wizard create any magic item on the Greater Magic Item list – see *Creating Magic Items* for details, costs, and other requirements.

Possession (S): The wizard casting this spell puts himself into a trance and takes over the body of some other creature. To be possessed, a person or animal must be in physical contact with the possessing wizard or some object he has previously prepared as a “trap,” or must be well known to the wizard. The victim gets a 4-die saving roll against his own IQ to avoid being possessed when the attack first takes place; if he makes the roll, he will know who tried to possess him.

Possession may be noticed by either a Scholar or a good friend of the possessed victim on a 4-die roll against the noticing person’s IQ, the *first* time the victim is encountered after possession. It may also be detected by an Analyze Magic spell cast on the victim.

During the possession, the wizard’s own body lies in torpor, and must be fed and taken care of unless the wizard “comes back” within a few hours.

Possession ends when (a) the possessing wizard dies, (b) the victim dies (this also does 2 dice damage to the wizard!) (c) the possessing wizard voluntarily lets go, or (d) a successful exorcism takes place. A Dissolve Enchantment spell (ST cost 50) will exorcise the possessor without harming him or the victim.

ST cost to cast this spell is 20 if it succeeds, 5 if the victim makes his saving roll. The ST is spent when the attack is made, not when the “trap” item is prepared. Preparing the trap uses the same spell, costing a separate 10 ST.

Word of Command (S): A wizard who knows one of these words can say it to any figure (or to a group) and compel obedience. The wizard must make his own adjDX roll to say the Word properly. Each hearer gets a 5/IQ roll to avoid obeying. Effects of a Word last one minute (12 turns). Each victim then gets a 5/IQ roll each turn to escape its influence. A Word of Command may be spoken in the Sorcerer’s Tongue, in which case it will affect any being with a mind (IQ over 2) that hears it. It may also be spoken in any language that the wizard knows – in which case, it will affect only those who hear it *and* understand that language. A wizard speaking a Word of Command may direct it so only those in front of him can hear, or whisper it in one person’s ear, but cannot direct it much more finely than that.

A wizard is not affected by his own Word.

ST cost for using a Word is 3, regardless of how many hear it.

A number of different Words of Command are known. Each is a separate spell, and must be learned separately. These include:

Believe: Hearers will believe anything that anyone tells them. They cannot try to disbelieve in an illusion unless someone tells them it is not real. They cannot tell each other things. They always believe the last thing they see or hear while affected by this Word.

Come: Hearers will come to the wizard and follow where he leads.

“Do Not”: This must be used with another Word of Command. It cannot be used with an “ordinary” word. Hearers do the exact opposite of the negated Word. Total ST cost remains 3.

Flee: Hearers will run madly from the wizard.

Go That Way: This Word must be used with a gesture. Hearers will travel in the direction indicated.

Kill: Hearers will mindlessly attack anything living.

Obey: Hearers will attempt to obey any command given them by anyone. A figure commanded to harm itself, attack a friend, or make a suicidal attack will get one immediate 5/IQ roll to break the Word’s compulsion.

Quiet: Hearers do their best to make no sound whatsoever.

Stop: Hearers stop whatever they’re doing.

Surrender: Hearers will drop their weapons (or cease flight) and stand meekly.

Other Words of Command include *Sing* (at the top of your lungs), *Scream* (ditto), *Laugh* (ditto), *Freeze* (as per spell), *Crawl* (on hands and knees), *Cry*, *Hiccup*, and *Eat*. Some of these are of very little practical use – but mages have never been apt to discard a spell just because it was pointless.

There is no Word of Command for “Die.” There are stories that *Sleep* was once known, but it is not now found in grimoires.



Talents

A talent is a non-magical ability. Each talent gives its possessor some ability or advantage not possessed by other characters. Some talents improve a figure's performance in combat; others aid it by requiring the GM to give out extra information – things that the “talented” person could see that his companions could not. For example, a Naturalist gets a saving roll against slimes and other ambushing creatures – because he knows what to look out for.

In general, a character cannot attempt something without the talent for it. Some things (e.g., using a sword, moving quietly) may be attempted by anyone, but a character without the talent is at a severe disadvantage – see the description of each talent for more details. If a character insists on attempting something for which they lack the requisite talent, the GM may assign a horrendously large penalty and let them try. In the game, as in real life, trying to do something you don't understand can lead to disaster. See *Unskilled Rolls*, p. 8.

Like spells, each talent has an “IQ level.” This represents the *minimum* IQ a figure must have to learn this talent. Any beginning figure could learn Sword, an IQ 7 talent – but Master Physicker requires an IQ of 14.

Each talent also has an IQ *cost*, in parentheses after the name of the talent. This is the number of IQ points that must be allotted for a *starting* character to take that talent. Just as a wizard's IQ limits the number of spells he may start with, a hero's IQ limits the number of talents he may start with. The difference is that each spell only takes up 1 point of a wizard's IQ, while some talents require 2 or more points of IQ to “cover” them. For instance, Detect Traps (2) requires 2 points of IQ; Weapon Mastery requires 3 points of IQ, because it is a more complicated skill.

The IQ cost of a talent reflects both its complexity and the time it takes to keep in practice. For example, Running (2) is not an intellectually demanding talent – but getting into that kind of shape, and staying there, requires lots of time.

Example: Grod the Barbarian is a beginning character. He automatically knows the Human Tongue without spending any IQ on it, and chooses no more languages (see *Languages*, next section). His IQ is 8. He picks the following talents: Sword (2), Shield (1), Bow (2), Sex Appeal (1), Swimming (1) and Horsemanship (1). These are all IQ 8 (or less) talents, and the IQ required to “remember” them adds up to 8.

Wizards and Talents

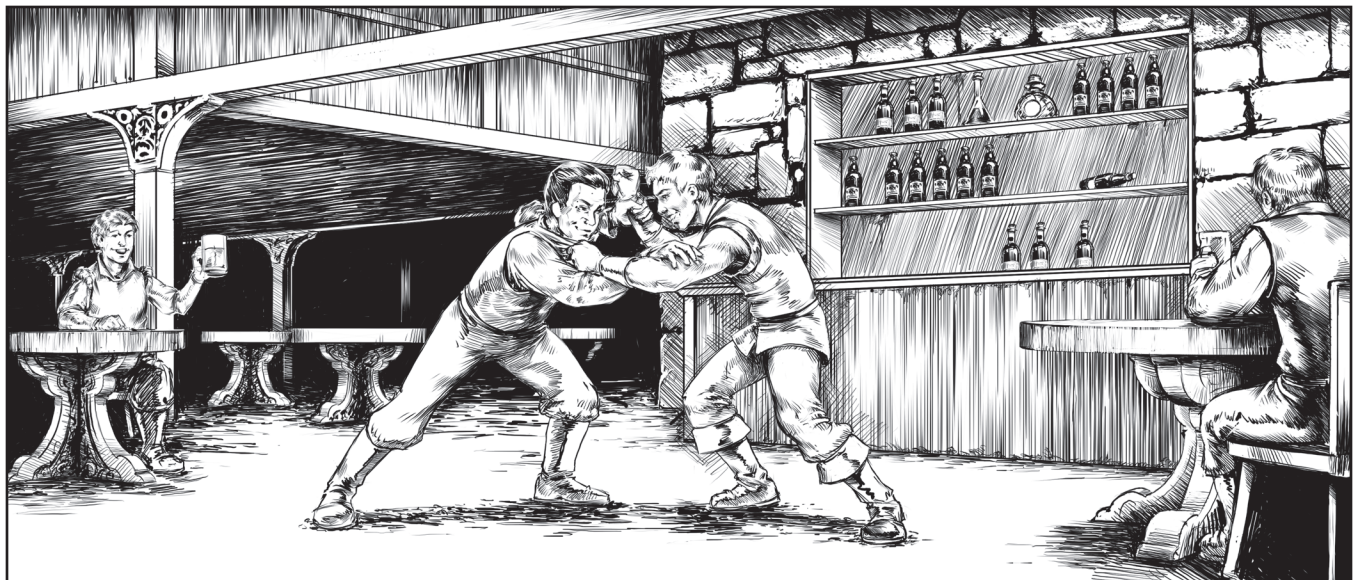
Wizards can learn talents, but they are at a disadvantage. Since they have spent their training learning magic rather than “worldly” things, the cost (in IQ points on creation, and XP afterward) for each talent is *doubled* for a wizard. The minimum IQ stays the same. Thus, a wizard would have to allot 2,000 XP to learn Sword (2), where a hero would spend only 1,000.

IQ 7 Talents

Brawling (1): Experience with unscientific bar fighting, friendly or otherwise. If you also have Carousing skill, you can roll 2/IQ to keep a brawl friendly, unless you then do something evil.

- *Improvised Weapons.* You may “ready” a bottle into an (unthrowable) dagger, throw a mug as though it was a rock (1d-4 damage), or find a club in any piece of broken furniture.
- *Punch.* You do one extra hit of damage with bare hands in either HTH or regular combat.
- *Dirty Fighting.* You may choose to do *two* extra hits of damage with bare hands in either HTH or regular combat, but then the brawl is not “friendly.” Foes will fight back dirty or grab weapons if they can.

Carousing (1): You are a party animal. It would not be wrong to think of this talent as Courtly Graces for taverns. And you can tell good wine from bad, but you will not turn down the bad wine if that's all there is.



With this skill, you have +1 on reaction rolls during an evening of revelry, and from those who remember a recent revel even if they wound up in a friendly brawl with you.

In a situation where other figures might be penalized on die rolls due to excessive partying, you have no such penalty.

The rest are all weapon talents; their IQ level is 7, because sub-humans can learn them. Each talent represents skill with a certain class of weapons. A figure with a weapon talent can fight with any weapon from that class, if he has the ST to carry it. A figure who is *not* skilled with a weapon may still use it – but he rolls 4 dice to hit, not 3 (see p. 8). After all, you can chop with a sword the first time you pick it up . . . but not very well. Having a weapon skill lets you throw that weapon if it is one that can be thrown. Characters without the skill for a weapon make a 4-die roll to try to throw it.

The Weapon Table shows what weapons make up the various classes.

Knife (1): Ability to use all types of knife.

Sword (2): Ability to use all swords on the Weapon Table.

This ability includes Knife, and costs only one point if you already have Knife.

Ax/Mace (2): Ability to use all axes, maces, and hammers on the Weapon Table. *Note:* The club requires no skill. Anyone can strike with a club or torch.

Pole Weapons (2): Ability to fight with all pole weapons.

Bow (2): Ability to use longbow, horse bow, short bow, and other “draw” bows, and the sling.

Crossbow (1): Ability to use the heavy and light crossbow.

Shield (1): Ability to use a shield properly. Note that this is harder than it looks; no “unskilled” use of this talent is allowed.

IQ 8 Talents



Area Knowledge (1): Familiarity with a specific area. The bigger the area, the less detail will be known. It's more likely to be a skill of a NPC such as a hired guide, rather than a talent bought by player characters. In a city, Area Knowledge would let you quickly find the kind of shop you want, find the right road out of town, and warn against bad neighborhoods. In the country, it would help you get around without a map. An urchin might have intimate and specific Area Knowledge of her own neighborhood, from the sewers to the rooftops. A duke's scribe might have a wide and general Area Knowledge relating to the towns, villages, roads, and resources of the whole duchy.

Boating (1): Ability to use a small rowboat, canoe, sailboat, raft, etc., skillfully. A figure without this ability must make a 3-die saving roll on DX every 5 minutes, or tip over.

Guns (2): Ability to use and maintain known types of gunpowder weapons, such as the arquebus and blunderbuss. (Anyone can light a petard or grenade.)

Horsemanship (1): The ability to deal with horses (and other 1- to 3-hex riding animals with which you may become familiar). Any fool can sit on a nag; this is the ability to ride

a good horse. A Horseman understands animals, and will not often be cheated when buying a riding beast. In combat, he uses weapons at only -1 DX while on horseback. A figure without this talent fights at -3 DX on horseback, and must make a 3/DX saving roll each turn to avoid falling. Even when combat is *not* occurring, a non-horseman must make a 3/DX saving roll every 15 minutes to avoid a fall, unless he is riding a pack mule, old mare, or similarly docile beast. A fall from a horse does 1d-2 damage.

Literacy (1): Ability to read and write all the languages that you know. An illiterate figure can't read and can't draw any but the simplest maps, and an illiterate wizard can't use scrolls or magic books! This talent costs only 1 IQ point (or 500 XP) for either a hero or a wizard.

Mundane Talents: A number of “mundane” abilities may be learned at IQ 8. Their names are self-explanatory. To go into great detail would not be worthwhile, since the nuances of cooking or carpentry are of little use in a game. However, if a player wants to be a cook or a carpenter, he may! The advantages it can bring will be up to their own ingenuity and the GM's adaptability. This list is by no means complete; feel free to add to it. (Optional rule: The GM may allow PCs to take 1 point of mundane talent for free, as part of their background.)

1 IQ point to learn: *Farmer, Beekeeper, Butcher, Carpenter, Dancer, Draper, Fisherman, Gardener, Handyman, Miner, Scribe, Tailor, Tanner, Woodcarver.*

2 IQ points to learn: *Administrator, Baker, Brewer, Cook, Herald, Jeweler, Joiner, Leatherworker, Potter, Sculptor, Vintner, Weaver.*

3 IQ points to learn: *Artist/Calligrapher, Astrologer, Lawyer;* full mastery of any one musical instrument or any 1- or 2-point talent listed above.

Quick-Draw (Weapon) (1): Starting with an unreadied weapon, roll 3d vs. DX-2 at the start of your action phase. Success means you can ready the weapon and strike on the same turn. Failure means the action is lost and the weapon is not readied. A critical failure drops the weapon in a randomly chosen adjacent hex.

This is a separate talent for each class of weapon. Prerequisite: the talent for that class of weapon.

Not applicable for HTH combat.

Running (2): This is the “talent” representing long hours of jogging, sprinting, and other track training. A figure with this ability adds 2 to his/her MA when wearing leather or lighter armor.

Seamanship (1): Ability to act as an ordinary seaman on a trading ship, fishing boat, or other medium-to-large vessel. A figure without this talent suffers a -2 DX adjustment (except to cast a non-missile spell) while on shipboard.

Sex Appeal (1): Ability to charm the opposite sex. Gives you a saving roll of 3 dice against your highest attribute against being slain by members of the opposite sex and a similar race. For instance, if they have you helpless and you make the saving roll, they might take you prisoner instead of killing you. Also: you may use this talent when negotiating with a member of the opposite sex. Make the same roll

as above. If you make it, the GM adds 1 to the reaction die roll for his character. If you fail, the GM subtracts 1 for your clumsiness. This is a talent where the GM should reward good roleplaying.

Swimming (1): General swimming ability. A Swimmer can automatically swim without risk in ordinary situations; a nonswimmer can try to dog-paddle but is at risk of drowning and must roll vs. DX every minute. See also *Water*.

This talent also increases your chances of surviving a fall into water, even in armor. If you fall into water make a saving roll vs. adjDX: 4 dice for a nonswimmer, 2 for a Swimmer. A figure with the Diving talent (see below) succeeds automatically.

Thrown Weapons (2): Ability to throw things hard and accurately. This talent is a prerequisite for unusual weapons that must be thrown, like Bola and Sha-Ken. A figure with this talent gets a +2 DX bonus *whenever* he throws something. He can also throw any weapon on the same turn he readies it.

IQ 8 Unusual Weapon Talents

These are talents for using the particular weapons listed under *Unusual Weapons*. You *must* have the specific talent to use one of these weapons, unless otherwise noted under the weapon description.

Blowgun (1).

Bola (1). Prerequisite: Thrown Weapons.

Boomerang (1). Prerequisite: Thrown Weapons.

Cestus (1).

Lasso (1).

Net and Trident (1). Prerequisite: Pole Weapons.

Nunchuks (1).

Quarterstaff (1).

Sha-ken (1). Prerequisite: Thrown Weapons.

Spear Thrower (1). Prerequisite: either Pole Weapons or Thrown Weapons.

Whip (1).

IQ 9 Talents

Acute Hearing (2): This is the ability that the blind develop – being able to sense walls, obstructions, and living beings by sound and pressure waves in the air. A figure with Acute Hearing can (1) hear approaching beings before they hear her, unless her own party is making too much noise (GM's discretion); (2) travel in the dark at only half her normal speed, though with no chance of noticing hidden doors, traps, etc.; (3) detect invisible or hidden creatures within 3 MH on a 4-die roll against IQ, *if* her own party is silent (she listens for breathing); (4) fight in the dark at -4 DX instead of -6. A figure with this ability *cannot* be taken by surprise from behind – her “sixth sense” will warn her.

Alertness (2): The talent of being keen-eyed, watchful, alert. A figure with this talent rolls 1 less die when looking for anything hidden or when “noticing” something; a very

valuable skill for thieves, spies, and scouts. He also has a 3-die roll against IQ to detect any ambush before being attacked.

Animal Handler (2): The ability to make friends with (and, in time, train) all “normal” animals. To make friends with an animal, you must be at least 1 MH away from other people/animals in your party, and *act* as though you are trying to be friendly. If you make your roll (3/IQ), the animal will not attack, and may even befriend you for a while (GM makes a reaction roll). If you miss the roll, the animal will behave as it would toward anyone else – up to and including attacking you.

This talent works only on “normal” animals – the types listed under *Beasts*. No werewolves, undead, bugs, dragons, octopi, reptiles, slimes, etc.

If an animal “befriends” you, it will accompany you for a time. If its reaction roll was a 6, it will stay as a pet; otherwise, it will follow the party, tolerating your companions and protecting you, until you leave the area. The animal will *not* attack on your orders; in a doubtful situation, the GM may make another reaction roll to see whether it will fight in your defense or just slink away.

This talent also gives you the ability to train animals – see *Trained Animals*.

Bard (2): Ability to sing and/or play a musical instrument. A bard is welcome in most places. Treat his ability to ingratiate himself as a Sex Appeal ability (see above) which may be attempted against any human or humanoid creature. If the bard *also* has Sex Appeal, subtract 2 from his die roll. In other than life-or-death situations, though, the bard's +1 on reaction rolls is automatic if he speaks the language of those he is dealing with.



Charisma (2): This talent gives you an automatic +1 on *all* reaction rolls, except with animals, zombies, demons, and similar nasties.

It also gives you a chance to make friends with any humanoid creature. The GM rolls the dice: 3 dice against your IQ in an ordinary encounter, 4 if combat was about to occur, 5 if charisma is attempted on or by a prisoner. Roleplay it! If you make the roll, the beings will automatically be friendly . . . the GM will ignore any “hostile” reaction roll, treating it as “neutral” instead. True personal charisma works, regardless of language (you can use signs, or whatever) – but if you don’t speak the language, your new friends can’t do you much good, and will be less inclined to accompany you or render any *great* aid. They’ll think “Nice fellow, that,” and go on about their business.

Climbing (1): Rock-climbing or mountain-climbing experience. A character with this ability is at a great advantage whenever vertical or near-vertical obstacles must be traversed; he is at home with ropes, spikes, and other climbing gear. He can also climb a very rough rock face or decorative stone wall without equipment. He is *not* by any means a “human fly,” though, and can’t scale sheer faces unaided!

It is entirely up to the GM, when climbing challenges are created, to decide what a Climber should be able to climb automatically and what might still require a roll vs. adjDX. A non-Climber always has to roll in a challenging situation, and if a Climber would have to roll, the non-Climber’s attempts should be penalized by rolling at least one extra die.

Detect Traps (2): A figure with this ability rolls 2 fewer dice when looking for any trap, and 1 fewer die when making his saving roll against a trap that went off – see *Traps* for more details. This talent only costs 1 IQ if you already have Alertness (above). Having *both* Detect Traps and Alertness gives you no extra bonus when looking for a trap. The Thieves’ Guild (q.v.) is normally the only place to learn this talent.

Diving (1): Prerequisite: the Swimming talent. A character with Diving is a skilled and confident swimmer – see *Water*, p. 120. A Diver need not make a saving roll if he falls into water unexpectedly; even if he’s in armor, he’ll be able to get it off.

Driver (1): Ability to drive a wagon, cart, chariot, etc., or to act as a mahout to control an elephant, dinosaur, or other *large* animal, in battle or otherwise. See *Riding Animals*. Also gives all Horseman-type abilities (q.v.) with respect to *large* (over 3-hex) riding animals.

Missile Weapons (1): A *high* degree of skill with whatever missile weapons the figure *has the talent for*, attained by constant practice. May also be used with missile spells which the figure *knows*. This talent gives the user a +1 DX on all missile weapons and spells that he *knows*. This DX counts toward speed of fire for bows, as well as accuracy. Missile Weapons talent can be chosen two or even three times, for a +2 or +3 bonus.

Pickpocket (1): Roll 3 dice vs. DX to pick a pocket or steal a purse; failure means you’re noticed. Roll only 2 dice if some distraction is arranged to fool your victim. Pickpocketing with subtlety is *hard* and unskilled rolls should not be allowed. The Thieves’ Guild teaches this talent; see *Thieves’ Guild*.

Priest (1): This is the ability to act as a priest (shaman, clergyman, or whatever) of the religion of your choice – running a temple, getting donations, attracting converts, etc. If the GM wishes to make one or more religions “effective,” he may give the priests the power to affect their die rolls (or others’) through prayers. If this ability is used, it should be made very minor and unreliable, as miracles will unbalance the game and everyone will want to be a priest.

Recognize Value (1): Ability to tell whether a thing has worth. If the value of an object is not obvious, the GM may require a roll of 3, 4, or even more dice against IQ for a character to realize it’s worth something (Alertness does not help here). However, if a figure has Recognize Value, he always rolls 1 fewer die. This skill does not tell how *much* something might be worth; that is the Assess Value talent, which is harder (see below).

Silent Movement (2): A figure with this ability can walk so quietly that she cannot be heard by normal ears. A figure with Acute Hearing, or a wolf, dog, or similarly sharp-eared animal, could hear her up to 3 MH away, but only if it was actively listening for something. To move silently, a figure must be wearing leather armor or lighter, and may not be traveling faster than MA 4.

Streetwise (1): Ability to get around the “mean streets.” You roll one fewer dice when looking for anything illegal, stolen, or otherwise dodgy, or when looking for someone with illegal skills or connections. Roll vs. IQ to “blend in” in a dive bar or the like, even in a strange town. You know Thieves’ Argot, the ever-changing secret slang of the underworld. You are likely to be aware of Thieves’ Guild politics, city guard orders, and, in particular, when people are asking about you. +1 on reactions from half-world or underworld types.

Toughness (2): Years of combat experience have made you hard to hit, and you know how to take a blow. You may take this talent twice. Each “Toughness” acts like armor to subtract one point from every attack made against you.

Prerequisite: ST 12 for one level, ST 14 for two.

IQ 10 Talents



Acrobatics (2): A DX of 12 is required to learn this skill. An acrobat is trained in keeping his balance, recovering from falls, etc. A person with this talent can make his DX roll on one fewer dice whenever a saving roll is called for to avoid some type of fall or clumsiness, or to avoid some large falling object. An acrobat can also climb up a rope at the rate of 2 yards per turn with no risk of falling. A non-acrobat climbs at 1 yard per turn, and must make a saving roll (2 dice vs. DX) each turn.

Armourer (1): Lets the character, given access to the proper tools and materials, build and maintain ordinary weapons and armor – not including fine weapons, crossbows, gunpowder weapons, or siege engines. He “knows weapons” very well; he will know a fine weapon for what it is, and will recognize a magic one (as being magic, but not as to the spell type) on a 3-die roll against IQ.

Business Sense (2): General knowledge of business, trading, etc. A character with this talent gets a + 1 on any reaction roll involving a business deal. He can also try to swindle a chance-met figure by either selling him something at twice its value, or buying one thing at half its value, if (a) the trader is smarter than the figure being bilked and all his companions, (b) the trader makes his IQ roll on 4 dice. If the trader meets his victim again after the victim has had time to think things over, he must roll his IQ or less on 4 dice *again* to avoid hostility (-2 on reaction if the IQ roll is missed). A figure with this talent cannot swindle someone who also has the Business Sense ability. Note that almost all merchants have Business Sense.

Diplomacy (1): Allows the leader of a party to command a party which includes members of races or other groups who are hostile to him or each other; allows a character to attempt to talk to a member of a hostile group without an automatic penalty on the reaction roll.



Engineer (2): Ability to build, maintain, and effectively use all “siege engines” and large weapons of war, including the ballista, trebuchet, catapult, bombard, siege tower, battering ram, etc. Ability to detect a mining operation against a fortress.

Mimic (1): Ability to reproduce any voice, accent, or (if you are also a Naturalist) animal call. The GM will roll 4 dice against your victim’s IQ to see if he is fooled. If the roll is missed, they believe the imitation. (Animals only roll 2 dice.) Roll once *each* time the Mimic speaks. Obviously, the Mimic must know the language, or at least a few words.

Naturalist (2): Knows about herbs, animals, etc.; will recognize all races and creatures except special weird GM creations. A naturalist gets a 3-die saving roll against IQ to see a slime or similar ambushing creature, just *before* he walks into the ambush area. This becomes a 5-die roll if the naturalist is running or fighting. Even if he does not see a creature before it attacks, he gets a normal saving roll to dodge the attack.

Poet (1): Ability to write a poem that is not merely a collection of rhymes, engaging the hearer’s emotions in a way that prose cannot. (A bard who lacks this talent can still compose amusing doggerel, of course, but a poet bard will write *good* songs.) An illiterate poet/bard is quite possible – for instance, a Norse skald who has memorized tens of thousands of lines of the sagas. You may take this skill more than once to become a better poet, though effects are up to the GM.

Prerequisite: either Bard or Literacy.

Remove Trap (1): Prerequisite: Detect Traps. Using this ability, you roll the printed number of dice to remove any trap. Without this talent, you roll *twice* as many dice, and any failure by more than 5 results in the trap going off. Learned from the Thieves’ Guild.

Shield Expertise (2): A high degree of trained ability with the shield. Any attack against your front hexes is at an extra -1 DX, and you stop an extra hit of damage with your shield.

If you make a shield rush attack, the foe is at a -2 penalty on his/her ability to stay afoot.

Prerequisite: Shield talent.

Thief: Not a talent in itself, but a profession – see p. 13.

Tracking (1): A tracker can look at an area 1 MH in size and (if the GM makes his 3/IQ roll) tell accurately what has passed within the last day – or the last thing to pass, if many have gone by. He can also get a general idea of what frequents an area. Of course, if the GM misses the IQ roll, he can lie to the tracker, or say that nothing has passed.

Unarmed Combat I (1): Basic martial arts, similar to judo, karate, la savate, etc. A figure with this skill can:

- *Punch*. Does +1 damage with bare hands in either HTH or regular combat. If your regular bare-hands damage is 1d-4, you do 1d-3.
- *Kick*. In regular combat, roll to hit at -4, but do +2 damage compared to your bare-hands attack.

To use this skill – or any higher-level Unarmed Combat skill – a figure *must* be unarmored, or wearing cloth armor only, and have both hands free. No “unskilled” use of unarmed combat talents is allowed. A martial artist should not expect to best a prepared, armed and armored foe, but is far more prepared for an impromptu, unarmed battle.

Note: This and the below UC talents do not “stack” – the effect of UC II replaces the effect of UC I, and so on.

IQ 11 Talents



Architect/Builder (1): Ability to design and build buildings, castles, labyrinths, etc.; ability to direct a mining operation in a siege; ability to read plans and maps and spot weak points. If a character has this talent, the GM should give him a few extra hints when the players are presented with mysterious labyrinth or building maps. An architect also rolls 1 fewer die to see a hidden trap, door, or similar item, unless he already has Alertness or Detect Traps.

Courtly Graces (1): This is the ability to pick up court manners and protocol, and to behave in an “upper-class” fashion when necessary. A figure with this talent gets +1 on all reaction rolls involving nobility or similar figures. He/she also gets +1 on reaction rolls where very *low*-class figures are involved . . . he overawes them. If the character uses his upper-class manner in an unwise, inappropriate, or obnoxious manner, though, the GM should give him a -2. For instance, if a character attempts to bully a chance-met group of (apparent) wanderers, and one of them is an elven prince in disguise, the prince will probably take grave offense!

Detect Lies (2): Ability to tell when a humanoid type is lying by watching his eyes, breathing, etc. A figure with this talent may use it *once* after conversing with any character belonging to the GM or another player. The GM makes the roll. He rolls 5 dice against the lie-detecting figure’s IQ if the liar is *smarter* than he is, 4 dice if they have the same IQ, 3 dice if the liar is *less* smart than the figure detecting the lie. If the roll succeeds, the GM tells whether the figure lied. If the roll fails, the GM *may* choose to lie about whether the figure lied. GMs: You can give this ability to priests and powerful leaders that *you* create – and make it harder for the player characters to lie to them about their goals . . .

Expert Horsemanship (2): Prerequisite: Horsemanship. An Expert Horseman can break wild horses and other riding animals of any type with which he is familiar, and can ride an already-trained animal even if it is of a new type. He suffers no DX penalties for using weapons while riding, as long as he has the appropriate talent for the weapon he is using.

An Expert Horseman can train riding animals as though he were an Animal Trainer, and doctor them as though he were a Vet.

Fencer (3): Equivalent of Weapon Expertise, specifically for the fencing weapons: rapier, saber, and main-gauche. Your basic DX must be at least 12, and your armor may not reduce your adjDX below 12 when you use the ability.

- *Bonus to damage.* A Fencer does +1 damage with any fencing weapon, including main-gauche (but not main-gauche in HTH combat).
- *Bonus to defend.* All melee attacks against a Fencer who has weapon(s) in hand are at -1 DX. If a Fencer chooses the Defend option, attackers must roll an *extra* die when attacking.
- *Two weapons.* The Fencer has the Two Weapons talent, as defined below, for fencing weapons only.

- *Shrewd thrust.* A Fencer may attack at -4 DX and do an extra die of damage.

Prerequisite: Sword talent, DX 12 or more.

Goldsmith (2): Ability to work with gold, silver, jewels, etc. Both this talent and Armourer are needed for the manufacture of silver weapons, armor, etc. Prerequisite: Recognize Value.

Locksmith (1): Ability to open locks. Requires specialized tools which have no significant weight. To pick an ordinary lock, roll 3 dice vs. DX; you may try once per minute until you succeed. This skill is of less use against magically locked doors (see *Doors*, p. 70), and some locks require more than 3 dice to pick. The Thieves’ Guild teaches this talent; see *Thieves’ Guild*. But there are legitimate locksmiths too, taught by the Mechanicians.

The GM may let non-Locksmith characters try to pick very simple locks, at a penalty of one or more dice.

Master Pickpocket (1): Prerequisites: Pickpocket talent and DX 14 or better. You roll 1 fewer dice to pick any pocket. This talent must be learned from the Thieves’ Guild (q.v.).

Mechanician (2): A builder of mechanical gadgets. This ability includes that to Remove Traps: If you learn it, you get the ability to remove traps without recourse to the Thieves’ Guild and without the Detect Traps prerequisite. If you *do* already have Remove Traps, this ability has a difficulty of only 1, or costs half XP. This talent also gives you the abilities of an Armourer, with respect only to crossbows and siege engines.

Not only can a Mechanician remove traps – he can build them, if the materials are at hand. It takes time, though . . . twice as many *hours* as the total number of dice needed to see the trap, to dodge it when it goes off, and to remove it. Example: A trap (the type is not important) is so well hidden that it takes 4 dice vs. IQ to see it, so quick that the saving roll to dodge it is 5 dice vs. DX, and so cunningly installed that it takes a 6-die roll vs. DX to remove it safely. It would take a Mechanician 30 hours of work to build that trap . . . see *Traps*.

A Mechanician can also work with, and try to figure out, strange technological devices – see *Artifacts*.

Physicker (2): Healer’s ability. A Physicker can heal up to 2 new points of damage on any humanoid figure (wounds only – not exhaustion) within an hour after any combat or accident. He *must* have a physicker’s kit to do so. Efforts of more than one Physicker on the same wounded figure are *not* cumulative. Example: A figure takes 5 damage. No matter how many Physickers there are in the group, he can only be cured of 2. However, if he later suffers a different mishap, he can be cured of 2 *of those new hits* by any Physicker. It takes 5 minutes to heal 2 damage.

Shipbuilder (2): Ability (given time and materials) to construct any type of water-going vessel. Prerequisite: Seamanship.

Tactics (1): The ability to guess what the enemy will do. Requires a 5-die roll against IQ. The GM makes the roll. If the roll is successful, the GM tells the player, truthfully, what he (the GM) plans to have the enemies do in the

immediate situation. If the leader of a party has this ability, the party gets +1 on initiative rolls.

Two Weapons (2): This is the knowledge of the Florentine style of fighting – or, in the Orient, the Nitto style of the Katori Ryu of Izasa. In other words, the ability to use two swords (or, if you want to be unconventional, any two one-handed weapons) at the same time. Any character can fight with two weapons at once – *if* one of the weapons is a dagger, main-gauche, or spike shield, or *if* some combination like net-and-trident or two cesti is being used. However, a character who wants to fight with two swords, sword and mace, or other such combination *must* have this talent.

This talent permits a character fighting with two weapons, on any turn he attacks, to do any one of the following:

(a) attack with both weapons, at normal DX for the first attack and -4 for the second one. The attacks may be against the same or different figures.

(b) make a normal attack with one weapon and parry with the other. The second weapon acts as a shield to stop 2 points of damage from each non-missile attack from a front hex.

(c) parry with both weapons, adding an extra die to attempts to hit you *and* stopping 4 points of damage from any successful attack, but not threatening the enemy.

If you are a Fencer (p. 40), you automatically have this talent – but you must use either two rapiers, or a rapier and main-gauche, as your two weapons, since these are the two-weapon techniques taught to fencers. If you are not using the Fencer talent and its bonuses, you may fight with any two weapons that you have the ST to use.

Prerequisites: DX 11, and you *must* have the talents for any weapons you use this way.

Unarmed Combat II (1): As U.C. I, except:

- *Punch.* Does +2 damage with bare hands in either HTH or regular combat.
- *Kick.* In regular combat, roll to hit at -2, but do +3 damage compared to a bare-hands attack.
- *Throw:* You may “shield-rush” without a shield. Use the shield-rush rules, but if your target falls, you may immediately move on top of them to attempt HTH.
- *Evade.* Hand weapon attacks from your front hexes are at -1, and damage done to you is reduced by 1 hit per attack.

Prerequisites: U.C. I and a DX of 11 or more.

Vet (2): Just like the Physicker talent (above), but for use on animals. To know this talent, you must have the Animal Handler ability already. *Note:* If you already have the Physicker ability, as well, you can get the Vet ability by “spending” only 1 IQ point or half the XP, since you already have medical knowledge. Same in reverse: If you have Vet ability already, Physicker ability costs you only one IQ point.

Weapon Expertise (3): Expertise is a separate talent for each Weapon talent. For instance, an Expert Swordsman gets no bonus with axes or maces. Expertise applies only to hand weapons, but see the Missile Weapons skill.

Expertise with the dagger is a separate Expertise talent from expertise with the sword. Expertise with the sword

also does not include fencing weapons, which have their own Expertise (see below).

- *Bonus to damage.* An Expert does +1 damage with weapons of the type, including thrown attacks if the weapon is throwable.
- *Bonus to defend.* All melee attacks against an Expert who has weapon in hand are at -1 DX. If an Expert chooses the Defend option, attackers must roll an *extra* die when attacking.
- *Shrewd blow.* An Expert may attack at -5 DX and do an extra die of damage.

Prerequisite: appropriate Weapon talent, DX 12 or more.

Woodsman (1): Prerequisite: Naturalist. A Woodsman is knowledgeable at “living off the land.” Expert in survival, he can build a camp, make a fire in the rain, find edible plants, etc. If a party without a Woodsman is traveling through wilderness without rations and/or camping gear, each member must make a 3-die roll daily against IQ, or take one hit of damage from exposure, lost sleep, bad food, etc. Damage is double in a swamp or rain, triple in desert or extreme cold. ST lost this way may not be recovered until the party reaches a comfortable place to rest. *Note:* Some places (like caverns) may have no food of *any* kind to be found.

A party in the wilderness travels at half normal speed unless half (or more) of the characters are Woodsmen.

Normally, the knowledge of the Woodsman works automatically to protect the party. In very difficult situations, the GM can require a 3/IQ, or harder, roll from the Woodsman character, to see if they actually know what to do.



Writing (1): The ability to write in a clear and concise manner. Useful for scholars, explorers, journalists, military officers (to write orders), and game designers. Combined with Bard, would let you write entertaining and readable fiction. Not the same as Poetry (above), but one who has both talents will be a better writer *and* a better poet.

Prerequisite: Literacy.

IQ 12 Talents



Assess Value (1): Lets you look at any object and determine its value. You can *not* determine the value of the magic in an item unless you already know what that magic is – i.e., this is *not* an “analyze magic” talent, but a knowledge of market value. Prerequisite: Recognize Value.

Captain (2): Prerequisite: Seamanship and two years at sea. The ability to command a large vessel on an extended voyage. A Captain in command of your party gives you +1 on initiative rolls if the combat involves boats and has +2 on Seamanship rolls.

Expert Naturalist (2): An Expert Naturalist gets a 2-die saving roll to see ambushes by slimes, etc., before they occur, or a 3-die saving roll if he is running or fighting. He is capable of recognizing all races of intelligent creature and all types of monster and beast in this book, and he knows all important information about them; he can make a good guess (3/IQ) as to the general nature of new beings the GM has introduced.

An Expert Naturalist can also find food in the wilderness like a Woodsman.

Prerequisite: Naturalist.

Master Armourer (2): A high degree of smithcraft. Prerequisite: Armourer. A Master Armourer is the only one who can make fine weapons (q.v.). If he is also a Goldsmith, he can make fine weapons out of silver. A Master Armourer can, if he turns his hand to it, make or duplicate any type of weapon available to a medieval technology except a magic one – and is even familiar with those.

A Master Armourer will always realize that a magic weapon is magic just by the “feel” of it (unless the spell is protected by a Conceal spell). On a 4-die roll against IQ, they will recognize the Weapon/Armor Enchantment spells, immunity to Drop and Break Weapon, and the ability to “flame.” If they miss the roll, or if the spell is another type, they will still know the weapon is magic, but not what type.

Master Locksmith (1): Prerequisites: Locksmith talent and DX 13 or better. You roll 1 fewer dice to pick any lock. This talent may be learned from the Thieves’ Guild (q.v.) or the Mechanics.

Stealth (2): This is the ability to move so inconspicuously that people will look right through you. This talent lets you open doors a crack and look, peek around corners without being seen, etc. on a roll of 3 dice against your DX. On a roll of 4 dice, you can escape pursuit (even close pursuit) by ducking into a room, branching tunnel, or wide spot if one is available. (Other characters may *try* these things, but it takes a roll of 5 or 7 dice, respectively, against DX.) You must be wearing leather, cloth, or *no* armor.

Prerequisite: Silent Movement.

Unarmed Combat III (2): As U.C. II, except:

- *Punch*. Does +3 extra damage with bare hands in either HTH or regular combat.
- *Kick*. In regular combat, roll to hit at -1 and do one extra die of damage compared to your bare-hands attack.
- *Throw*: You may “shield-rush” without a shield. Use the

shield-rush rules, but the opponent’s roll to defend is on 4 dice. If your target falls, they take 1 hit (armor does not protect) and you may immediately move on top of them to attempt HTH.

- *Evade*. Attacks from your front hexes are at -2, and damage done to you is reduced by 2 hits per attack.

Prerequisites: U.C. II, DX 12 or more.

Ventriloquist (1): Ability to “throw” your voice. Roll 3 dice vs. IQ; subtract 1 for every megahex from your character to the target. Failure means nobody is fooled.

IQ 13 Talents



Chemist (3): A Chemist is familiar with all the formulas on the Chemist Table and, with access to the proper books, materials, and facilities, can make them. A chemist can also identify any of these potions by smell on a roll of 3 dice vs. IQ (he only gets one try). If he makes the roll, he will know the potion (if it is a chemical one). If it is alchemical, he will know that, and that only. If he misses the roll, the chemist will be uncertain; if he misses badly, he will be mistaken (the GM will lie to him), or he will suffer the bad effects (if any) of the potion. Non-Chemists may not even try.

Master Fencer (3): Equivalent of Weapon Mastery, specifically for the fencing weapons: rapier, saber, main-gauche. Your basic DX must be at least 14, and your armor may not reduce your adjDX below 14 when you use the ability.

Bonuses from Mastery do not stack with those from Expertise!

- *Bonus to damage*. A Master does +2 damage on each attack with rapier, saber, or main-gauche (but not main-gauche in HTH combat).
- *Bonus to defend*. All melee attacks against a Master who has weapon in hand are at -3 DX. If an Expert chooses the Defend option, attackers must roll *two extra dice* when attacking.
- *Disarming*. Against a weapon of the same type, or any weapon requiring the same or less ST as his own, a Master may strike to disarm. Announce that the attack is to disarm, and make the regular to-hit roll. On a success, the foe must roll 3/DX (2/DX for Expert foes, automatic for Masters) to retain his weapon; otherwise, it is dropped.
- *Two weapons*. The Master has the Two Weapons talent, for fencing weapons only.
- *Shrewd thrust*. A Master may attack at -3 DX and do an extra 1d+2 of damage.

Prerequisite: Fencer, DX 14 or more.

Master Mechanician (2): A person with this talent is a natural gadgeteer, and has the best chance of figuring out a technological device (see *Artifacts*). He can also build gunpowder weapons, siege engines, crossbows, etc., in the way an Armourer builds ordinary weapons. A Master Mechanician can also build a trap more quickly; it takes him only half the time it takes a Mechanician, or a quarter of the time if he is assembling an existing trap in a new place (i.e., the trap was removed from one spot and then

reassembled in identical fashion elsewhere). This talent must be learned from the Mechanics' Guild (q.v.).

Prerequisite: Mechanician.

Mathematician (2): This is the knowledge of math below the calculus level: algebra, geometry, possibly some trigonometry, and accounting. This ability also takes in astronomy and astrology. Mathematicians are always in demand as accountants, teachers, etc. A mathematician who is in business for himself earns an extra 10% profit, because he is capable of effective cost accounting and/or cheating on taxes.

Prerequisite: Literacy. Since math and magic are closely allied, this talent costs only 2 points for a wizard, just like a hero.

Scholar (3): Will recognize any language (even if he doesn't speak it) on a 3-die roll vs. IQ; common languages will be automatic. Can teach, research, etc., and will receive respect (+1 on any reaction roll) in all civilized areas. If he speaks a language, he will speak it *well* – as though he were a native. Knows a good deal about history and about customs of the various races and peoples, and can (on a 4-die roll vs. IQ) make a very good guess about the origin of most artifacts or objects. Prerequisite: Literacy.

Strategist (2): Knowledge of military history, theory, and practice; ability to command a military force in the field. If a Strategist is in command of a party, the party gets +2 on all initiative rolls in combat.

Prerequisite: Tactics, and at least two years of military experience.

Unarmed Combat IV (3): As U.C. III, except:

- *Punch.* Does 1d extra damage with bare hands in either HTH or regular combat.
- *Kick.* In regular combat, roll to hit at your adjDX and do an extra 1d+1 of damage compared to your bare-hands attack.
- *Throw:* You may "shield-rush" without a shield. Use the shield-rush rules, but the opponent's roll to defend is on 4 dice. If your target falls, they take 2 hits (armor

does not protect) and you may immediately move on top of them to attempt HTH.

- *Evade.* You have a natural "eyes-behind" (like the spell) at all times. Your side hexes count as front hexes, and your rear hex counts as a side hex. Hand weapon attacks from all your front hexes are at -2, and damage done to you is reduced by 2 hits per attack. If you take the Defend option, your attacker must roll an extra die to hit you.

Prerequisite: U.C. III, DX 13 or more. ST 11 or more.

Weapon Mastery (3): Mastery is a separate talent for each Weapon talent. For instance, a Master Swordsman gets no bonus with axes or maces. Mastery with the dagger is also separate from mastery with the sword. Bonuses from Mastery do not stack with those from Expertise!

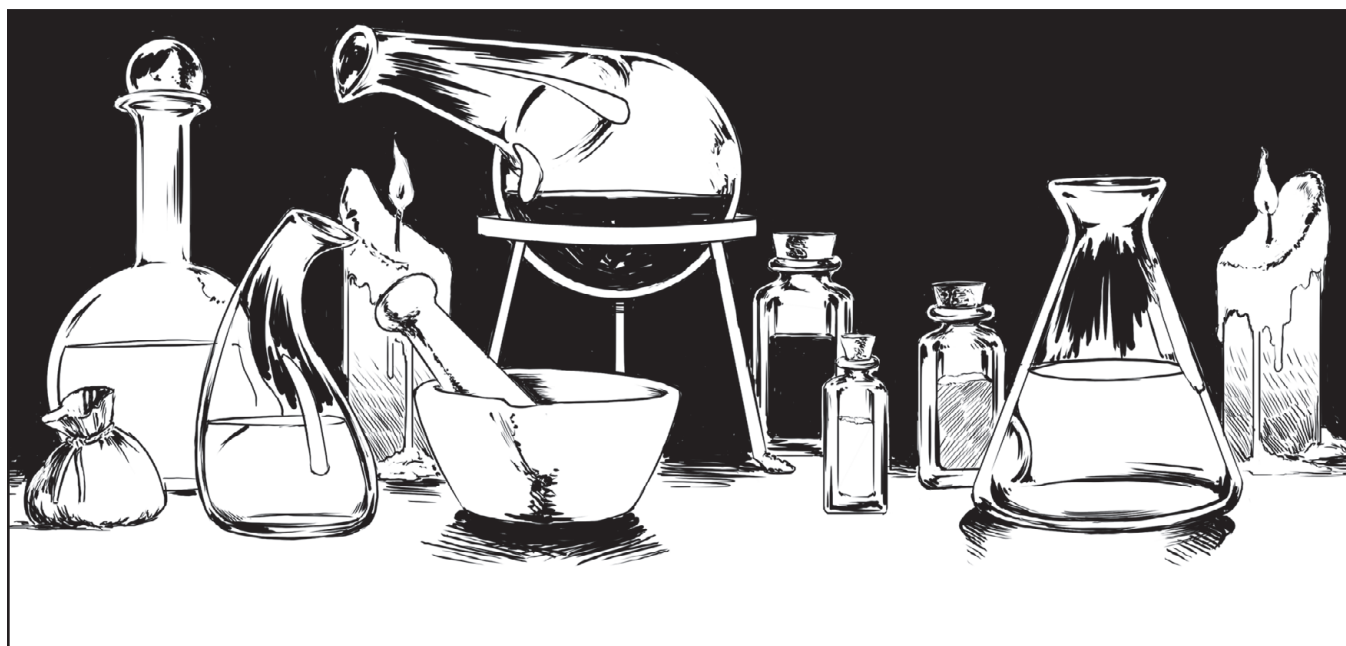
- *Bonus to damage.* A Master does +2 damage with weapons of the type, including thrown attacks if the weapon is throwable.
- *Bonus to defend.* All melee attacks against a Master who has weapon in hand are at -2 DX. If a Master chooses the Defend option, attackers must roll *two extra dice* when attacking.
- *Disarming.* Against a weapon of the same type, or any weapon requiring the same or less ST as his own, a Master may strike to disarm. Announce that the attack is to disarm, and make the regular to-hit roll. On a success, the foe must roll 3/DX (2/DX for Experts, automatic for Masters) to retain his weapon; otherwise, it is dropped.
- *Shrewd blow.* A Master may attack at -4 DX and do an extra 1d+2 of damage.

Prerequisite: appropriate Weapon expertise, DX 14 or more.

IQ 14 Talents



Alchemy (3): This highly complex discipline involves both chemical and magical knowledge. Therefore, it costs 3 IQ (or 1500 XP) to *any* figure – hero or wizard – who wants to



learn it. An Alchemist is familiar with all the formulas on the Alchemist Table and, with access to the proper books, materials, and facilities, can make them. An alchemist can also identify any alchemical potion on a roll of 3 dice vs. IQ. He gets only one try. If the potion is a chemical one, he will learn that, and that only, if he makes the roll. On a barely-missed IQ roll, the alchemist will be uncertain what the potion is; on a badly-missed roll, he will be mistaken and/or suffer the ill effects, if any, of the potion he tried to identify. Non-alchemists may not even try.

Disguise (2): The ability to impersonate others. It takes about an hour to disguise oneself (less if it's a simple disguise). Each minute (12 turns) the GM rolls against the disguised character's IQ to see if he is detected: 6 dice if he is impersonating someone wholly dissimilar (like a goblin impersonating a giant) *or* someone known to those he's trying to fool; 4 dice for a creature of a different species than his own or a member of the opposite sex; 3 dice for an ordinary disguise. On a very simple disguise (like putting on old clothes and going into a tavern in an enemy city to see what rumors you can pick up) the GM need not roll at all. If you have this talent, you won't slip on a simple job. If a wizard casts a Glamour or shape-shift to perfect your physical appearance, you roll one fewer dice. If you have the Mimic ability (and know the language!) you roll one fewer die. If you don't know the language, you'd better keep your mouth shut. If your disguise is penetrated, those you are attempting to fool may attempt to seize you – but if they are very smart, they will string you along, pretending to be fooled, to see what advantage they can gain. GMs should be creative here!

Master Bard (2): Prerequisite: Bard. A Master Bard can sing very well, play all manner of musical instruments, and compose songs and poetry to please his listeners. A Master Bard receives an automatic +2 on all reaction rolls where he speaks the reacting creatures' language, and +1 on rolls made to determine reactions even when he does not speak the language, or when animals are involved.

Master Physicker (2): You must already be a Physicker. A Master Physicker can heal 3 damage (instead of 2) if he has a kit, or 1 damage even *without* a kit. Either way, it takes 5 minutes. Treatment by a Master Physicker is *not* cumulative with treatment by a Physicker for any one mishap – that is, if you have both a Master Physicker and a Physicker in your party, you can't use them both together to cure a 5-hit wound. The Master Physicker can cure 3, and the Physicker can watch and learn. *Note:* Either a Physicker or a Master Physicker can work on his own wounds just as he can another's. A Master Physicker can also make the Healing Potion (see p. 147) as though he were an Alchemist.

Theologian (2): Like Priest, except more so. This is the level of ability needed to be a High Priest or similar character. Prerequisite: Priest. If the GM is giving Priests any special abilities or bonuses, a Theologian should get about twice as much.

Unarmed Combat V (4): Mastery of martial arts. As U.C. IV, except:

- *Punch.* Does 1d+1 extra damage with bare hands in either HTH or regular combat. Or can make two rapid blows against the same or different foes, at no DX penalty, with one extra die of damage each.
 - *Kick.* In regular combat, roll to hit at your adjDX and do an extra 1d+2 of damage compared to your barehands attack.
 - *Throw.* You may “shield-rush” without a shield. Use the shield-rush rules, but the opponent's roll to defend is on 4 dice. If your target falls, they take 2 hits (armor does not protect) and you may immediately move on top of them to attempt HTH.
 - *Evade.* All your hexes count as front hexes. Hand weapon attacks from adjacent hexes are at -2, and damage done to you is reduced by 3 hits per attack. If you take the Defend option, your attacker must roll *two* extra dice to hit you.
 - *Nerve blows.* Declare that you are punching to disarm, and roll at -4 DX. If your target takes more than 3 points of damage, he is hit on a nerve and automatically drops his weapon.
- Prerequisites: U.C. IV, DX 14 or more, ST 12 or more.



Languages

Many languages are used on the world of Cidri. The human tongue (which all human characters automatically know, and which will be the common language, spoken by all creatures, in many places) is useful, but some creatures will not speak it, or will not care to. Signs, notes, maps, books, and even magic scrolls may be in other languages.

Furthermore, it is easier to deal with strangers if you speak their language. If you are dealing with a being of another race or a far country, and you can speak his language, you get a +1 on the reaction roll *if* you were entitled to no other bonuses.

Learning a language enables a character to *speak* it. If a character has the Literacy talent, he can also read and write every language that he knows.

A character starts off knowing his own race's tongue at *no* IQ cost. Streetwise characters know Thieves' Argot; wizards over IQ 16 all know the Sorcerers' Tongue. Each additional language learned (whether the learner is a hero or a wizard) requires one IQ point or 500 XP.

Languages include Goblin, Orcish, Dragon, Troll Speech, Elvish, High Elvish, Sea Elvish, Giant, Sasquatch, Dwarvish, Old Dwarvish, Troglodyte, Gargoyle, and Fog Runes. There are many more!

A GM may invent a new language if he invents a new race of creatures. Dwellers in a far-off or isolated place may not speak the same language as others of their species.



Experience Points

GMs can reward their players in two ways. The first is in-game – gold, magic items, reputation. The second way is through experience points, which allow characters themselves to improve. *This section, even more than most, should be taken as a suggestion to the GM rather than Orders From Above. Every group has its own style and every GM will work differently with their group.*

The whole party should get an XP reward at the end of each play session, based on how well they played as a group. For instance, the GM might award 60 points for the session, which would mean *each* player gets 60 points to improve their character.

Rewards might also come instantly, in the middle of play – for instance:

- For an outstanding example of cooperation.
- For working as a group to solve a puzzle.
- For finding an unexpected solution to an in-game situation.



The GM should also award XP to *individuals* during play, when a player does something that improves the game. For instance:

- For making everyone in the party gasp, exclaim, or laugh – provided it was by an in-character action.
- For achieving some important part of the objective – striking down the orc leader, convincing the dwarf-lord to show you a map, distracting the dragon for that crucial minute.
- For saving the day (or the party) through some in-character action.

XP need not be mechanically granted just for slaying things, except in a purely combat scenario. It's a GM decision.

A rate of 25 to 100 experience points per player per session will be appropriate for most campaigns, but this, again, is a GM call. That rate will allow new characters to improve themselves after every session or so. Later, as the campaign itself becomes an important reward, the character advancement should slow down. The GM should try to provide challenges appropriate for the increasing competence of the party.

Players keep track of their own XP and spend them as described below.

Spending Experience Points

XP are normally spent at the end of the expedition, when the characters are safe at home and at least mostly healed. GMs may allow exceptions as they see fit.

Experience points can be spent in several ways:

- To improve your basic stats: ST, DX, or IQ. This will improve all talents and saving rolls associated with that stat, but it becomes expensive at high levels.
- To learn new spells and talents. There is no limit to this kind of improvement.
- For gold! Sweet, sweet gold!
- For a Lesser Wish, which can save your life on the day that luck turns against you.
- To improve your staff's Mana stat, if you are a wizard. This lets you cast more spells.

Improving Basic Stats

You may use XP to buy additional attribute points – Strength, Dexterity, and IQ – and this is the best way to improve a new character.

The cost to improve a basic attribute depends on the current *total* of your attributes. Super-high stats come at the expense of other stats, so there will be few geniuses and Olympic athletes.

Added attribute point	XP cost
34th or lower	100 XP
35th	200
36th	300
37th	600
38th	1,000
39th	2,000
40th	4,000

41st and later Double cost each time. Adding attributes at this point is rarely cost effective (and see *Attribute Bloat*, below).



Learning New Spells and Talents

Somewhere around a total of 36 or 37 stat points, if not before, most players will choose to start learning new abilities instead of buying higher stats.

Each new spell or talent learned costs 500 XP – or 1,000 for talents marked (2) in the listing, and so on. As when your character was created, spells cost triple for a non-wizard, and talents cost double for a wizard.

It does not matter how many spells or talents you already know, and there is no limit to the number of spells and talents you may eventually gain. However, you may not learn a spell or talent unless you meet the minimum IQ requirement, as well as any prerequisites (such as other spells or talents) shown in the listing.

When you add a new ability, you may use it immediately. It is assumed that you were practicing or studying during the time you were earning the experience points.

Retirement

You never *have* to retire a character. You can just keep playing them, getting more and more powerful, until eventually their luck runs out. They zig when they should have zagged, a trap comes down, and *squish*, that's the end of the story.

But you may also take a figure out of play at any time, and sometimes it's most satisfying to "retire" according to a plan. That way, your character has a specific goal in life, rather than just "learn one more talent, learn one more after that . . ." You don't normally think of an RPG as something to be "won," but a character who has a good career and retires to a happy life is definitely a winner.

The retirement plan could relate to their early life (a farmer's kid wants to run a farm). Or it could be the exact opposite of early life (a city kid has found he loves the country, and wants to run a farm!). Or it could be something the *player* would like to try in real life.

Several characters could even retire together, if their skills are complementary. A trading caravan, for instance, is much like an adventuring party, except you need Business Sense and on most days no one is trying to kill you.

There are three main paths to retirement:

- *Work at a mundane job.* You were an adventurer in your wild youth, but now you'd like to settle down. You have skills that are valuable in the job market; that's what the Job Table is for.

If you are a member of the Mercenaries' Guild, whether you are disabled or not, you can probably find work at a Guildhall. If you don't mind some risk in your daily job, good fighters can always find a place in an army, city watch, or noble's guard. And experienced wizards and ranger-types are always employable.

- *Buy your own farm or business.* That requires a "nest egg," so start saving up those extra gold pieces. Cost of a farm or shop depends on *everything*, so talk about it with the GM well in advance and set a reasonable goal. A well-run operation will keep its owner comfortably with a bit left for luxuries.
- *Retire to a life of leisure!* This is great if you can raise the money and find a safe and affordable place. Minimum nest egg for that ambition should be at least \$100,000. The question might arise, "what are you going to do in retirement?" Be careful, or the answer might be "Go on adventures!"

Retirees in an Ongoing Campaign

"Retired" is not the same as "dead and gone" – that's the whole point.

- New characters could be sons, daughters, or younger cousins of the old characters, which automatically gives them a bit of history and probably a source of a bit of extra starting cash.
- Characters that are not being actively played can be a resource to the active characters. Get them Area Knowledge for the place where they settle down; let them make some local connections.
- If the players are willing, the GM could create an adventure that involves a character's new life. Perhaps a pair of retired wizards, now owners of a magic shop, have pieced together an ancient map or document. Be it threat or opportunity, their old friends are the first ones they call.

A few talents require roleplaying to gain. Thievery talents must be learned from the Thieves' Guild, and the Master Mechanician talent can be gotten only by membership in the Mechanicians' Guild. Both these guilds will require membership, or cash payments, or both, before teaching you anything – see the section on *Guilds*.

Money

A character who needs mundane wealth between adventures may, if the GM permits, cash XP in for 1 gold piece each. The player must offer a good in-game explanation of where the money came from. "Found it in the street" should work zero times, and "Rich uncle died" once at most. In general, XP are best spent improving your character, and money is best earned by slaying brigands and vile monsters. But – again, if the GM permits it – the money option is there.

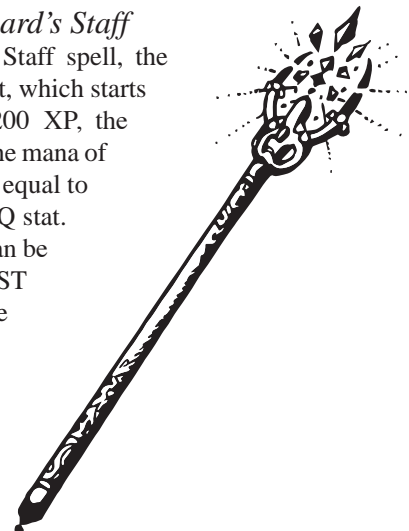
The Lesser Wish

A Lesser Wish (see p. 143) is useful for controlling or rerolling single die rolls. The GM may allow characters,

between adventures, to "purchase" a single Lesser Wish for 500 XP, and hold it for emergencies. This rule is specifically intended to help players keep their experienced characters alive, if they are willing to invest XP in the insurance.

Mana and the Wizard's Staff

At level 2 of the Staff spell, the staff gains a Mana stat, which starts at 0. By spending 200 XP, the wizard may add 1 to the mana of the staff, up to a limit equal to the wizard's current IQ stat. Each point of mana can be spent like a point of ST to power spells. See p. 148, and the five levels of the Staff spell, for details on staffs.



Losing Abilities When Attributes Are Reduced

If some mischance (such as old age or death) causes a figure to *lose* attribute points, that figure may lose the ability to use some of their spells or talents. This does *not* apply to a temporary loss of faculties (e.g., one caused by a Decrease IQ potion), but only to a permanent loss.

A character whose stats are reduced will retain all her abilities – but she cannot *use* those for which the original, higher stats were prerequisites. For instance, if a figure with the Toughness talent (prerequisite: ST 12 or better) were to be killed and revived, she might choose to take some of the 5 lost points from ST. If this brought her ST below 12, she would not *lose* her Toughness – but it would do her no good unless and until her ST got back to 12. Similarly, a Fencer whose DX is reduced below 12 will not forget how to fence – but he won't be *able* to, until his DX climbs to 12 again.

Note again that these restrictions apply only to *permanent* losses – *not* temporary losses from potions, spells, wounds, et cetera.

Beware of Attribute Bloat!

Game Masters: A problem with the first edition of *TFT*, which only became clear after years of play, was that long-lived characters can build up *very* high attributes. So high, in fact, that making a 3-die roll became almost automatic. A simple response, which has been applied here, is to make high attributes much more costly. But the real solution is for GMs not to become overgenerous with XP to the character who “just wants one more point of DX so I can fence blindfolded in plate armor.” Or whatever.

It's more realistic *and* more fun for characters to become multi-talented, getting merely “very good” at more and more things without becoming bull-strong supergenius Olympic gymnasts. Therefore, this edition removes the limit on number of spells and talents that may be learned.



Designing a Labyrinth

A labyrinth may be underground; it may be a wild forest or a ruined city. It's the setting for “dungeon crawl” adventures, where the players meet strange things and fight them!

There are three steps to setting up a labyrinth:

Background

Unless you are playing in a randomly populated hole in the ground, you will want a back story for your labyrinth. This may be extremely complicated, or as simple as “This used to be an ordinary cavern; a band of orcs moved in, and now it's their headquarters. Down deep there's one big ogre; he comes out at night and grabs orcs (or anything else) for dinner. The orcs are afraid of him and stay away . . .”

The *Tollenkar's Lair* book has a complex backstory that guided the creation of the labyrinth's inhabitants and treasures. The map for the *Tollenkar's Lair* adventure shows six levels of tunnels.

Mapping

A labyrinth may have a single level, or many. The level just below ground is referred to as Level 1, and so on. The *Tollenkar's Lair* map has six levels, shown in different colors. This is about the most that can be viewed at once without being too confusing.

Map blanks are provided for copying. You will need multiple copies, so don't write on your master copies. One labyrinth hex is equal to a *Melee* scale megahex group of seven 4-foot hexes.

See p. 52 for a simple map example on two levels.

As you decide what should go where in your labyrinth, keep notes in the form of a map key. You may want to keep this in pencil so you can change it. If players come through and kill a monster, mark it off. If a party of adventurers dies to the last man, mark the spot on your map. The next group to come through will find their bodies (if the slimes don't eat them) and their treasure (unless the orcs carry it away).

Players will want to make their own maps as they explore; see *Mapping the Adventure*.

Stocking

This is the most interesting part of the GM's preparation, and his opportunity to be really creative. Working out the fine details of your labyrinth – the traps, treasures, and population – can be almost as much fun as actually playing.

Go back and put creatures, treasure, etc., in your rooms and tunnels, keeping your background in mind. Install a few traps; hide some of the doors. If you're in a hurry, you can use the *Random Stocking* tables, rolling dice to see what goes where.

Building your own labyrinth can take hours . . . or months. It all depends on how much detail you want. The rest of this section will tell you exactly how to go about setting it up and preparing for your first group of players.

The easy way is the “random” method, described below. Using this method, you simply roll dice to find out what lives in each area. The chief advantage of this method is that it is quick. The other method is simply to start from scratch and invent everything yourself. This is preferable, if you have time, because it allows the GM to be original and creative. Start with your basic premise – the background of your world – and go on from there, working out logically what should live where . . . men, monsters, and thingies . . . what possessions and treasures they would have, and what traps and tricks they would use to defend themselves.

Most of the humanoid creatures in your labyrinth should be beginning (32-point) types, if your adventurers are going to survive, but a few should be experienced. Decide what weapons and spells they (especially the experienced ones) carry. Making most of them fighters will simplify your task, but you will want a few wizards (some weak, some powerful) and a few high-IQ types with interesting and dangerous talents. Most of them will probably be hostile to the players,

but a few might be potential friends. Put in treasures and magic items. There should be enough to keep players interested, but not so many that the game gets out of hand. Be logical here, too. A great treasure will probably be well-hidden or well-defended, and a powerful magic weapon is likely to be in the hands of someone who can use it effectively!

Likewise, you should be fair to the players when you put in traps and dangerous situations. If you fill your tunnels with traps that do 6 dice of damage and can't be spotted by anyone with an IQ under 20, you will very quickly kill all the players and end the game. Scale the danger of the labyrinth to the experience of the players (and their characters), and you'll have more fun.

Monsters and Beasts

Beginning on p. 77 you will find details about different kinds of monsters, beasts, plants, and nuisance creatures – as well as the many intelligent races found on Cidri. Refer to these when setting up your labyrinth – or invent your own.

Doors and Traps

No labyrinth is complete without some hidden doors and traps (not to mention trap doors). The rules for doors and traps begin on p. 70; once you understand the system, you'll be inventing your own.



Loot

Now, the part your players have been waiting for. Place some loot for them to find! In general, anything really good should require combat or cleverness, or both, to obtain.

Warning: GMs, a *single* very valuable magic item can unbalance your whole campaign if the players choose to sell it and buy a number of lesser (but still powerful) weapons and weirds. Be careful. And remember: Ordinary folk who find something valuable may be cheated by merchants, set upon by thieves, or betrayed by greedy rulers!

Random Stocking

The quick method of populating your labyrinth is the “random” method. This offers less scope for creativity – but if you make up your own random tables there is still plenty of room for originality.

To stock a labyrinth by the random method, you first draw your map (or use the one supplied with the game). You then number the rooms and begin to make your key. For each room, you roll dice and consult tables (like the ones shown below) to determine what, if anything, is found in that room. The tables given below are simple; you may make up your own and add as much complexity as you want.

The first roll determines the general contents of the room. If you get a beast, roll on the “beast” table, below, to see what kind; if you get a humanoid, consult the “humanoid” table, and so on. If you get a 15 or higher, you will roll two (or three) more times, and *all* those things will be in the room.

Room Contents – roll 3 dice

- 3, 4 treasure
- 5 beast *and* treasure
- 6, 7 beast
- 8 looks empty but something is there, hidden or hiding. Roll again to see what. Don't tell the players unless they do the right thing, whatever it is, to find it, or to have it find them!
- 9, 10 empty
- 11, 12 humanoid
- 13, 14 nuisance creature
- 15, 16 roll twice more
- 17, 18 roll 3 more times

Now use the following tables to determine exactly what kind of beast, humanoid(s), nuisance, or treasure is in the room.

Humanoids – roll 2 dice

- 2, 3 One wizard, 40 points
- 4 Two wizards, 36 points each
- 5 Two wizards, 32 points each
- 6 Two fighters and one wizard (32 each)
- 7 3 fighters, one wizard (32 each)
- 8 2 wizards, one fighter (32 each)
- 9 2 fighters (32 each)
- 10 2 fighters (36 each)
- 11, 12 One fighter (40 points)

You may determine the exact ST, DX, and IQ of the fighters and wizards, as well as their weapons and/or spells, in any way you choose, as long as their attribute totals do not exceed the ones rolled up on the table. They don't have to be hostile if not attacked!



Beasts – roll 2 dice

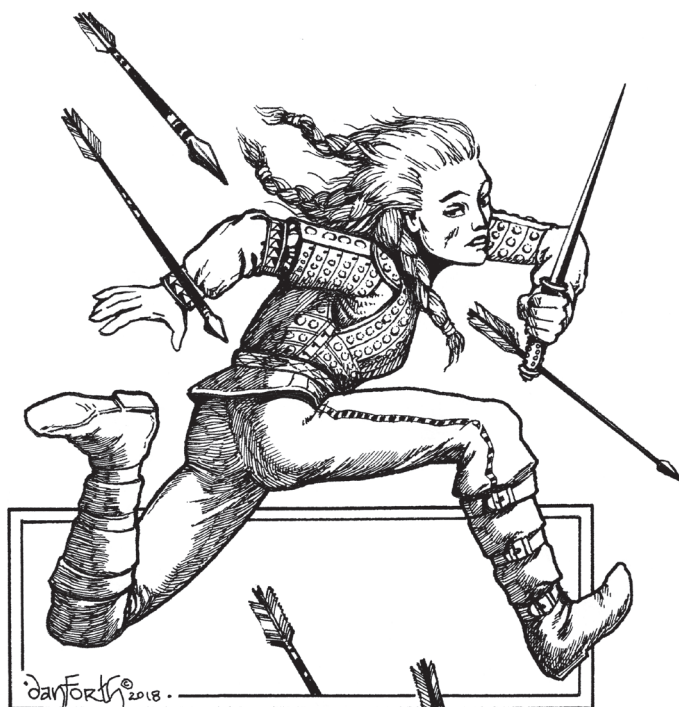
- 2 2 sabertooth tigers
- 3 roll twice more
- 4 5 wolves
- 5 6 giant snakes
- 6 One lion
- 7 One large venomous snake
- 8 2 great apes
- 9 3 wolves
- 10 One 4-hex dragon
- 11 roll twice more
- 12 2 Kodiak bears

Nuisance Creatures – roll 1 die

- 1 One green slime
- 2 20 rats
- 3 1-ft. scorpions (roll 1 die for how many)
- 4 Spiders (roll 5 dice for how many)
- 5 10 vampire bats
- 6 3 red slimes

Treasure – roll 2 dice

- 2 Gem worth 1,000 GP
- 3 Blur ring
- 4 Roll twice more
- 5 (5 dice × 10) copper pieces
- 6 (3 dice) copper pieces
- 7 (2 dice) gold pieces
- 8 (4 dice) gold pieces
- 9 (10 dice) gold pieces
- 10 (2 dice) doses of healing potion
- 11 Magic sword: +2 on DX
- 12 Magic scroll (Any spell of IQ 14 or less; determine however you like)



Traps

After the rooms are populated, go back and roll to determine where *traps* are located and what kind they are. Roll for each *door*, and again for each *treasure* except for those carried on the person of a humanoid type. (*Note: A human guarding 100 gold pieces will probably not have them in his pocket – but a human with a +2 magic sword or a mage with a magic scroll will have it in hand – and will use it on you if attacked.*) Roll one die for each door or treasure. A door is booby-trapped on a roll of 1. A treasure is booby-trapped on a roll of 1, 2, or 3.

Now determine the type of trap, and the way it is built and concealed, by using the following two tables.

Type of Trap – roll 2 dice

- 2 Trap door into spiked pit (covers 2 hexes, does 4 dice damage; saving roll 4 dice on DX)
- 3 Giant crossbow (3 dice damage to person hit first; goes *through* and can hit a second person as well, doing 2 dice damage; saving roll 3 dice on DX)
- 4 Poison gas bomb (affects MH around hex where it explodes, does 2 dice damage to all in MH who breathe it). Saving roll 4 dice on DX to jump out of the gas cloud.
- 5 Sleep gas bomb. Puts all who breathe it to sleep for 10 minutes. Otherwise as above.
- 6 Three arrows. All fire at once into different hexes. Each does 1 die damage. Saving roll 3 dice on DX.
- 7 One arrow. Does 1 die damage to person hit. Saving roll 3 dice on DX.
- 8 Falling rocks. Affect 2 adjacent hexes; 2 dice damage to anyone hit. Saving roll 3 dice on DX.
- 9 Alarm. Loud bell will attract potential enemies from as far away as 40 hexes.
- 10 Poison needle in lock. 3 dice damage. Saving roll 4 dice on ST.
- 11 Grenade explodes
- 12 Petard explodes. And there was great lamentation. See *Gunpowder Bombs*.

Complexity of Trap – roll 1 die

This table gives two things: the skill with which the trap is hidden (that is, the number of dice a character must roll against IQ to see it) and the difficulty of disarming the trap without setting it off (the number of dice that must be rolled against DX to disarm it). See the section on *Traps* for details.

- 1 3 dice to see, 3 to disarm
- 2 4 dice to see, 4 to disarm
- 3 5 dice to see, 3 to disarm
- 4 4 dice to see, 5 to disarm
- 5 5 dice to see, 5 to disarm
- 6 4 dice to see, 6 to disarm

More Complex Tables

After you have played with these tables for a while, you will want to alter them for variety – or make up your own. The tables given here are very simple. Complicated tables might include:

Details on the humanoids encountered. You can have tables for friendliness, race, employment, talents, and so on. If you like, you can simply use the Character Generation Tables and work out *everything* about them randomly.

Different Types of Beasts. You can have separate tables for large, small, magical, or non-magical beasts – a separate table for the possibility of dragons – et cetera. There are many different kinds of nuisance monsters, too!

Detailed Tables for Treasure. Separate tables for money, gems, magical weapons, magical items, potions and materials for making them, and so on.

Hidden and Locked Doors can also be determined randomly.

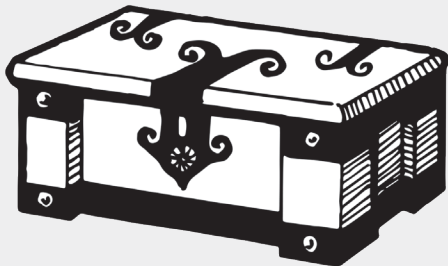
If your tables get very detailed, they will also probably be *long*. The tables given here use 1, 2, or 3 dice – but you can use 4, 5, 6 or more. Keep in mind: When you make up a table numbered 6-36, to use by rolling 6 dice, the numbers at the ends of the scale will come up *very* rarely. You can solve this problem two ways: either combine (for instance) 34, 35, and 36 into the same result, or let 6, 7, 35, and 36 be extremely far-out possibilities – like two dozen drunken orcs in a *friendly* mood, or an enchanted ring with three wishes!



Artifacts

"What do we see in the chest?"

"There are two little jewels, and a folded cloth. There's also a strange device. It's like nothing you ever saw before."



Occasionally, while stocking your labyrinth, you'll want to include a few things "like nothing you ever saw before" – items from a more advanced culture. These items are *artifacts*.

The overall technology on Cidri is medieval – it varies from Stone Age in many places to early Renaissance in a few. Nevertheless, there are many high-technology devices scattered about, and no doubt many more remain to be found. Some are probably left over from earlier days on Cidri itself, while others must have come through Gates in the recent past. The metal dragon that guards the palace of Duke Siegfried of Koros is one example . . . the man who appeared with it, and who tends it, is close-mouthed about his origins, but it is thought that there may be some clue in the runes on the beast's metal side: SUEZ EXPRESS.

Most artifacts are less spectacular and less useful. Some are not understood even by their owners, and are kept as curiosities. Others might be in daily use – though perhaps not the use for which they were intended.

GMs may wish to place an occasional artifact where players can find it. It might be in an unattended treasure chest – or it might be worshiped by a whole city. Some possible artifacts might be:

Weapons: A .45-caliber pistol (2 shots/turn, 3 dice damage each); a highly fragile but deadly laser rifle (6 dice damage); a mortar (shells have range of 1 mile, burst like a petard (q.v.); a B-B gun (1d-5 damage). Ammunition/power for any such thing should be *very* limited.

Communication devices: radio, a set of walkie-talkies, a tape recorder, a "Big Ear" listening device, a pair of mechanical telepathy helmets, an electronic translator.

Other useful devices: alarm clock, metal detector, flashlight, hand calculator, cigarette lighter, super-powered hearing aid, binoculars or telescope, musical instruments, first-aid device, self-heating cookpot, hydraulic jack.

Totally useless gadgets: anything requiring electric current, dried-up ball-point pen, tire pressure gauge, pencil sharpener, ratchet wrench, self-emptying wastebasket.

Books, ranging from the useful to the useless, written in most cases in some language so foreign to Cidri that only a Scholar, by years of study, could ever translate it.

And so on . . . Artifacts should be fairly uncommon.

When players find an artifact, the GM may describe it to them. He should *not* draw a picture or give an exact description . . . the question is not whether the *player* can recognize the device, but whether the *character* can. If a figure has a talent or ability which has something to do with the object, the GM should give extra information. A figure with the Guns talent could be told that an artifact "looks kind of like an arquebus." Of course, the artifact might really be a rifle, a jackhammer, or a toy bazooka. And a pistol or a howitzer wouldn't look much like guns at all. Similarly, a Physicker might get extra information about medical gear, or a Chemist extra information about a bottle of liquid.

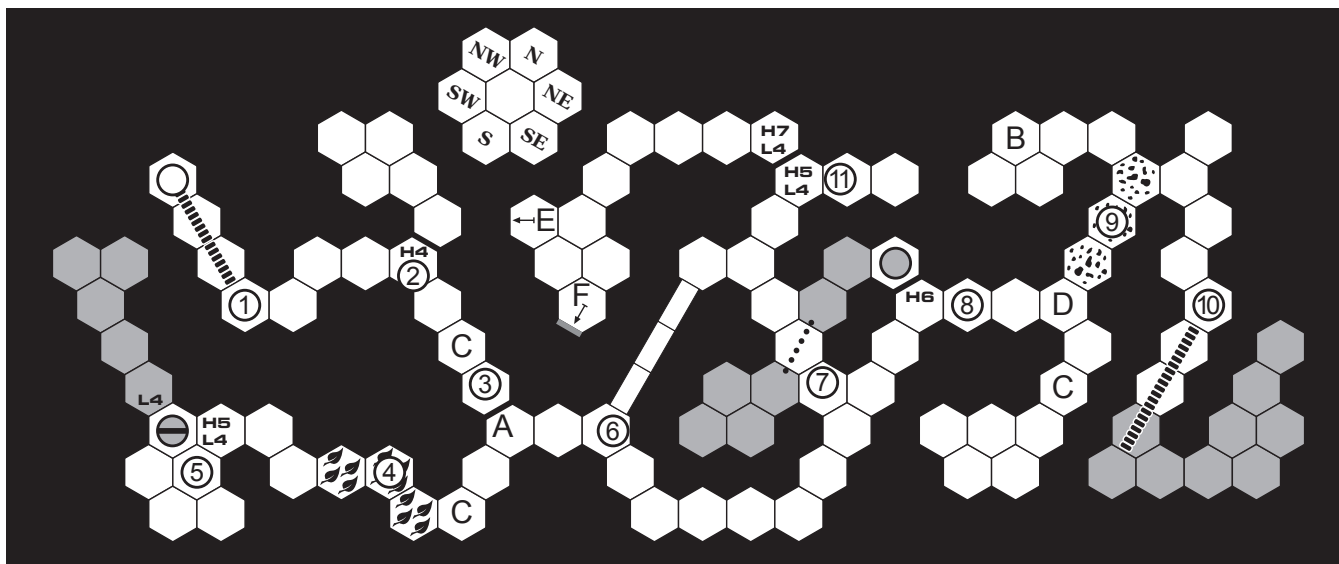
When trying to figure out an artifact, a character should make one die roll against his IQ immediately, and one for every ten minutes of study thereafter. If the object is a weapon or otherwise dangerous, and the figure misses a roll by more than 4 points, then it goes off, and *someone* nearby is liable to get hurt. The number of dice rolled depends on the object's complexity . . . at least 5 dice *minimum*. A radio, calculator, or similar multi-buttoned device would likely give *some* result any time it was played with, but making sense out of the results would take a *long* time. A gun would seem to do nothing until it fired – then, if the experimenter survives, he will have a better chance of controlling the next shot. Figuring out a hand grenade is likely to be fatal.

A figure with an appropriate talent may roll 1 fewer dice to figure out an artifact. A Mechanician also rolls one fewer dice (these bonuses are cumulative). A Master Mechanician rolls two fewer dice.

These die rolls are only to figure out some use (if any) for the artifact – not to duplicate it or understand its principle. Only a Mechanician (or Master Mechanician, for a very complicated item) can even *attempt* this . . . make a die roll for each *week* of study. No single researcher on a medieval world is *ever* going to build an electronic calculator, or even an adding machine – but a dry cell, harmonica, or compound bow might be duplicable, in time. (Reasonable IQ rolls, per week, for those three things might be 8, 6, and 5 dice, respectively, with samples to work from.) The GM should give the player only a rough idea how complex the artifact he is researching is . . . the player doesn't know how many dice the GM is rolling, or whether, in fact, the artifact is totally useless or incomprehensible and will *never* be understood.

Wizards (quite rightly) feel that a high technology threatens their craft. They are often hostile to artifacts, or to those who seriously attempt to understand them. If a mechanician's effort or a quest for an artifact happens to run into an experienced wizard, the wizard's reaction roll will be -1. An ordinary wizard probably won't care.





Map Example

In this example, numbers are used to explain the map symbols.

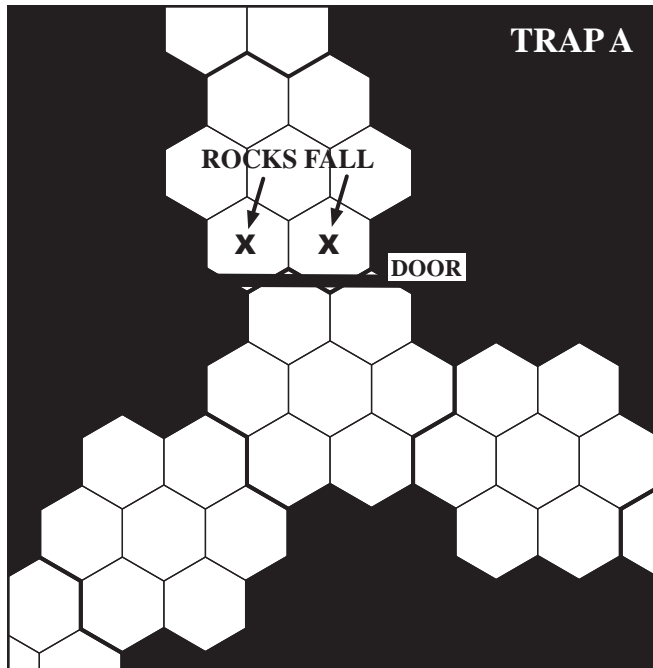
1. This is the first first-level hex. Above it are two stair hexes leading up, and then an open shaft leading to the surface.
2. A door. The H4 means that it is *hidden* on that side (4 dice vs. IQ to find it). It is not hidden on the inside, and is not locked on either side.
3. Another door. It is not hidden or locked on either side.
4. These three hexes contain plant growth . . . at least knee high.
5. A shaft. The line across it indicates it is hidden by a trap door on top. The H5-L4 on the “top” side means it is hidden (5 dice vs. IQ to see) *and* locked (4 dice vs. DX to open). The L4 on the “bottom” side indicates that it is also locked from the bottom – 4 dice to open. The shading on the “bottom” side indicates second-level hexes.
6. A narrow tunnel. Normal tunnels are one megahex wide; here, the tunnel is only one *small* hex (4 feet) wide, so only one man can pass through at a time.
7. The dotted line shows how the second-level tunnel passes under the first level.
8. A door, hidden from the outside (6 dice to find). On the other side of the door you can see the “shaft” symbol. The shaft leads to the second level, and has no trap door; therefore it is not hidden or locked in any way.
9. These three hexes contain rocks and rubble, making for tricky footing.
10. Stairs leading down to the second level.
11. A door. From the outside, it is hidden (5 dice) and locked (4 dice). From the inside, it is hidden (7 dice!) and locked (4 dice).

When you draw your own map, you will not need to make notes like the above; the map symbol itself will give you all that information. You *will* need to make up a key for features too complex to symbolize, such as monsters, treasure, traps, and complicated situations:

- A. This door has a trap on it; 4 dice vs. IQ to spot, 3 vs. DX to disarm; 3 vs. DX saving roll to dodge it if it goes off. Opening the door will cause large rocks to fall from the ceiling into the two small hexes directly in front of the door, doing 2 dice damage to anyone they hit. Works from outside only.
- B. A troll lives here. He has ST 30, DX 11, IQ 8. He will investigate any noise he hears, and attack any party of four or less, or any straggler he thinks he can ambush. Under the pile of filth in his lair is his treasure; 33 gold pieces and a gem worth 50 GP.
- C. This letter appears 3 times. Each time it represents a green slime on the roof in the center of the hex. See “Green Slime” under *Nuisance Creatures* for a description of what it does.
- D. A battered chainmail shirt with a few bones still inside. (This belonged to an orc that the troll got; the green slime finished the leftovers. This pitiful relic would be a clue, to the smart adventurer, that there was danger near.)
- E. A little cabinet is set into the wall. 4 dice against IQ to see, *plus* a Conceal spell. 3 dice against DX to open, *and* two Lock spells. It is not booby-trapped; the wizard who left it here was a holy man who did not believe in harming anyone. Naturally, it contains no weapons. It *does* contain 3 small flasks, unmarked. Each one contains two doses of healing potion. There is also a large blue bottle, tightly stoppered. It appears to contain wine. It does, too. Not magical.
- F. A gate. It will admit anyone who tries to “walk through the wall.” It leads to the wizard’s hut (now deserted) in the wilderness above. To use the gate the other way, you must say the wizard’s name as you step through. His name was Gorespin. A scroll in the hut gives this information, but it is written in Elvish.

For very complicated situations (especially traps), you may use the larger hex paper to make notes about the exact layout of the room, corridor, and trap. Each hex can represent a megahex (the same as the smaller-scale maps), or you can draw heavy lines to represent the megahexes, and make a sketch on the same scale as the *Melee* map.

A. The exact layout of the trap. It is triggered by anyone trying to open the door, and drops rocks on the two small hexes in front of the door, as shown. If the door is opened from the inside, nothing happens.



E and F. The exact layout of the wizard's room. E is the exact location of the hidden cabinet.

F is the wall you step through to get to the hut.

1 is the hidden door.

2 is a broken door in the tunnel.

3 is a table which takes up the middle hex of that megahex.

4, 5, and 6 are cabinets against the walls. They contain many empty bottles. 6 also contains two scrolls in Elvish, but they are not magic. One is a recipe for mead, and the other is very bad poetry.





Towns and Villages

The cities, towns, and villages of medieval Cidri can be very interesting for a GM to create and for a character to enter. A town may be used simply as a starting and ending point for an adventure – the place where the characters have their homes and jobs. Or, if you like, you can play out an entire adventure within a town. For instance, the players might be expecting a labyrinth trip – and, in preparation for their journey, the characters are sitting around a table in the village inn, drinking – when a crowd of bandits bursts into town intent on murder and plunder. Can the players talk their way out – or will they have to fight? They may wind up the village heroes . . . they may wind up dead.

The sample village on p. 168 is a very small farmers' market town. Its permanent population would not be over 200 adults, although it would serve many other people living in smaller settlements or on outlying farms, and would be crowded on market day. GMs may create settlements of any size, up to and including whole cities.

Combat indoors is handled very much like combat in the labyrinth; all enclosed situations are basically the same. If you want to set up a pursuit or combat situation outdoors, though, you will want to acquire or make a large sheet of blank hex paper. Remember that, outdoors, characters will be able to see much farther, and their movement will be less constrained; mass battles may ensue.



Outdoor Encounters

A GM who has worked out an outside world, as well as a labyrinth, may have his players face adventures on their way to or from their underground destination. To do so, he simply tracks their progress from their starting-point on a large-scale map. He may, if he wishes, plan specific encounters for them on their journey. It is also possible to set up encounters randomly (especially if the travelers are going cross-country rather than on a road). Roll one die for each day of travel. On a 6 (or a 5 or 6 if you prefer), the party meets something potentially dangerous. If an encounter takes place, it is played out normally, with whatever negotiation or combat may seem appropriate. If no encounter takes place, the travelers are one game-day closer to their destination.

Travel Speeds

Any small group (mounted or on foot) will travel long distances at about the same speed; a riding animal cannot travel at or near its full MA for more than a couple of hours without exhaustion. Use the following rates of speed for 5 mile/hex maps like that on p. 171:

- 6 hexes/day for normal road travel
- 4 hexes/day along secondary roads
- 2 hexes/day along trails, or across open country or light woods
- 1 hex/day through rough terrain or heavy woods
- 2 days/hex if cutting through swamp or across mountains

Travel by air: A large dragon (7 hexes or better) can fly 20 hexes in a day. A pegasus, gryphon, medium-sized dragon, magic carpet, or Flight-spell user can cover 16 hexes/day. A Gargoyle, small dragon, or bird can manage 12 hexes/day.

Travel by water: It all depends, of course. The riverboats of Dran and the surrounding areas usually make 5 to 6 hexes per day downstream, 1 to 3 upstream.

Lost in the Wilderness

The ever-present danger facing the cross-country traveler is that he may become lost. A party will never become lost if they follow a known road, river, or coastline (though a really wicked GM might give them the chance to buy false maps of new territory, *guaranteeing* them a chance to lose themselves). Similarly, a party will never become lost if they have a native guide for their cross-country travels (unless the guide betrays them). A flying party, or a party with a flying scout, will rarely become lost if they know what their route *should* be. The basic roll to avoid getting lost is a 3-die saving roll against the *average* of the party leader's IQ and the IQ of the smartest party member; round down. We assume that the leader will know enough to consult with anyone wiser than he, but will always have the last word. If any member of the party has Tracking or Woodsman ability, roll one less die. If any member of the party has traveled that route before, or if any member of the party can fly, or both, roll one less die. Roll one *more* die for travel in forest or desert, or two more for travel in mountains or swamp. Roll an extra die if the party is already off course! All these factors are cumulative; take them all into account before making the roll against IQ. This "lost" roll is made once per day by the GM. If the party becomes lost, their progress for that day takes them one hex off their intended path (GM rolls randomly for the direction). This means the GM must lie to the party about their position, while keeping his own record of where they really are.

Eventually, the players will realize they are lost (as, for instance, when they're still in trackless forest two days after they should have reached the coastline). At that point they will try to find themselves. The GM, keeping track of their true position, can tell them what landmarks they see. Eventually, they will get straightened out – if the bandits and beasts of the wilderness don't kill them first.

Outdoor Encounter Tables

If outdoor encounters are to be arranged randomly, the GM will want to create a set of tables similar to the ones below. There could also be separate tables for main roads (with various kinds of humanoid parties to be met), villages (there may be doughty villagers to call in case of trouble), desert, forest and fields (with men and beasts), swamps (with dangerous beasts), et cetera. Remember that, while travelers might meet many people and things in the course of a day's journey, only in questionable territory is there a large chance that they will meet an active danger.

Of course, if the players are bandit-types, they will meet many potential victims – some easier meat than others.

Back Roads or Light Woods (roll 3 dice)

- 3 One fighter (attributes total 40)
- 4 Two fighters (attributes total 36 each)
- 5 One 4-hex dragon
- 6 Two bears
- 7 Several Bloodtrees
- 8 Ordinary (32-point) men; roll 2 dice
- 9 Ordinary dwarves; roll 2 dice
- 10 Ordinary elves; roll 1 die
- 11 Ordinary men; roll 3 dice
- 12 Ordinary orcs; roll 3 dice
- 13 Patch of Am Bushes with two Stone Beetles
- 14 Wolves: roll 3 dice
- 15 One giant snake
- 16 One sabertooth
- 17 Two wizards (attributes total 36 each)
- 18 One wizard (attributes total 40)

Dangerous Wilderness (roll 3 dice)

- 3 One 14-hex dragon
- 4 Hungry lions; roll 2 dice
- 5 Centaurs; roll 2 dice
- 6 Two wild gryphons
- 7 Gang of mixed 28-point humanoids (roll 4 dice)
- 8 One 7-hex dragon
- 9 Savages (32-point men) in ambush with small bows; roll 2 dice. They will flee quickly if confronted.
- 10 Mixed humanoids (32 points each); roll 2 dice
- 11 Giant spiders; roll 1 die
- 12 Gang of mixed 32-point humanoids; roll 3 dice
- 13 Wolves; roll 3 dice
- 14 Nest of venomous snakes; roll 2 dice
- 15 One dinosaur: ST 80, DX 11, IQ 5, MA 12, armor stops 3 points/attack
- 16 One werewolf (attribute total 40) in human form
- 17 One 7-hex Goo
- 18 Two 7-hex dragons

Map Scales

The scale on the village map is one increment up from the labyrinth maps. Just as one hex on the labyrinth map represents one megahex (7 hexes) on the *Melee* tunnel segments, one hex on the village map represents one megahex on the labyrinth map. A *Melee* tunnel hex is 4 feet across. A megahex (that is, a labyrinth map hex) represents about 3 yards. A hex on the village map is 10 yards across.

When mapping larger areas, it is suggested that you use one of the hex sizes reached by the “one hex becomes one megahex” formula. Multiply by 3 each time, fudging to get usefully round numbers. So:

Basic <i>Melee</i> combat hex	4 feet
Labyrinth map hex	3 yards
Village map hex	10 yards
Town map hex	30 yards
City map hex	100 yards
County map hex	300 yards
Barony map hex	900 yards
Duchy map hex	1.5 miles
Province map hex	5 miles

The scale for the map on p. 171 is 5 miles per hex, measured from side to side.





Gates

A Gate is a magical “door” from one place to another. It can lead from *anywhere* to *anywhere*, as long as the wizard who created it was able to reach both “ends” to set it up. Some Gates are hidden features of labyrinths, and some are public highways (or toll roads) connecting distant parts of the world. Players need not travel huge distances overland if the GM chooses to say that there’s a convenient Gate to somewhere near their destination.

Gates can be tiny, or up to two megahexes across, as set by the creating wizard. A Gate is itself invisible. Some wizards paint guidelines around a corridor, or put the Gate in an actual door, so people can tell where the Gate is. Others deliberately leave their Gates unmarked. Any wizard with Create Gate or Control Gate gets a 4-die roll on IQ to “sense” the presence of a gate, and it will be noticed by Detect Magic.

Gates must be aligned with the local gravity vector. In other words, they are doors, not invisible pit traps.

Some Gates simply transport anyone who walks through. Others follow rules of their own. When a wizard begins to create a gate, he can make it follow any rule he likes as to when and how it will function. It may work only one way . . . it may only work for dwarves . . . it may only work when you say “Balderdash!” just before you step through . . . it may work every third time someone steps through . . . et cetera. A gate may be one-way, or have different rules for traveling each way. A wizard who knows the Control Gate spell can change the rule for a gate, on either a temporary or permanent basis, but cannot change the points it connects.

A Gate is dangerous because it may take you to an unexpected place. Fear not; it won’t close on a living being to cut them in two, and you cannot run into the “edge” of a gate and have your leg chopped off. However, a Gate might take you to a point 100 feet in the air, over a shark-infested ocean, if the mage who built it had a flying carpet and a

nasty disposition. The saving roll for a character to catch himself before stepping all the way through a Gate (when he didn’t know it was there) should be *high* – 6 dice against DX. If you do know a Gate is there, you can stick your head through. Conditions on the other side permitting, you will be able to pull it back. Note, though, that some Gates will only pass living beings (with or without their clothing), so a pole or torch thrown through a door does not prove there’s no Gate. Maybe the Gate doesn’t activate *until* a torch is thrown through!

There is a small chance that a Gate will malfunction and be destroyed each time it is used. The GM should roll 3 dice each time a figure passes through. On a roll of 18, the Gate malfunctions. It will begin to flicker. 2d minutes later, it will collapse *unless* a Create Gate or Control Gate spell (ST cost 50) is cast at either side to stabilize it. It *can* be crossed while it is flickering, but when it collapses, it is totally gone.

Gates should be used sparingly, but they add a lot of spice to an adventure. Remember, though, that it’s obnoxious for a GM to put players in a trap they *can’t* get out of. One-way gates to sealed rooms two miles underground are not really funny.

Divination by Gate

Some spells, such as Gate, Blast Trap, and Geas, let the caster establish a rule that will govern the spell. That rule cannot be used for “divination” – it can only be used for things that the original caster could detect if they were standing right there, observing, and (somehow) looking at the character stats of those nearby. So you cannot set a Blast Trap to explode at the touch of those who have shed innocent blood, or a Gate to pass only those who will never threaten the Dark Lord. But you could set a Blast Trap to attack those who have literal blood on their hands, or a Gate to pass only wizards or only woodsmen. See the Gate spell for more details.

Money

Coinage

Cidri uses metal coinage; many rulers mint their own coins, but sizes are more or less standard. Most coins are about the size of a U.S. penny, ranging up to a quarter.

The common coin of daily trade is the “silver piece,” a small silver coin. It will sometimes be abbreviated \$, and you may think of it as being worth about a dollar, to get a mental handle on costs. A silver piece is worth about 10 quarter-sized “copper” coins, which contain a generous admixture of silver to bring up their value. Ten silver pieces make up a gold piece. (In this world, copper is very, very useful stuff, silver of course is the metal of magic, while gold is mainly for decoration and bribing dwarves and dragons.)

Peasants rarely deal except in copper; townsmen and soldiers spend silver. Nobles, merchants, and great wizards are the only ones likely to see (or to need) very much gold. Unset gems are often used as “coins” of high denomination.

In some parts of Cidri, royal coiners assay gems and mark them with their worth by engraving a value on a lower facet. In other areas, the worth of a gem must be set anew for each transaction, by spirited haggling between buyer and seller.

Taxes, Banks, Etc.

Since the main point of *TFT* is adventuring, day-to-day financial transactions will be simplified or ignored. A few points which should be covered:

Taxes hit everybody, everywhere. Most local rulers tax everyone in their domains for *at least* 10% a year. Usually more. A good way to handle this is to have players subtract 2% per game-month from their “bank balance.” Unemployed, penniless persons of military age must make a saving roll each month (4 dice against highest attribute) to avoid serving a 6-month stretch as an army recruit. Border guards often collect entry taxes from travelers. In some areas, this tax is everything (or almost everything) you have, which is why highway robbery is referred to as the “orc tax.”

Banks do exist. Many people prefer to turn their savings into jewels, rings, etc., and hide them instead. For the purposes of this game, let each player keep track of his characters' "bank balances" and treat them as secure (except for subtractions for tax and living expenses). Of course, someone who has to flee the country suddenly should have to make a saving roll (4/IQ) to avoid leaving 90% of his "money" behind.

Moneylenders may be found in any society. Only if you have been established in an area for a long time will you be able to get a loan just on your word to repay (unless you're a Goblin!) Most moneylenders will want some kind of collateral – almost anything of value will do. You may or may not even get the full worth of your collateral!

Furthermore, interest rates tend to be high. A *basic* interest rate on Cidri is 1% per week – compounded, of course. This recompenses moneylenders for the high rate of default. If the moneylender's reaction roll is very good, modify the rate downward; if very bad, modify it upward.

Disaster, War, and Other Nuisances

Economic conditions may be affected by catastrophic natural and social events. In the event of some natural disaster or social upheaval in the game-world, a GM may decree that characters have been assessed extra taxes, lost properties, etc. The risk of commerce on Cidri is several times higher than that of today's USA, Earth/Terra. Players should occasionally expect to lose anything they're not strong enough to defend or smart enough to hide.

Jobs

Every character needs something to do during the time he/she isn't being played. Furthermore, every character can use a way of earning money besides going underground and risking life and limb. In the real world, we all have jobs (or at least professions) that we follow when we're not out making trouble. This game is no different.

The listing below covers enough jobs to allow any character to find some sort of employment. Game Masters, of course, may create more jobs. This is fine, as long as the requirements, rewards, and risks are in line with those below. For each job, three things are noted:

The *Requirements* are the attributes, talents, or spells needed to hold that job. Some jobs have many requirements; some, only a few. In general, higher-paying jobs have more and harder requirements.

The *Pay* is the amount of money, in silver pieces, that a character will net each *week* in his job. Living expenses (about \$20 for bare subsistence; more for better living) have already been subtracted from these "salaries." As long as you have a job, don't worry about living expenses. Unemployed characters should subtract at least \$20 a week from their "bank balances," or more if they have expensive tastes. A character with pretensions to social standing ought to spend at least \$50 a week for living expenses; to spend less would be to act out of character and risk embarrassment and loss of experience points!

Note that the job of "farmhand/unskilled labor" pays *nothing*. This is a subsistence job.

The *Risk* of the job is shown by two numbers – one low and one high. Each week, roll 3 dice for each character who is holding a job. If you roll the *low* number (or less), the character had a notable success of some kind; depending on the job, this may mean a cash bonus, a reward of some kind, a useful contact, or a promotion.

If you roll the *high* number (or more), you ran into trouble, and must immediately try a 3-die saving roll against your *highest* attribute (if DX is used; it is *basic* DX, not adjusted). A character who makes his saving roll is okay, though he earns no money that week. A character who *misses* his saving roll takes 4 dice damage (which may well kill him). If the character is making his living as some sort of criminal, and if he survives the 4 dice damage, he goes to jail (q.v.).

Thus, characters have lives of their own. A character can earn money, get promoted, or get killed . . . all without ever going on an adventure . . . just like real life.

Finding a Job

To find a job, you must (a) have all the requirements, and (b) be in a place where that job is available. (This is up to the GM, since it's his world.) Jobs as "unskilled" are open wherever there is civilization; jobs as "recruit" are always open in any military force. Also, anyone can be a petty thief, burglar, or brigand without hunting for the "job." To find any other job, you must search: make a 3-die roll against IQ once per week, until you succeed.

Leaving on an Adventure

The drawback to holding a job is that the boss expects you to come in and work. If you've got a "regular" job, you can quit at any time – but your job will be gone when you come back. If you're in the army or police, you can't just quit – you signed up for six months at a time, and if you go AWOL, you'd better not show your face around there again. Unskilled, unemployed, and self-employed characters, of course, can take off at any time.

For a short adventure, anyone can get a day off. For a longer trip (two days to a week), you can ask for a vacation (or accumulated leave). Ask your boss (or CO), laying on whatever charisma or similar advantages you possess, and hope for a good reaction.

If it's longer than a week, you'd better just quit, unless you get a *great* reaction.

Getting Back Late (or Hurt)

If you get delayed while adventuring, or if you get hurt so badly that you can't work, your job may be gone or you may be in trouble. A figure down to half strength, or less, cannot work.

If this kind of thing keeps you away from your job, the GM will make a reaction roll (modified as he sees fit) to tell you whether you need to start job-hunting again. Remember that if your "home base" is a small town, and your job is an uncommon one, it may be hard to find work if you quit or get fired too often.

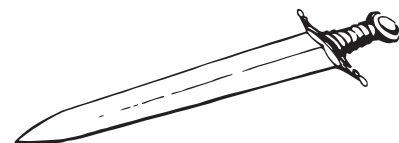


TABLE OF JOBS

Job	Requirements	Pay	Risk
Unskilled/farmhand/etc.	None	None	3/18
Fisherman/sailor	Seamanship	\$30	4/17
Forester/hunter/trapper	Naturalist, Tracking	\$30	3/18
Town laborer	None	\$ 5	None
Shop worker, etc.	Literacy	\$10	None
Skilled Work			
Armourer/smith	Armourer <i>or</i> Goldsmith	\$100	3/18
Master Armourer	Master Armourer	\$150	3/18
Merchant (any type)	Business Sense, Assess Value	\$75	3/18
Healer	Master Physicker	\$100	4/18
Scholar/teacher/scribe	Scholar	\$75	4/18
Sage	Scholar, 3 languages	\$125	4/18
Priest	Priest, Charisma	\$75	3/18
High Priest	Above, plus Theologian, Business Sense, Detect Lies	\$150	3/18
Chemist	Chemist. Pays \$100/week, or whatever you can make by making and selling potions.	\$100+	3/16
Builder	Architect/Builder <i>or</i> Shipbuilder	\$ 50	3/18
Animal/bird trainer	Animal Handler, Vet	\$ 75	4/17
Minstrel	Bard	IQ × 4	3/18
Entertainer	Bard plus at least one of: Charisma, Sex Appeal, Acrobatics, Mimic, Ventriloquist	15 × No. of given talents	3/18
Translator	3 languages; Literacy	15 × No. of languages	3/18
Mathematician	Mathematician	IQ × 6	3/18
Calligrapher	Artist/Calligrapher	\$ 50	3/18
Dangerous Jobs			
Petty thief	Streetwise, Pickpocket	\$100	5/15
Burglar	Silent Movement, Streetwise	\$150	5/14
Professional thief	Streetwise, Silent Movement, Remove Traps	\$150	4/15
Highwayman/brigand	3 weapon skills	\$250	5/12
Mercenary recruit	3 weapon skills	\$ 75	5/16
Mercenary veteran	Above, plus UC I, Diplomacy, Alertness	\$125	4/16
Mercenary captain	Above, plus Business Sense	\$300	4/17
Army/police recruit	3 weapon skills	\$ 50	5/16
Army/police regular	4 weapon skills, UC I	\$ 75	4/17
Army/police sergeant	5 weapon skills, UC I, Tactics	\$125	4/17
Army/police officer	Above, plus Strategist, Engineer, Diplomacy – or 5 years as sergeant	\$250	3/17
Army/police auxiliary	Engineer, Tracker, or Priest (one)	\$250	3/17
Courier	Alertness, Running, Swimming, Expert Horsemanship, 2 weapon skills	\$ 80	4/17
Spy	Stealth, Silent Movement, Disguise, Literacy, 3 languages, Streetwise	\$250	5/15
Tax collector	Literacy, Detect Lies	\$ 75	4/15
Fighting-ship crewman	Seamanship, Boating, Swimmer, 2 weapon skills	\$ 50	4/16
Rogue	Sex Appeal, Bard, Alertness, Charisma, Business Sense	IQ × 7	4/16
Armsmaster	DX 15; at least 6 weapon and/or UC skills	10 × No. of relevant skills	4/17

TABLE OF JOBS (Continued)

Job	Requirements	Pay	Risk
Wizards' Jobs (A requirement for all of these, naturally, is that you must be a wizard.)			
Apprentice	Aid spell	\$ 25	4/18
Journeyman	Aid spell; IQ 10	3 × IQ	4/18
Town wizard	IQ 11-13	\$ 75	4/17
Town wizard	IQ 14-16	\$120	4/17
Town wizard	IQ 17-18	\$200	4/17
Town wizard extraordinaire	IQ 19 and up	\$300	4/16
Mercenary recruit	DX 12, 6 combat spells*	\$ 75	5/15
Mercenary veteran	DX 13, 7 combat spells*	\$125	4/16
Mercenary captain	DX 14, IQ 11, 8 combat spells*, Diplomacy, Business Sense	\$300	4/17
Army/police recruit	5 combat spells*	\$ 50	5/16
Army/police regular	7 combat spells*	\$ 75	4/17
Army/police sergeant	8 combat spells*, Tactics	\$125	4/17
Army/police officer	Above, plus Strategist, Diplomacy, or 5 years as sergeant	\$250	3/17
Wizardly thief	Silent Movement, Lock/Knock spell	\$150	5/14
Wizardly brigand	6 combat spells*	\$250	5/12
Entertainer	Sex Appeal and/or Charisma; several showy spells. Pay: 8 × no. of spells that can (in GM's opinion) be used to entertain an audience. Add \$20/week if you are a Bard; \$40 if Master Bard	8 × No. of entertaining spells, plus \$20/week if Bard; \$40 if Master Bard	3/18

*A "combat spell" is any spell that can put damage on an enemy or is otherwise useful in battle, either for attack or defense.



A wizard can also earn money by making magical items, writing scrolls, etc., and selling them at the "going rate" – or to other players for whatever he can get. An Alchemist can also make alchemical potions. If a character does any of these things, it is considered a full-time job in itself; he cannot make and sell things *and* collect a weekly salary from this table.

Raises, Bonuses, Etc.

The pay-rates above may be treated as "starting salaries." After each year of faithful service at any job where you have an employer (including army/police), you may ask for a raise. Make a 3-die roll vs. IQ. If you make the roll, your salary increases by 10%.

Self-employed individuals, thieves, etc., obviously cannot get raises. However, such a character may get a "bonus." If they make the "good" number on their weekly roll – that is, if they hit the number indicating that they have achieved some notable success – they get a bonus. This may represent a great haul for a thief, a gratuity from a satisfied customer for the town wizard, and so on. This bonus may be cash (equal to approximately an extra week's income) or some item of equal or greater value.

Wills

Since adventuring is a dangerous pastime, a character may make a will to control disposal of his possessions in case he dies or disappears. A character can make any kind of will he likes by leaving it in writing with the GM.

However, not all wills will be enforced. Circumstances which may interfere include:

Local government. The rulers of the area may take a percentage of the estate, ranging from 10% to the whole thing – depending on how greedy and despotic they are.

Looters. If the character dies on an adventure, all possessions they carried may be taken by their murderers – or divided among their companions – and no one will be the wiser, unless some very identifiable possession later turns up.

Concealment. If the character hid his money very well, and did not tell where it was in the will, it may never be found. And if he *does* tell where it is in the will, there is a chance that someone may read it and steal his treasure . . .

Catastrophe. The manner of the character's death may destroy his goods, too.

If a character dies without a will, his larger and less moveable possessions will go to the ruling noble or to non-player family members, passing out of the player's (but not the GM's) control. His smaller possessions may be acquired by other players, if circumstances and the GM permit.



Cultures and Customs

There are thousands of guilds, clans, societies, and similar organizations on Cidri. There are also feudal hierarchies nearly everywhere – from kings and emperors down to local landholders. Military organizations have their own customs, ranks, and insignia. GMs are welcome – nay, encouraged! – to work out details of such structures for their worlds, adding detail and reality to the gamers' adventures.

Guilds

A guild is an organization of professionals in a specific line of work. There are guilds for butchers, bakers, stonemasons, smiths, and every other trade. Most of these guilds have little effect on an adventurer; they go about their business, throw a feast once a year for their members, and that's that. The exceptions are interesting:

The Wizards' Guild

This is one of the oldest and most powerful organizations on Cidri. 99 percent of all wizards belong to the Guild – and the remainder once belonged and left for political reasons, or were apprentices of such an apostate.

There are chapters of the Guild in every city or town with a population of more than 5,000. A city of 10,000 or better will have a Senior Chapter, presided over by a Senior Guildmaster. A city of 25,000 or more will be the headquarters of a Grand Chapter, which takes in all the nearby Chapters and Senior Chapters. There is no formal organization above the Grand Chapter level except for the (rarely-called) Allmoot – a gathering of all the available Grand Masters to discuss some severe problem.

The Guild is an extremely political organization. Wizards are usually very status-conscious, and any Guild chapter will be a hotbed of intrigue. The Guildmaster for a chapter is chosen by open election in most areas. In small chapters, it usually goes to the most experienced wizard who wants it (or his chosen puppet); in larger chapters, it goes to the leader of the strongest faction. Conflict between factions can lead to harassment, duels, or a sudden decision by one or more mages to move far away.

The Wizards' Guild provides a number of services, including:

Teaching spells. There are other ways to learn spells, but the Wizards' Guild is the fastest.

Checking items for magic. Any Guild chapter will have a member with Analyze Magic; of course, he may not be as competent (or as honest) as players would like. It all depends on the GM. Minimum fee for an examination is \$20, plus another \$20 for each Reveal spell cast. If the item is found to be magical, a surcharge of 1% of its fair market value will be asked. The Guild will probably offer to buy any really powerful item you bring to it – and it may be an “offer you can't refuse.” Note that the Guild does not claim a monopoly on this service, as it does on teaching spells. It merely offers it as a convenience to the public – and, just incidentally, to get first crack at magical items.

General magical work and consultation: If you need magical help of any kind, and you don't know a reliable

wizard, the Guild is *usually* a good source of advice and consultation (unless local politics have intervened). In such cases, the Guild will usually take a small fee and refer you to a local wizard who can help you, if such there be.

Whether you go through the Guild or not, you'll pay Guild rates. To hire a wizard for ordinary (not dangerous) work, pay \$50/week for a wizard of IQ 8-10 (or *any* wizard serving solely as an apprentice). An IQ of 11 to 13 will run you \$100/week. IQ 14-16 will cost \$150/week. IQ 17-18 will cost \$250/week, and IQ 19 and up (when you can find one for hire) will cost at least \$350/week. These prices include the wizard's living expenses, but *not* supplies and equipment; you may be charged an extra fee for those. One *day* (eight hours) of a wizard's time will cost you 1/5 of his weekly rate.

For a simple job of spell-casting at the wizard's shop or office, you will be charged by the hour (for the wizard's time, not his apprentices'). The hourly rate is 1/8 of the daily rate, with a minimum one-hour charge. If supplies are needed, the wizard will charge extra for them; there will also be a fee of \$1 for each ST point used in the casting. *Note:* If the wizard has an apprentice who can cast the spell you want, he may have the apprentice do it for practice (unless you're in a hurry). He will knock a little off the price for this, if his reaction to you is good. If the wizard is a reputable one, the quality of his apprentices' spells will be as good as his own.

A wizard who leaves his home or shop to do a job for you will charge hourly rates (including travel time) for himself *and* as many apprentices as the job requires, plus all expenses. Hiring a wizard for *dangerous* work (which definitely includes labyrinth adventuring or wilderness travel) will cost more – see *Hired Help*.

Dues: Wizard characters should pay dues of 1% of their income each month to the Guild (more in some areas), payable to the chapter house in their area. If a wizard operates in any civilized area for any length of time without paying a courtesy call to the local Guild house, the local Guildmaster may be *very* unhappy.

The Thieves' Guild

This is not an “organization” in the same sense that the other guilds are. The title “Thieves' Guild” is a catch-all label applied to any sort of organized crime. In some cities the thieves really are organized into a guild; in others, they are broken up into warring gangs or families; in others, reasonably peaceful anarchy dominates the underworld. “Guilds” from different areas may cooperate, but they often compete bloodily.

In any area where there is an organized Thieves' Guild, it may be contacted (for whatever purpose) by a Streetwise roll (re-trying daily if it fails) or by a *weekly* 4/IQ roll if no one is Streetwise.

The Guild is the only teacher for the Detect Traps and Remove Traps abilities. A payment of \$25/month from the time you start studying Detect Traps until the time you learn it (minimum of 6 months) will usually suffice. Remove Traps usually costs \$50/month, and takes at least 3 months. The Guild is also the place to go to hire an assassin, thief, or

other shady type. Criminal wizards may also be found here. Most of them will also be members in good standing of the Wizards' Guild. (Officially, the Wizards' Guild is on the side of the law, so it cannot help you if you're looking for a shady mage. Unofficially, it doesn't care whether its members break the mundane law, so long as they follow Guild rules.)

Depending on the strength of the local Thieves' Guild, criminal types operating in the area may be invited to pay "dues" ranging from 2% to half of their monthly take. Holding out, if discovered, can lead to unpleasant results – such as being jumped in a dark alley, or losing the "protection" that the Guild is buying from the city guard.

The Mechanics' Guild

On Cidri, technology has taken a back seat to magic; in no known land is the technological level higher than medieval to early Renaissance. Most people just aren't interested – and the Wizards' Guild encourages this disinterest! But there are still those who are interested in repairing old gadgets and building new ones. Most of these folk belong to the Mechanics' Guild, a voluntary organization of great antiquity.

Every city of 10,000 or over will have a Guildhall/library/workshop, filled with devices in all states of repair, where greybeards in begrimed tunics lecture classes of apprentices on the care and repair of fine locks, crossbows, water-clocks, heliographs, and other such useful items. Guild dues are 2% of your income per month. This entitles you to the use of the hall, library, and workshop.

The Mechanician's Guild is always interested in artifacts, and may offer to purchase any found. It also offers consultation on unidentifiable artifacts – but, since these can be dangerous, the price is high – a minimum of 50 gold pieces, ranging upward depending on the "look" of the thing. By custom, half of any such fee goes to the Guild; the other half is kept by the Master Mechanician(s) doing the consulting. Only a Mechanician or Master Mechanician may even attempt to duplicate such an artifact – see *Artifacts*, p. 51.

The Wizards' Guild would be happier if the Mechanics disbanded entirely. An extremely experienced Wizard will have a bad reaction (-1 on roll) to any Mechanician. Less experienced wizards don't really care, not having sufficient access to the history of their craft to know that technology and magic are natural foes. Likewise, a Mechanician is likely to resent (-1 on reaction roll) any but the most inexperienced Wizard. The two guilds maintain an uneasy truce most of the time; the Wizards have learned the hard way that, though they might win an open gadget battle, they'd be badly hurt in the process. Some of those gadget-mongers are very, very clever . . .

The Scholars' Guild

This loosely-knit organization has chapters in all large cities. As a rule, it is neither political nor very active; membership is voluntary (dues are usually 2% of monthly income).

The purpose of the Scholars' Guild is to advance knowledge of all sorts. Each Guild house maintains a library; some will also have other facilities. The Scholars' Guild usually cooperates with the Wizards', Mechanics', and Chemists' Guilds. However, disputes over particularly valuable texts or items may be common. Any guild will be interested in a text

or artifact related to its field of knowledge, and may offer to buy it – but the Scholars are interested in *everything*.

If players need the services of a Scholar for any reason (mapping advice, information on far places, translation, etc.), the Scholars' Guild is the place to check. This Guild also takes in mathematicians and astronomers – though practicing astrologers have their own guild, which is so political that it makes the Wizards' Guild look tame.



The Mercenaries' Guild

This organization is found in all those parts of Cidri where mercenary groups are permitted. It is basically a "benevolent and protective" association. Membership is quite voluntary – but the benefits are such that many join.

A Guild member pays 2% of his income per month to the Guildhall of his choice – preferably, to simplify record keeping, the same Hall all his life. In exchange for this, he is guaranteed room and board by the Guild should he become injured and unable to fight, or when age forces him to retire. Malingering to take advantage of the Guild is almost unknown; the Guild takes care of its own – but it polices its own as well.

In large cities, the Guildhall will be like a small village unto itself; the convalescents, cripples, and retired fighters learn and practice other trades. The Guildhall is usually fortified, just on general principles . . . and more than one battle has changed course when stragglers rallied at the Mercenaries' Guild, and – led by tough old soldiers with one more battle in them – turned and trounced their attackers.

The Guildhall is also likely to be the source of the best available medical care, though the price to non-members will be steep. Magical healing will usually cost at least \$150 per ST point returned; regular convalescent care is around \$30/day.

The Guildhall is also a good place to go to hire a mercenary, or a cohort of them – either mundane or wizardly. Guild members are not necessarily better nor more expensive. But don't be surprised if they're both.

The Guild owes loyalty only to its members – and Guildsmen may be, and usually are, on both sides in any large disagreement. Therefore, its neutrality is generally respected. (The Guild is also ruthless about eliminating all spies within its ranks, adding to its reputation for both neutrality and efficiency.) Guildsmen, then, are often used as emissaries during battle. A mercenary's sword can be had for silver, but his Guildsman's word cannot be bought – at least, that's the theory, and it's almost always true. Note, though – this bond exists only between members of the Guild. A guildsman mercenary may well give her life to keep Guild-oath to another Guildsman; she will not make that oath to a non-Guildsman, or if forced to it, will not feel bound at all.

Religion

There are thousands of religions on Cidri. Every form of worship our Earth ever heard of, and a great many that it hasn't, may be found there.

Christianity – called by that name! is prevalent in many areas. The tradition of the birth in Bethlehem is maintained, though no one on Cidri has any idea where Bethlehem is. Christianity on Cidri is, on the whole, very similar to that of the Catholic Church in the Dark Ages; many good priests and friars, but a tendency toward pomp and hypocrisy among some of the upper echelons. There are several religious orders of warriors, which often leads to pitched battles between sects – or with other faiths entirely.

Islam is also found on Cidri. It co-exists more peacefully with Christianity and Judaism than it did in Earth's middle ages – but there are many deadly Saracenesque legions, and many bloody “Crusades” in both directions.

Rhakkra is a religion of Orcish origin, though it claims many adherents among other races. Its prophet, Rhakk, claimed to be inspired by a nameless god. He taught that one's position in the afterlife is determined solely by the amount of *sroash*, or “personal dignity,” that one acquires during life. The best way to acquire *sroash* is by gaining the respect – better yet, the fear – of those around you. Giving in to a superior force is neither good nor bad, but submitting unnecessarily is demeaning. The doctrine is complex, but suits the Orcish mentality, and temples to the Nameless One are everywhere. It is an old religion, with many sub-cults – some very odd.

Nature-worship, of many kinds, is common in the less cosmopolitan parts of Cidri. Local spirits and elementals may be glorified, or a single harmonious “rhythm of life” may be quietly followed. These religions do not often build churches, but hold their services in outdoor areas, perhaps on simple altars – and they can become very unhappy if one of these areas is defiled.

Buddhism, and many other contemplative religions of different origin but similar philosophy, are honored in parts of Cidri. On some roads the mendicant monk with his begging bowl and staff is a common sight. Beware – he may have sorcerous abilities or combat skills.

The Temple of Enok is not a “true” religion; it was established three hundred years ago as a “front group” by a small society of power-seekers. It was highly successful; the worship of the “omnipotent Enok,” who was originally dreamed up in a smoke-filled back room, is now the state religion in several cities, and powerful in many others. Needless to say, the fat and clever high priests do not believe in Enok – but many common folk do, and their donations keep the priests quite happy.

GMs wishing to introduce the religious element in one form or another can use any of these cults, or create their own. Characters involved with a temple will find the Priest and Theologian talents useful, inasmuch as they make up the know-how to be a successful “holy man.” GMs may, if they wish, make one or more religions “effective” – that is, give certain bonuses or special abilities to sincere and dedicated adherents of those religions. If this is done, it should be

kept to a low level – or prayers may well outnumber swords or spells. In any GM's universe, priests will be entitled to respect, most places, and an occasional +1 on reaction rolls. If more material advantages are to be gained through prayer, they should be *small* (like an occasional +1 bonus) and *unreliable*. In fact, the GM may keep players in the dark about whether priests are really getting any advantage at all! *That* will test their faith . . .

Laws, Trials, and Jail

Guilds, religions, armies, cities, and nations will all have their own rules. Different areas, of course, have different laws. However, certain things will be more or less universal. Killings or other public violence, theft, disturbing the peace, or annoying the local rulers will always be illegal – though some crimes may be winked at. It all depends on whom you kill, and where.

Local laws can be less predictable. A city may require a license before any illusion or image can be cast. Certain spell-materials may be prohibited by the Wizard's Guild. Possession of poisons may carry a heavy fine, payable to the local church. Possibly no one but the city guard may carry any missile weapon. And so on.

And there is always the possibility of really esoteric regulations. All Dwarves must wear a purple hat with a tall feather. Stick out your tongue in respect when you pass the shrine of Ghoygrommk the Great. Don't sing sad songs after 4 in the afternoon. Never mention food in public. Always cross the street in the middle – never at corners.

Players may attempt to find out about the laws in a new area, either before they go there or after they arrive. On a 4-die roll against IQ (if out of the area) or a 3-die roll (if already there), they can learn most of what they need to know. A failed roll will always bring incomplete information, and no information can ever be totally complete. (“Oh! I thought *everybody* knew that was illegal! Well, the salt mines aren't so bad . . .”) Of course, most places may have no strange laws at all. It's the exceptions that can get you into trouble.

GMs can (and should) use the “normal” laws to punish players who commit grossly stupid acts. A public mugging is no safer a way of filling your pockets on Cidri than it is anywhere else. Violence is perfectly all right in this game – but unless you have overwhelming force on your side, use a little intelligence too, or you'll wind up dead or imprisoned! Peculiar laws are best used to provide adventure. The party may have thought it was on its way to Prevakia to hire out to the Duke – but now two of their number have been arrested in Lower Hicksnittle for denigrating the municipal architecture. There they are, in the town dungeon! What to do?

Trials

In a sense, your “trial” starts when the guardsmen catch up with you. If you can convince them to leave you alone, you're all right. The GM makes a reaction roll for the guards, taking in all factors of race, charisma, etc. – plus:

Repetition. -1 if this is a second offense (that they know of recently); -2 if they think you're making a habit of it.

Relative Strength. -1 on the reaction roll if the guard(s) can obviously tear you to pieces. +1 if the reverse is true.

Bribery. This depends on the honesty of the guards, which may be predetermined, or rolled randomly. Roll 1 die:

- 1 Total honesty. Any attempt at bribery gets you -2 on reaction.
- 2 Very honest. 3 months' salary might tempt him . . . +1 on roll per month's salary offered. Any lower offer gets you -1 on the roll.
- 3 Indifferently honest. +1 on roll per week's salary offered.
- 4 Dishonest, takes bribes regularly; one week's salary buys him off.
- 5 Dishonest and untrustworthy; +1 on roll per month's salary offered, but you have to offer him everything (that he can find) on your person.
- 6 Corrupt and sneaky. Will take all your money and drag you in anyway.

The salary referred to is *his*, not yours. If there are several guards, you need bribe only the senior one present; he will split with the others.

On a reaction roll of 5 or 6, it was all a mistake. 4 gets you off with a warning. On a 3, 2, or 1, you're going to have to fight and run – or see the inside of the gaol.

In some places, you'll have no trial; the arresting officer just says "Keep this one in for a week" (or a year) and that's that. Other places will give you a formal trial before a judge, nobleman, or other worthy. This gives you another chance at a reaction roll. You can, of course, still try bribery (it'll be expensive!) Use the table above. Repetition still counts against you. Relative strength *doesn't* apply here; they've *got* you. A character *can* try to fight or magic his way out of a courtroom. Good luck!

On a reaction roll of 5 or 6, you're free. 4 gets you off with a fine. 3 is a heavy (confiscatory) fine. 2 or 1 send you to jail or some other punishment.

Durance Vile

The best way to handle jail is to have the GM design a small (or not-so-small) labyrinth, fairly simple in plan, as the local pokey. Here is the cell block; there are the storerooms; there are the guard posts – and so on. Now, if the players want to try an escape, jailbreak, or other stratagem, they're welcome to it! In the alternative, they can just let that character rot in durance vile.

Other Punishments

GMs will no doubt come up with many alternative sentences. A few possibilities:

Humiliation: tar and feathers, the stocks, being pelted with rotten vegetables, being forced to imitate a chicken at high noon daily in the public square. Any local character will have at least a -2 on reaction roll to you for the next 3 months after any of these.

Physical castigation: stoning (take 2 dice damage); flogging (1 to 3 dice, depending on severity); keelhauling (1 die damage per repetition).

Trial by ordeal: Earth's Middle Ages had some interesting ideas – look them up.

Combat – combining trial with sentence, as it were. Possibly a formal judicial duel, giving you a fair chance; possibly a gladiatorial situation, giving you a very poor chance; possibly they'll throw you to the lions, giving you *no* chance (or so they think).

Military service, slavery, or other involuntary servitude – for some period of time, or forever.

Mutilation: loss of an eye or a limb. Loss of an eye reduces your DX by 4 for thrown and missile weapons. Other damage reduces your ST by whatever amount the GM feels is appropriate. Loss of a leg reduces your MA to 4, as well.

Death. Note to GMs: Only in the most flagrant cases should the death penalty be "take him out and hang him." There should normally be a short period of imprisonment before the execution, giving the character a small chance to escape.



Preparing For Adventure

Your labyrinth is ready. Now you need to prepare the players, and their characters, for a journey.

Making Up a Party

The best party for labyrinth adventuring is one with the strength to overcome most outright attacks, and the flexibility to meet a variety of situations. Ideally, the party should comprise both wizards and heroes. A ratio of two fighter-types to one non-fighter seems to work well. ("Fighter," here, means someone who steps up to the foe and swings a weapon. A wizard casting spells in the background is very useful, but he needs protection.)

Some of your heroes will be pure fighters, but others should be high-IQ, talented types. You will certainly want at least one thief or other highly-alert type, to spot traps and ambushes. Similarly, a Naturalist is invaluable. If you have a Physicker, you can get your wounds treated; if you have someone with Diplomacy or Charisma (or both), you are less likely to get wounded in the first place.

The *number* of characters in the group depends on the players and the GM. Generally, a party of fewer than four is too small to be safe. A very large group – 12 or more – is very noisy, and presents difficulties to the GM . . . especially if each character is being played by a different person. A party of five to eight figures, and a group of four to six players per adventure, is a good compromise.

Hired Help

If your party is too small for comfort's sake, you have two alternatives. You can always start a few more characters. However, if your players (or the GM) don't like to have several characters being run by the same player, or if you don't want beginning characters along on your dragon-hunting trip on the fifth level, you may want to *hire* some help.

Players may look for any type of hireling, but there is no guarantee that they will find what they want. If their base is a village or small town, their choice will be very limited; the

GM may simply determine who is available, and that will be that. In a large city or other populous area, characters have a better chance of hiring someone with specific talents. The GM may assign any chance he sees fit; the roll should be made against the party leader's IQ. Chances of hiring some specific character type are improved by large cities, wealth and fame of those trying to hire help, and commonness of the character type sought. They are decreased by rarity of the type and (in general) the attribute total of the hireling sought. For instance, if you are just looking for a fighter with an attribute total of 40 or better, you ought to be able to find one within a couple of weeks. If you also specify that he have the Thrown Weapon talent, speak Dwarvish, and know the spell for detecting magic, you may have to search a *very* long time. To find such a person willing to hire on as a helper (even in a large city), you might have to make as much as a 10-die roll against your IQ (one attempt per week).

The GM plays all "hired" characters. He also determines their exact attributes and abilities, as well as their true attitude toward their employers. Their true attitude is determined by a reaction roll made when they are hired, and will not change except under exceptional circumstances. A hireling whose reaction is good will stay loyal in all but the most unfavorable circumstances. If an employee secretly dislikes you, he probably had some ulterior motive for signing on, and may desert, stab you, or steal all your treasure at the first opportunity. A loyal employee will probably tell his master all of his talents and abilities; a dishonest one may lie. Therefore, his "real" character record sheet should be a secret, kept by the GM. The hireling's true feeling toward his employer is the GM's big secret. This is determined by a single reaction roll, made when he is hired. Apply any appropriate reaction pluses or minuses – especially for their respective races, and for Charisma and/or Sex Appeal of the employer. A reaction of 6 or better means fanatic loyalty. 5 is great reliability; 4 is a good, honest employee, but it's just a job to him. 3 is a mediocre employee, always putting himself first. 2 had an ulterior motive for joining you, and cannot be relied upon. 1 (or below) is totally untrustworthy. He will probably rip you off at the first opportunity, and run. If he doesn't, it's because he's a spy for your enemies, the Thieves' Guild, or some equally nefarious power.

The GM may change a hireling's true feelings toward his employer if something *exceptional* happens. Save his life, and he may like you better. Leave him to die, or cheat him out of his pay, and he just might hold it against you.

Pay for an employee is determined by referring to the table of jobs on p. 58. Start with the most lucrative *legal, non-combat* job the hireling could find normally, with all his talents and/or spells, and double that pay. After all, he'll be going into danger. A very experienced hireling, should he be willing to join you at all, will probably demand a share of the trip's profits, in addition to his regular salary.

The players may command their hirelings, but in a pinch, it is the GM who controls them. Thus, a hireling may desert when the going gets tough, insult someone you're trying to placate, panic and start screaming – or sacrifice himself to save you. It all depends on his true character, which only the GM knows.

Experienced employees are useful as bodyguards and specialists – for instance, if you don't have a Physicker, you may want to hire one. Inexperienced (beginning-type) hirelings are cheap and easy to hire, and make good extra characters and cannon-fodder.

Once you have hired a character for one trip, you can usually find him again (assuming he survived). If you treated him well, he will probably be willing to join you again.



Finding an Employer

It is also possible to reverse the "hireling" idea. The players' characters may become hirelings of a powerful and experienced character played by the GM – not just for an ordinary job in town, but for an adventure.

If your players' characters are relatively inexperienced and have little money, but want to go on a relatively dangerous adventure, this is a good system to use. After all, Cidri is a dangerous and adventure-filled place, and there are always experienced individuals looking for cannon-fodder for some project or other.

The pay that characters receive is determined as under *Hired Help* (above). Characters may also negotiate for larger shares, a split of the treasure, etc. Success will depend on their employer's nature, his quest, and his true feelings toward them (GM makes a reaction roll). Your new master may be benevolent, or strictly business. He may also want you along as a human sacrifice for the Frog God!

The GM will make up a character sheet for your employer, who may be a very experienced character indeed. Players will have a general idea of his attributes and talents, but will *not* get detailed information.

Possible employers and quests include:

An experienced wizard on a quest for a certain heavily-guarded magical item. He requires fighters and/or apprentice magicians.

A renowned hero who has accepted an assignment to free a captive held by orcs. He has been given a chest of gold with which to hire help.

A wealthy eccentric whose hobby is nature study. He is a Master Physicker and an Expert Naturalist, and also reads many languages, but he is totally useless in a fight and needs bodyguards for his latest mad scheme: a trip underground to search for a rare mushroom. Fortunately, he is so wealthy that he'll let his employees keep any treasure they find.

And anything else your GM can dream up.

Equipment

Before going down into the labyrinth, characters must outfit themselves. The equipment they may carry is limited by two factors: how much they can afford, and how much weight they can carry.

Each item has a *Cost* in silver pieces (\$), and a *Weight*, given in pounds. The costs and weights of weapons and armor are given in the *Weapon Table* (pp. 109-110). The costs and weights of other items of equipment are given below in the *Equipment Table*.

The amount of weight carried will affect both travel speed and DX (see *Weight Carried*, below). Equipment can be carried in several ways:

In the Hands. A “ready” weapon or shield is carried in the hand, as is a torch. Up to (4 × your ST) lbs. of weight can also be carried in a bag in the hand or slung over the shoulder. The advantage of carrying gear this way is that it is quickly available, and (in the case of a bag) very quickly dropped.

On the Belt. A limited amount of gear can be carried on the belt, where it is out of the way but can be readied quickly. You may carry up to six items on your belt. No more than two may be “large” (over 2 lbs.). One of the six should probably be a belt pouch into which you can put gems, rings, coins, etc.

On Your Back. A backpack may hold as much gear as you may legally carry. The advantage of a pack is that it gets the gear out of your way, and stops 1 hit damage from any attack from your rear. The disadvantage is that it’s heavy and bulky. It takes 2 turns to put on or take off a pack, and 4 turns to take something out of a pack (on the ground or on another person’s back). It is best to take off your pack before fighting, if you have the chance. It is usually wise to throw away your pack when fleeing, if you can, since the enemy may stop and investigate it.

Hidden on Your Person. Anywhere you can think of. A dagger in a leg sheath isn’t a bad idea – but if it’s hidden, it’ll be hard to draw.

Litters, Pack Animals, etc. Heavier weights may be carried if you build stretchers or litters for two or more figures to

carry. Pack animals are very useful, but few pack animals will enter a labyrinth; the footing is unsure and the odors and darkness scare them. Donkeys, mules, and canines are the only pack animals that may be used underground – and even they will be very susceptible to panic. Other pack animals must be left outside, along with wagons, etc.

See *Weight Carried by Pack Animals*, p. 66.

Weight Carried

The weight a figure can carry, in pounds, is determined by its strength:

- Up to twice ST** No penalty of any kind. Even swimming (or dog-paddling) is allowed.
- 2+ to 3 times ST** No penalty on land. Swimming is at -2 DX.
- 3+ to 4 times ST** No penalty on land. Swimming is at -5 DX.
- 4+ to 6 times ST** No swimming. Combat MA reduced to 8.
- 6+ to 8 times ST** Combat MA reduced to 6, and DX is -1.
- 8+ to 10 times ST** Combat MA reduced to 4, and DX is at -2.

A figure may not carry more than 10 times his ST and travel normally. Very heavy loads can be moved for a short distance. A figure can carry up to 15 times ST for up to 10 minutes; ST is reduced by 1 every 2 minutes due to fatigue.

The most a character can lift is his ST, squared and doubled – e.g., ST 10 can lift 200 lbs, ST 12 can lift 288 lbs . . . A character can shift 2.5 times this amount, if he can get into a position that gives leverage.

Note that, if most of your load is in a bag or pack, you can avoid the DX penalty by dropping your load before combat. A bag can be dropped immediately. It takes two turns (standing still) to take off a pack.

All these weights are *doubled* for dwarves.



The Official Easier Movement Rules

If the characters are not carrying extreme and unreasonable loads, the GM is encouraged to completely ignore weight carried and base the characters’ combat or escape running speed only on armor:

- Elf + Runner, unarmored or in cloth – 14
- Elf or Runner, unarmored or in cloth – 12
- Elf or Runner, in leather – 10
- Cloth or no armor – 10
- Leather armor – 8
- Chainmail or heavier – 6

Armor Weight and Cost

The armor weights given in the table below are for a “normal-sized” one-hex figure – a man, elf, dwarf, prootwaddle, etc. For other types of figures, modify armor weight as follows:

Small one-hex figures (goblins, hobgoblins, halflings, etc.): The weight of the armor is 70% of the amount given in the table.

Large one-hex figures (reptile men, gargoyles, etc.): The weight of the armor is 130% of the amount given in the table.

2-hex figures (horses, centaurs, etc.): The weight of the armor is 250% of the amount given in the table.

3-hex figures (giants, ogres, etc.): The weight of the armor is 400% of the amount given in the table.

Larger figures: Add another 150% for each hex of size of the creature, over the base 400% for the first 3 hexes.

The protection granted by armor, and its effects on MA and DX, are governed by its type (plate, chain, etc.) and are not affected by the size of the figure wearing it.

Note: If your armor reduces your MA to (for instance) 6, but your “weight carried” on the above table reduces it to 8 (or, for that matter, vice versa), then your actual MA remains 6. Your MA is always the *lower* of the two numbers.

Weights of Characters

“Small” one-hex characters, such as those listed above, average 90 lbs. Normal-sized one-hex figures, like men, average 150 lbs. (180 for dwarves). Large one-hex figures average 300 or more pounds. The average 2-hex figure might weigh a half-ton; the average 3-hex figure might weigh up to a ton, depending on species.

It is always possible for a player or GM to state, *when a character is first created*, that he/she is especially fat, skinny, tall, short, etc. GMs will have to handle the play of such characters accordingly, giving advantages and disadvantages as they see fit. A very fat character, for instance, might float in water – but would not be able to pass through some tight spots!

Weight Carried by Pack Animals

A pack animal can carry up to 12 times its ST – e.g., a horse with ST 24 could carry a load of 288 pounds. This is the maximum load for sustained travel.

Loading an animal more heavily for any great length of time will kill a willing one, or provoke a balky one to kick your head off. Also note that, in normal travel, “walking pace” for a horse or other riding animal is about the same as that of a man – MA 3, or 4 at most – and a horse moving at this pace, and pulling his load in a wagon instead of carrying it on his back, can haul 200 times his ST all day.

Flying creatures. A flier’s MA is also reduced by its load, as above. However, the MA of a creature affected by the Flight spell is not affected even when it carries its maximum 100 lbs. of “cargo.”

Weight Carried by Fliers

The *maximum* load for a flying beast is 12 times its ST. Fliers are uncomfortable when burdened and will refuse to carry a larger load. The maximum load for any *sustained* travel for a flying beast (more than an hour’s trip) is 8 times its ST. If you ride a winged steed, you had best be light – and travel lighter.

The maximum load for a person under the influence of a Flight spell is 100 lbs. (Actually, this is a gross generalization. A very light character Flying could carry more than 100; a very big one might not be able to carry anything. For simplicity’s sake, use 100 lbs. per character and don’t worry about it.)

An intelligent flying creature, or an unintelligent one under a Control spell, can lift up to 15 times its ST for a couple of minutes – no more. This gives a Gargoyle or Dragon time to lift (and drop) a large rock, body, etc. This is very fatiguing; each 2-minute trip with a load greater than 10 times ST will cost a figure 20% of its original ST.

Example of Weight Carried

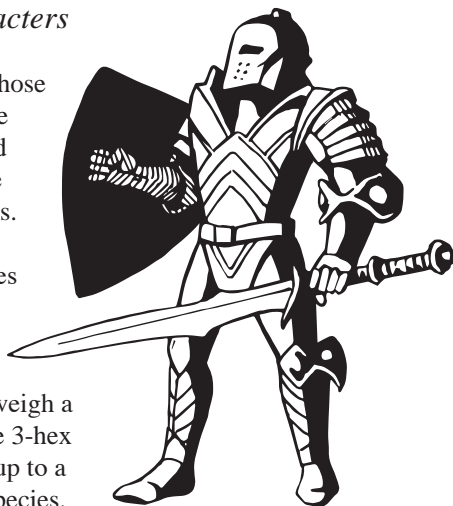
Greymalkin the Mage has a strength of 11. He carries the following gear:

In Hand: A silver shortsword (4 lbs.) and a torch (0.5 lb.).

On His Belt: His dagger (0.2 lbs.) and three flasks. One is a flask of sleeping gas, and two are molotails; each weighs 2 lbs. He also has a belt pouch (0.5 lbs.).

In His Pack: The pack itself weighs 4 lbs. It contains a labyrinth kit (6 lbs.), his wizard’s chest (10 lbs.), a bag of 100 copper pieces (1 lb.), a skin of wine (2 lbs.), two days’ rations (2 lbs.), and four empty bags in case he finds interesting potion supplies (these aren’t on the list, so the GM assigns them a weight of 1 lb. for the four). His staff is also slung across his back (5 lbs.).

Therefore, Greymalkin is carrying a total of 42.2 lbs. (Don’t count the clothing he wears – but, if he was wearing armor, you *would* count that.) Four times his ST of 11 would be 44, so Greymalkin is still so lightly loaded that he suffers no movement or DX penalty. However, if he picks up another 1.9 lbs, his combat MA will drop to 8 unless he drops the pack before taking any actions. Strictly, weight carried/moved should be based on the ST a figure has *at that moment*. For play purposes, you should usually base it on the figure’s *basic* strength, and let it go. But a GM would be quite justified in refusing to let a badly wounded character stagger home with a load he could barely have carried before he was hurt!



Equipment Table

Most of the equipment listed below is self-explanatory. Items that require elaboration:

Labyrinth Kit. This is what every adventurer should carry with him – a small pouch of standard gear, including 10 yards

of rope, a hooked grapnel, a collapsible 6-foot pole, flint and steel, a hammer, and five spikes for scaling walls or closing doors.

Physicker's Kit. Necessary for a Physicker, and useful for a Master Physicker, when wounds are to be healed.

Item	Cost	Weight	Notes
Labyrinth kit	\$ 30	6.0	See above.
Physicker's kit	\$ 50	4.0	See above.
Belt pouch	\$ 5	0.5	
Molotail	\$ 20	2.0	1 quart flammable oil, in bottle.
Gas bomb	Varies	2.0	Bottle of gaseous potion.
Torch	\$ 1	0.5	Burns for about an hour.
100-yard rope	\$ 20	12.0	
10-yard rope ladder	\$ 50	4.0	With hooks at top.
Collapsible 6-foot pole	\$ 5	2.0	Wood, very strong. 3 sections.
Crowbar	\$ 10	4.0	In combat, a club if ST = 12+.
Miner's pick	\$ 50	8.0	A 2-die, 2-handed, ST 13 weapon.
Saddle and bridle	\$ 50	15.0	This is <i>very plain</i> gear.
Cart	\$ 100	220.0	To be pulled by 1 or 2 horses or oxen.
Backpack	\$ 40	4.0	
Rations – 1 day	\$ 5	1.0	Jerky, hard bread, etc., to keep well.
Wine – 1 quart	\$ 2	2.0	1 quart fairly good wine, in skin or bottle.
Waterskin – holds 1 quart	\$ 3	0.2	Weights 2 lbs. when full of water.
100 coins or large gems	?	1.0	Any variety; most coins weigh the same.
Scroll (or similar object)	?	2.0	Any scroll-sized object.
Book (or similar object)	?	1.0	A medium-sized book.
Wizard's chest	\$2,500	10.0	See p. 142.
Clothing: upper-class	\$ 200	4.0	Suitable for a merchant or noble.
middle-class	\$ 50	4.0	Suitable for a townsman.
lower-class	\$ 10	4.0	Suitable for a peasant or brigand.
Lantern	\$ 20	2.0	Burns 2 hours on oil from 1 molotail.

For weights and costs of combat equipment, see the *Weapon Table*, pp. 109-110.



The Adventure Begins

Now that you've set up a labyrinth (and maybe a world) for adventuring, and your friends have created the characters that will represent them on their adventures, you're ready to start playing.

Entering the Labyrinth

When a party of adventurers first sets out, there are several things a GM should do to insure that play will go smoothly.

Check Character Sheets. Each character sheet should be carefully examined – especially if it belongs to a new player or beginning character. The GM should make sure that attributes add up properly, that the spells and talents taken are not too much for the figure's IQ, that the weight carried is not too much, etc. He should also note certain talents and the IQs of the figures that have them – so, for instance, a Naturalist

can get his improved saving roll to see an Am Bush, or a highly alert figure can have a better chance to see a door or trap.

Make Up GM Character Records. Record sheets have been provided to allow the GM to record the most important things about each character on the adventure: name, race, attributes, reaction pluses or minuses, and “automatic” talents. If the GM needs detailed information on a player-character, he can ask to see the player's own sheet. The GM record sheets carry a minimum of information – but they let the GM see (without asking) who is entitled to a better saving roll against slimes, who can read the inscription on that sword, et cetera.

March Order. The players must set up their march order – that is, decide who goes in front, in back, to the right and left, and who is safe in the middle – and how far apart they are.

Hints on Equipment

Players: Don't take *everything*. If you encumber yourselves too heavily, you'll find yourselves throwing it away to save your lives – and equipment costs money, too. Experience will teach you what you are likely to need.

GMs: Don't waste too much time calculating weights. Make sure your players understand the rules – but you don't need to re-add every time they pick something up. Just don't let them pick up enormous loads without penalty. Note also that the *size* of a load can make it inconvenient. A person carrying four halberds and three sofa-cushions is not handling a great deal of *weight* – but he will travel slowly!

Weights are given in pounds, and costs are given in silver pieces (equivalent to a dollar), to make it easy for you to calculate costs and weights of items not listed. You don't need to be absolutely accurate – just make an estimate that everyone can accept.

To pay for all this, see *Money* on p. 56 and *Jobs* on p. 57.

They must also tell the GM what their ready weapons are. Players may change their march order at any time, but they must always let the GM know – so he can tell them who sees something, who must make a saving roll to dodge a trap or falling slime, or who gets the first chance to fire on an enemy.

A convenient way to set up your march order is to use a short segment of megahexes to represent the path. Each player places his own figure on it. The GM may then assume the players keep these relative positions until they tell him otherwise.

Find the Leader. Ask the players if they want to designate a leader. They don't have to – but if they do, you can assume their party is a little quieter as they travel. If they choose a leader, you will speak to the leader when asking what the party does (at least until a combat situation, when it's likely to be every man for himself). Of course, a player can always have his figure *disobey* – and for some, this would be quite in character.

Players may choose their leader on the basis of their own personalities – or they may pick the player whose *character* is the best leader-type. The latter way is often less organized but more fun; playing a leader can be a good experience for a person who has never been in a leadership position.

If the party is made up of highly disparate characters – for instance, if it contains an elf, two dwarves, an orc, and a couple of bad-tempered humans – they had better have *somebody* with the Diplomacy talent, and it would be best if that person led. Otherwise, the players will be quite justified in attacking each other rather than the creatures they encounter!

Background and Clues. If the players do not already know something about the area they will be traveling in, now is the time to tell them. One time-honored device is to assume the players are sitting in a tavern – then, in the guise of the tavern-keeper, the GM can fill them in on all the local rumors and maybe even sell them a map or two. Ingenious GMs will think of other devices to tell the players what is going on. If the GM is providing an “employer” and quest for relatively inexperienced characters, he can let them know what their choices (if any) of quest and master are (see *Finding an Employer*) and get their decision.

Secret Instructions. If the players are really roleplaying, some of them may have motives and objectives which are secret from the other players. In this case, they may want to tell the GM in advance. For example, the GM might begin a trip knowing (because the players had told him) that Akadomelopolous the Mage was carrying a Powerstone that none of the others knew about, that Simm Slickfingers intended to pocket any small, valuable items that he came across, and that Khrabgras the Orc had a secret grudge against the two dwarves in the party, and would really be aiming to hit whenever he got a chance to fire his crossbow “past” one of them, although he might *say* out loud that he was aiming to miss . . .

Playing the Game

Travel in the Labyrinth

From the time the characters enter a labyrinth to the moment when they leave it (if they do!), the GM must give

them information about where they are and what they see. In general, they may see in any direction as far as light allows, or to the next bend in the tunnel. The GM should tell them about all obvious physical features of the tunnel: (“The tunnel goes north for three more hexes, and then bends northeast. There is a door in the northwest wall of the second hex.”) He may also give information about less obvious features – see “*Did He See It?*” below.

The GM keeps track of the players' progress on his *labyrinth* map. As a GM, you may find it convenient to make small counters to use on this map, especially for situations where the party splits up or is pursued by several groups of foes. Notations on the map are all very well for static situations, but as play progresses you will want counters. Bits of clay, tiny dice, small beads or jewels, and other such trinkets serve well.

To see how the GM keeps track of the players' location and tells them where they are and what they see, read the *Example of Map Narration* at the end of the section.

“*Did He See It?*”

As the characters wander through the labyrinth, they will pass many concealed or partially-hidden things: secret doors, inscriptions on the wall, traps and triggers, human and animal tracks . . . Obviously, the GM cannot tell them about everything they pass, if it's hidden. Nor can the players constantly be asking, “Do we see any traps? Do we see any slimes? Do we see any hidden doors on the ceiling?”



To determine whether something is seen, the GM rolls once against the IQ of each character that passes. (Yes, that's a lot of die-rolling – but, if you're constantly rolling dice to keep the players confused, they won't catch on.) The roll for some things is set when the GM designs a labyrinth. If a trap takes 5 dice to detect, for instance, the GM will roll 5 dice for each character who approaches; any character who makes the roll will see the trap.

Certain talents make things easier to see. For instance, a Naturalist gets a 3-die roll to see a slime or similar creature before it attacks. Other characters get a saving roll when the attack takes place, but no chance to see it beforehand; they just don't have the knowledge. A character with Alertness rolls 1 fewer die when "noticing" anything at all is involved; a character with Detect Traps rolls 2 less dice when looking for a trap. (It is actually the GM making these rolls, of course; it is important that the player not know what the roll was.)

This means that the GM must note which characters have certain talents, and what their IQ rolls are. Detect Traps, Alertness, Acute Hearing, Recognize Value, and Naturalist all operate automatically. Characters with these talents are often entitled to information without asking for it; the GM rolls dice and says "You see . . ." Other talents do not come into play unless a character says they are using them, so the GM does not constantly have to remember *all* the talents each figure has.

If a party suspects the existence of one sort of concealed thing, they may tell the GM that they are *specifically* looking for that one thing – e.g., traps, doors. The GM then rolls one less die for each character whenever they pass a trap or door! However, he rolls one *more* die for every other concealed thing that they pass (e.g., slimes, ambushes), since their attention is elsewhere.

A party has no chance to spot something hidden if they are running or fighting. If they are in the dark, those characters without Mage Sight or Dark Vision will find nothing that is hidden.

A party suspecting a door or trap in one particular hex may look a second time. The extra search takes one minute (12 turns). A figure with Detect Traps may search again and again (taking one minute to check each hex on the tunnel map). However, the GM adds 1 point to the die roll on the third attempt, 2 on the fourth, and so on. If searchers don't see the trap or door quickly, they may never find it.

"Did He Recognize It?"

The problem of recognizing objects is similar to the problem of seeing them – just how much information do you give? A simple example: if no one reads Elvish, you may simply say "There's an inscription on the wall." If someone can read the language, you tell them what it says. Similarly, an ordinary character might be told "You see a mushroom." An Expert Naturalist would probably be told what kind. You may carry this as far as you wish. If, for example, some gate-traveler from Earth has left a Thompson submachine gun on Cidri, a character with the Guns talent might be told, "It looks kind of like a little arquebus, and it smells like gunpowder . . ." An ordinary character would be told, "Well, some of it is wood, and some of it is metal. It smells funny, and has little levers on it." Either character, if they persisted

in experimenting, would eventually need to make a saving roll against IQ to avoid killing someone – but the one who understood medieval guns would have a much better chance of surviving the experiment.

Most of the talents which deal with knowledge or recognition are self-explanatory. Sometimes the GM will have to assign a roll against IQ or DX, where none is given; as a game master, you will quickly get a "feel" for what is appropriate.

Mapping the Adventure

A prudent party will want to map their progress through the labyrinth, unless the players have very good memories indeed. The small hex-paper provided with the game is suitable for mapping.

One character should be designated as the map-maker. That player's character is in charge of mapping as the party travels through the labyrinth. The map-maker must have Literacy.

He must be walking. This is a speed of one labyrinth-map hex per turn (3 MA). A running character cannot map. Strictly speaking, the map-maker could not map very well while holding a weapon, though a charitable GM may overlook this if he likes.

A number of things can frustrate a party's mapping efforts. If something forces them to run, they cannot map any of the hexes they run. They will retain some memory of what they passed while running. The GM may be creative about simulating this – for instance, asking them how many turns they ran, checking to see where they wound up, and then shouting an approximation of the turns and distances they took, once, loudly, as fast as possible. If the map-maker wants to try to translate these "hurried impressions gained while in flight" into solid information, allow it!

If a party goes through a Gate without knowing it, their map will be off. Similarly, if a party fails to notice a sloping tunnel, their map will be vertically off. Normally, you will tell a party when a tunnel slants downward. In the case of a very gradual slope (one that takes 30 or more hexes to go down one level, which would be a 1 in 10 descent) the GM may make a 3-die roll against each character's IQ to see if anyone noticed the slope. For each added 10 hexes of slope, add a die: thus a 50-hex-long "ramp" would require a 5-die IQ roll to notice. Architects and Dwarves always roll one less die for this. A caution to GMs: Such a gradual slope may cause you trouble when you first draw your own maps.

Finally, there is always the chance that a map will become lost or destroyed during an adventure. Obviously, if the map-maker wanders off, the map goes with him. Fire and water can also destroy maps quite handily. If something happens to the map in the game, the GM should summarily deprive the players of their real map (or at least part of it), throwing them back on their own memories.

For more on mapping, see the *Example of Map Narration*, p. 75.

Time, Speed, and Distance

Each turn lasts 5 seconds.

Movement on the *labyrinth* map is at one of two speeds:

Walking: 1 map hex per turn. At this speed, the party can map, and has a normal chance of spotting traps, etc. Since this is the speed at which a party travels when nothing much is happening, a GM may lump turns together and take 5 or 6 hexes at a time, to speed up play. Remember: each of these hexes is really 1 MH.

Running: Speed depends on armor. An unarmored figure runs at 4 map hexes per turn. A figure in leather moves at 3, and a figure in chain or plate moves at 2. To get the running speed on the tunnel map for other figures, divide their MA by 3 and round up. If all figures in a party are running, they may stick together (traveling at the speed of the slowest), or string out along the tunnel. When you run, you cannot map. You see *no* tunnel features except walls and doors. When you run down stairs, you must make a 3-die saving roll to avoid falling; jumping down a shaft while running requires a 5-die saving roll. Falling down stairs does 1 die damage; falling down a shaft does 2 dice damage. When you run up stairs or “run” (actually climb very fast) up a shaft, you suffer no chance of falling, but lose 1 ST from exhaustion.

Running also makes *lots* of noise.

If you are flying inside a tunnel, treat it as running (except for the faster speed). You may not fall down stairs – but you might bang into walls. It comes out even.

Remember: The hexes on the tunnel maps are each equivalent to a megahex in *Melee* scale. Walking speed in the tunnel (1 hex/turn) is equivalent to MA 3.

How Many Turns?

When figures are in combat, the game system rules what they can do. When they are not in combat, the GM must judge how many five-second turns each action would take – keeping in mind that it takes longer to do something if you’re running. Some examples:

Make one search for a trap, hidden door, etc. – 6 turns.

Attempt to remove a trap – 12 turns.

Spring a trap intentionally – 1 turn.

Pull out a molotail and light it – 1 turn.

Take off a backpack – 2 turns.

Remove an item from someone else’s pack while they have it on, or from your own while it’s on the ground – 6 turns.

Light a torch – 6 turns.

Search a body for loot – 6 turns.

Kill a helpless figure – 1 turn.

Ask a question and get an answer – 1 turn for a simple question, more if it’s complicated.

Light

A torch (or Light spell) gives clear illumination in a circle 3 MH (3 hexes on the tunnel map) in diameter. An oil lantern, large torch, etc., such as might be found in a room, would illuminate a circle 6 MH or more in diameter. A torch lasts for about an hour; a lantern burns for two hours on the oil from one molotail.

Any light can be *seen* at any distance underground in a straight line. The glow from a torch can be observed around one tunnel bend; the glow from a lighted room will carry farther. Such a glow will reveal the presence of the light, silhouette figures in front of it, etc.

A figure in total darkness can sense light at greater distance than can a figure carrying a torch. GMs will have to use their discretion in deciding when light can and cannot be seen – these are guidelines.

Light’s Effect on Combat

Human beings need light to go bashing about in the tunnels, especially if they plan to fight. So do most other creatures. Dwarves, many orcs, and lots of other creatures live underground, but they light their caverns. Wolves and bears den underground, but can’t see in total dark.

Dark Vision and Mage Sight will let any figure operate in darkness as though it were full light.

In most underground combat situations, assume that there is enough light to fight by if either side has a torch or two. Total darkness reduces DX by 6 except for those few creatures who have natural dark vision, or for a figure with Dark Vision or Mage Sight. If you have Acute Hearing, you fight in the dark at only -4 DX. Note that creatures which can see in total darkness are usually afraid of light.

Many GMs may wish to assume that rooms (and maybe tunnels, as well) have torches or some other light source. An alternative is phosphorescent moss growing in caves. Brigands might extinguish torches to set an ambush, but they will have trouble killing all the moss . . .

It is assumed that torches sold for labyrinth exploring are of very good quality, and will keep burning even if dropped. Of course, they will go out if dropped in water. See also the magic torches called *Brands*, p. 158.

Doors

Any building, underground labyrinth, or other construction will have doors. They can be sliding or hinged, overhead or regular, open or closed, locked or unlocked, hidden or obvious – it’s up to the GM.

Generally, in this game, the problem a door presents is “how to open it?” There are several ways that the players can go about this:

Picking the Lock. If the door is locked, a Locksmith or Master Locksmith may try to pick the lock. The GM should assign a number of dice to each lock – a normal lock is only 3 dice. A Locksmith may try once per minute, making his roll against adjDX on the appropriate number of dice, until he gets it. Non-Locksmiths roll twice as many dice. *Note*: There is *never* an “automatic success” chance to open a lock. That is one of those things you don’t do by luck.

A *Knock spell* will open any lock OR remove one Lock spell.

A Lock spell adds 1 die to the difficulty of picking a lock.

If you don’t have the proper magic . . .

Crowbars can help. A crowbar weighs 4 lbs.; it can be used as a club by a person of ST 12 or more. Anyone can use it on a door. If you have a crowbar, make a 3-die roll against your ST to pry open an ordinary door. Each Lock spell adds one die to the roll. Up to two figures may try at once, if both have crowbars, making one roll vs. combined ST. When the door opens, each figure must make a 3/DX saving roll to avoid falling over backwards. If you have no crowbar, try . . .

Knocking the Door Open. A character can simply run against the door to burst it open. To successfully do this, a figure must make a 5-die roll against ST. On a success, they must make a 4-die roll on DX to avoid going through the door when it opens. Each Lock spell on the door adds 1 die to the number rolled against ST, and a very stout (or spiked) door may take more than 5 dice in any event. In which case . . .

Missile Spells can help. A Magic Fist or Lightning doing 10 points of damage (plus 5 for every Lock spell) ought to knock an ordinary door open by breaking the lock. A rod-cast missile spell of 30 points or better, plus 5 for every Lock, should shatter an ordinary door into fragments. If you can't muster that much wizardry, then . . .

Battering Rams are handy. If a big enough timber is available, a number of characters can use it as a ram; make a die roll as above on their *combined* strengths. However, if the ram works, they *will* go through the door. If you don't want to risk that, try . . .

Chopping the Door Down. A regular door has a ST of 30, plus 10 for every Lock spell on it. Heavy doors are stronger. Axes, maces, and clubs can be used to "attack" the door. When its ST is reduced to zero, it has been chopped open. If you left your axes at home, or if you're in a hurry, there is one last chance:

Total Destruction. A wooden door, if set on fire with molotails, burns up in about 10 minutes. A petard or grenade set next to the door puts damage on it like an ax or mace (above). An Open Tunnel spell will get rid of a door. So will the Universal Solvent – but be careful, or you may disappear, too.

Keeping a Door Closed

Sometimes the players have the opposite problem – closing a door so it will *stay* closed, to trap something or block pursuit. A Lock spell is good. A Locksmith can close a lock (if it exists) just the same way he would open it. Various items can be piled in front of a door (the GM will have to decide for himself how much they add to a door's ST). And spikes (from the Labyrinth Kit) can be driven underneath a door. It takes one character 3 turns to drive one spike, and each one adds 5 to the door's ST; up to 10 can be driven. Even *one* spike means that the door cannot be unlocked and/or opened/closed normally; it will have to be knocked open or worse.

Hidden Doors

A door may be hidden from view. Since spotting a hidden bit of gadgetry is the same, whether it's a door or a trap, the GM rolls just as if the hidden door were a trap (see *Traps*, below) to determine whether each character sees it. The Detect Traps ability also helps when spotting a secret door.

Tunneling

When all else fails, your characters may find themselves trying to tunnel through solid rock. This is rarely a good tactic; it is incredibly slow and exhausting, and can be heard for at least 50 hexes in all directions.

Diggers might create a "narrow tunnel" (one 4 feet wide, enough for one figure to walk through upright) at a rate calculated as below, or regular tunnel (3 hexes wide) at a third of that rate. Three figures may work abreast to dig regular tunnel at a rate given by averaging their speeds. No more than one figure at a time may dig a narrow tunnel, though of course several may trade off the work to avoid exhaustion.

In order to tunnel through rock, characters must be equipped with hammers, small axes, or regular mining tools, and have enough ST to use them. (A regular miner's pick is a 2-handed weapon which does 2 dice damage if used in combat, requires ST 13, and costs \$50. It weighs 8 lbs.)

Tunneling rate is figured as follows: A figure cuts through rock at 1" per hour for each ST point he has. Someone with a ST of 12 would remove a foot of rock in an hour. (There are 4 feet of rock in each hex.) Increase this rate by 50% for a dwarf or for a man with proper mining tools; double that rate for a dwarf with proper mining tools.

This rate assumes average rock; if the rock is very hard or very soft (GM's discretion), you may modify the rate. This rate also assumes reasonable rest periods. Double the rate if the diggers work without a break. However, exhaustion will reduce their ST by 4 each hour. Since tunneling speed is based on a figure's ST at the moment (affected by any wounds or exhaustion) this means that the diggers will slow down each hour until they drop.

Digging a stair hex is no harder than clearing regular tunnel. Digging a shaft (one hex in diameter) is slow; halve the rate. If you are working *upward* rather than downward, the rate is quartered instead of halved; this is very difficult work. Keep in mind that a vertical shaft cut from the floor of one level to the ceiling of the next will have to go through at least 12 feet of rock.

Missile spells can also be used to blast a tunnel – but slowly. Each point of Magic Fist damage removes 1" of rock of "narrow tunnel" width. Each point of Fireball damage removes 2" of rock. Each point of Lightning damage removes 3" of rock. Note that the rock splinters which result from a missile-spell mining operation will do at least one die of damage to anyone within 3 hexes every turn.

Traps

One of the most interesting features of a ruined castle, underground cavern, enemy fortress, or other bait for adventurers is . . . traps. Traps can range from the simple nuisance (a hole in the floor) to the simple killer (a hole in the floor with sharp stakes and a Green Slime) to the utterly fiendish (the door looks like it's booby-trapped, so the adventurers take cover around a corner . . . one brave warrior kicks the door open, and a shower of arrows emerges from holes in the wall – not in front of the door, but along the corridor where the others are waiting!)

Traps should be used sparingly. If you put traps every few feet, the party will spend all their time looking for them. They should be just rare enough to lull your players into a false sense of security – or develop their intuition.

Furthermore, traps should be placed logically. If there's a trap, then somewhere nearby is, or was, something which required defending – or someone who liked to kill travelers.

There are hundreds of different kinds of triggers and ingenious ways of assaulting people. A trap does not have to be deadly. It may shower the party with itching powder, release a hungry slime from behind a wall, or break a flask of sleeping potion and set off an alarm to call the guard. Some examples of traps:

Falling rocks or other objects. The whole roof could fall; the walls could slide in.

Hidden bows, crossbows, or guns. Arrows may be enchanted or poisoned.

Blades . . . tiny poisoned needles, or spears sliding out from the walls.

Obnoxious magic items, like the Magic Rope, Hand of Glory, or a cursed net.

Pits containing tar, flammable oil, water, sharp spikes, animals, or some combination of the above.

Nooses which jerk the victim into the air, underwater, or over a cliff.

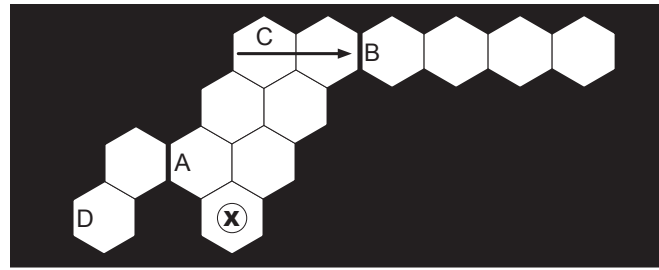
Bombs, gas bombs, molotails, exploding gems, Universal Solvent, or potions.

Remember that a trap doesn't have to be fatal to be effective. An alarm can be as dangerous as a deathtrap. A simple pit full of water may not drown anyone – but it forces whoever falls in to abandon heavy armor, pack, etc. A creative GM will leave ways for the players to turn some traps or trap-situations to their own good.

When you put a trap in your labyrinth, make note of:

- Where the trigger is, and what has to be done to set it off. (Example: turning a doorknob.)
- Where the trap takes effect, and what it does. (Example: Three arrows come out of the door and fly in a straight line; one rock falls from the ceiling, doing 3 dice damage to anyone in that hex.)
- How many dice a figure must roll to *see* the trap. (Example: 3/IQ for an ordinary trap; 4 or 5 for a well-hidden one.)
- How many dice a figure must roll to *escape* the trap if it is triggered – that is, the saving roll. An ordinary trap will require a roll against DX – 3, 4, or more, depending on how deadly it is. But the old closing-walls trap might require a roll of 6/ST – to stop the walls! Or a trap might have a puzzle-key – and, rather than giving the player the puzzle (which is more fun) you might require a saving roll against IQ. This would be more fair if a player has a very smart character – smarter than he is . . .
- How many dice must be rolled against DX to remove the trap. Failure *triggers* the trap! Some traps contain interesting material if they can be successfully removed – for instance, a gas bomb trap contains a flask of gaseous potion which is valuable treasure. (Of course, in this situation, the party that removes the trap will have no way of identifying the potion unless it has a label. They could throw it at the orcs and see what happens . . .)

Note: Successfully picking a lock will not necessarily deactivate any traps on that door/chest/object.



Examples of Traps

This diagram shows how a GM might place traps to protect a wizard's workroom. The large hex-paper supplied with the game is designed for notes and sketches like this.

1. Arrow trap at the door at B. Triggered by opening the door. 4/IQ to detect it – 3/DX to remove it. Arrows are at C: three of them, doing 1 die damage each. They fly in a straight line down the middle of hexes. 3 dice to dodge.
2. Trap at door A. Triggered by turning knob. Causes oil flask at X to drop and catch fire. 5/IQ to detect, 4/DX to remove, 4/DX to dodge flask. (Flask is in center hex of megahex.)
3. D indicates chest against wall. Can be opened safely if chest is not moved – contains 20 silver pieces. Chest itself is inlaid – worth \$40. However, it explodes if moved. 5/IQ to detect bomb, 5/DX to remove it safely; grenade does 2 dice (un-dodgeable) damage to everyone in room.

Detecting Traps

A party walking along a tunnel (or standing in a room) has a basic chance of spotting any trap about. This is expressed by the basic "to detect" number the GM gives the trap. If the trap takes 3 dice to detect, the GM rolls 3 dice for *each* member of the party to see if the trap is spotted. Having the Detect Traps skill means that 2 dice less are rolled for that figure – so spotting a 3-die trap would be automatic.

Searching for Traps: If a party *suspects* a trap, they can stop and look for one. Each member of the party gets a second roll. Any figure with the Detect Traps skill may also take a third, fourth, etc., roll – in other words, an expert can keep searching. However, for every roll after the second (the GM is still doing the rolling), the GM *adds* to the roll. He adds *one more point* each time . . . so the odds get worse and worse if the trap is not seen.

As long as a trap is not detected, the GM keeps saying "You don't see anything." If the trap is detected, the GM tells the person who saw it as much as they could determine from where they were. The whole trap might be obvious once seen – or, in the case of a locked chest, it might be impossible to tell what the trap was, though the figure could see that there was *something* rigged to go off when it was opened. There is no such thing as an undetectable trap. Difficult to see, yes. Undetectable, no.

Removing Traps

Once a trap has been seen, any figure can try to disarm, or "remove" it, without setting it off. Each trap has a "to remove" number. A Mechanician, or someone with the Remove Traps skill, rolls that many dice vs. his DX. A Master Mechanician rolls one *fewer* die. A character without any of these talents

rolls *twice* as many dice. (Thus, most traps should have a high “remove” number – *at least* 3 dice – to keep the average figure from trying to remove them.) If an attempt to remove a trap fails, the trap is triggered. If the attempt succeeds, the trap will not go off – and some traps will yield useful items.

If your DX is very low because of armor, you may spend two turns taking off your gauntlets. This will give you back all but one of the DX points lost due to the armor – in other words, any armored figure has only a -1 DX for the armor, for this sort of purpose only, if he removes his gloves. If you go around without your gauntlets all the time, though, the GM may require you to make a saving roll the next time you go into combat, to avoid having your fingers sliced off.

Some traps, of course, cannot be removed or deactivated at all. A simple pit, for instance, can't be removed short of filling it in. If it has a trap door, though, the door's hinge can be jammed – and so on. Other traps (for instance, a simple deadfall) are easy to remove once seen. Traps of this sort will not need to be assigned a “to remove” number at all.

Trap Table

Traps may be as elaborate and complex as you like, but they should be challenges, not Automatic Total Party Kills.

Use your judgment to determine these four things based on where the trap is located and how tough the party is:

- The roll vs. IQ to see it.
- The roll vs. DX to avoid or disarm it.
- The roll vs. DX (usually) to dodge it if it goes off.
- The specific damage it does, which may be a fixed amount, a die roll, or something other than ordinary hits.

Now, get creative, with these tables as inspiration:

Type of Trap – roll 3 dice

- 3 A grenade is ignited!
- 4 Huge swinging blade from above.
- 5 Pit trap with spikes at the bottom.
- 6 Pit trap with 15-foot drop to the next level.
- 7 Arrow trap – roll 1d-2 for number of arrows.
- 8 Pit trap with sticky tar at the bottom. Rescuers must make 3/ST roll to free the victim.
- 9 Darts – no hazard except to the unarmored.
- 10 Spear trap – spears come out of wall.
- 11 Pit trap with deep water at the bottom and completely smooth sides.
- 12 Possible special feature (see below). Roll again for trap type.
- 13 A gas bomb explodes! GM may determine what kind of potion it releases.
- 14 A molotail is ignited!
- 15 Deadfall trap.
- 16 Pit trap with Zombie at the bottom
- 17 Rocks fall, or for a deadlier trap, a whole wall collapses.
- 18 Giant crossbow bolt

Special features – roll 1 die

- 1 Also sets off an alarm.
- 2 Backed up by another trap set to catch people who try to help the victim of the first trap.
- 3 Corroded and a bit slow-moving – roll 1 fewer dice to avoid it.
- 4 Poison is involved, doing 1 die extra damage.
- 5, 6 No special feature.

Springing Traps

A character with the Remove Traps skill may ask the GM how many dice he will have to roll to remove a given trap, and the GM must tell him truthfully. If anyone else wants to know how hard a trap will be to remove, the GM is obliged to do no more than give a vague “Oh, it looks pretty tricky” type reply – the higher IQ the character has, the better a reply he should get. If you know about a trap but are afraid to try to remove it, you can always try to spring it. If you don't know exactly what a trap does, though, this is risky . . . and sometimes there is no way to tell exactly what will happen when you pull that trip wire!

Building New Traps

A Mechanician or Master Mechanician can build a new trap, though it takes a good deal of time. Again, the types of traps that can be built are a function of available material; you can't build an arrow-trap unless you've got a bow to use. Digging a pit in solid rock is not a job for a mechanician, either, but for a crew of dwarves – see *Tunneling*.

Noise

A party makes noise as it travels . . . noise which can attract things better left alone. The amount of noise a party makes is determined in terms of the *distance away*, in hexes on the labyrinth map, that they can be heard by human-type creatures. (GMs may make appropriate adjustments for creatures with very good or bad hearing. A wolf, or a hero with Acute Hearing, might sense something at twice the indicated distance.)

- Standing absolutely still, making no noise at all . . . 1 hex
- Sitting, standing, resting, being healed, etc. . . . 5 hexes
- Walking, or actively searching for something . . . 10 hexes
- Running . . . 15 hexes
- Any battle or any loud yelling . . . 30 hexes
- Group larger than 5 figures . . . +5 hexes to above distances
- A group without a leader, or a group where the *players* are being noisy and arguing. . . +5 hexes to the above distances
- A single figure . . . *minus* 5 hexes from any of these
- Each intervening closed door counts as 5 hexes.
- Each intervening shaft counts as 5 hexes.

If the listeners are *specifically* listening (standing still, trying to hear something), *add* 5 hexes to the above distances. *Note:* Most labyrinth creatures do *not* spend their time listening for things; they are usually minding their own business. But a giant hunting prey – or an orc sentry who isn't goofing off or getting drunk – might be listening.

Example: a group of 6 figures is running down a hall. The GM's map shows a group of hobgoblins 10 hexes down a side corridor as they pass. There are two doors in between. The party is running (can be heard 15 hexes away); they have more than 5 members (add 5 to that). Total: 20. The hobgoblins are 10 hexes away, plus 2 doors which count as 5 each . . . total also 20. The GM should give ties to the players. Therefore, the hobgoblins do *not* hear the party. If they did hear them, they would probably follow, at least until they could tell whether the party was weak enough to attack safely.

Nuisance Encounters

A nuisance encounter is an encounter with a creature too slow or weak to be a real threat to a healthy party – but dangerous to a straggler, or to a group of wounded characters. Most nuisance creatures are small vermin. Therefore, it is not unrealistic to have them appear at random intervals, instead of planning their exact locations beforehand – though, of course, a GM may plant nuisance creatures in specific locations if he likes.

In game terms, nuisance encounters can be quite useful. The possibility of a nuisance encounter will keep parties from taking safety for granted under any circumstances. Roll for a nuisance creature at intervals, depending on just how verminous your labyrinth is. GMs should try to strike a balance between constant nuisance attacks and boringly empty tunnels.

A suggested formula: Roll for a nuisance encounter every 30 hexes of tunnel, or every 10 minutes of game time when the party is in a room or otherwise standing still. Roll 1 die; on a 5 or 6, a nuisance encounter takes place. Roll 2 dice to determine the type:

2	30 vampire bats	8	small (two-foot) scorpion
3	15 vampire bats	9	2 brown slimes
4	50 rats	10	20 wasps
5	3 green slimes	11	30 spiders
6	red slime	12	silver slime
7	green slime		

The GM does not have to bring the nuisance(s) into play immediately. For instance, if the party is about to open an otherwise empty room, he can have the nuisances come out of the room (or lie in wait inside). The creatures encountered as nuisances behave according to their natures; slimes (except silver slime) attack mindlessly, scorpions sting if disturbed, vampire bats try to pick off a straggler, etc.

GMs may vary this table to suit themselves, or create an entirely new one. However, random creatures should be confined to those that would logically be found wandering aimlessly in the area. It is *not* logical to pull trolls, groups of orcs, or similar menaces out of thin air.

The Characters Do What the Players Do!

The GM may improve the quality of play by assuming that *anything* the players say or do is also done by their characters. This will drive some players quite mad . . . until they learn to think before speaking and to act in character.

Argument and Noise: If the players are arguing among themselves, make them do it quickly and in whispers – or else enemies may be able to hear the argument the *characters* are having.

Speed of Decisions: When the players must make a decision, force them to do it in “real time.” Five minutes of discussion about opening a door will mean five minutes of time pass in the game-world . . . five minutes in which enemies can creep up on them.

Enforce Statements: When a player says “I do A,” then he does. If he changes his mind and exclaims, “No, wait! I do B instead,” then you should assume he did A *first* – or at least started to. If a player announces an irrevocable action – “I shoot the guide in the back!” – *he's stuck with it*. He really did it, and that's that.

Reaction Time: A character does something when the *player* says so (or when the GM tells him so) – but no sooner. For instance, if you, as GM, say “You hear a clicking sound,” and one player says “I'm dropping to the floor!” while the others stand dumbly, you may give the player on the floor a little better saving roll against the flight of arrows that is about to come down the hall. If, *after* you mention the arrows, the other players tell you that they, too, are on the floor, tell them they're too slow!

However, intelligent reactions are as important as fast ones. Speaking quickly can lead to trouble. If the clicking sound had heralded, not an arrow-trap, but a pair of giant scorpions, the speedy fellow on the floor would have had to take a turn to stand up before he could fight or run. Win some, lose some.

Every Man for Himself: In a pinch, don't insist that the leader make all the decisions. He can't. If the leader says “George will stand behind as rear-guard while we retreat,” and George says “Crave pardon, my lord, but I'm running like a rabbit,” – *George runs*. If this little disagreement leads to a battle within the party. . . well, that's realistic.

Partial Secrecy

The GM may not always want to tell the entire party what one member sees. If, for instance, the party has gotten split up, so that one group is a long way from another, the GM might want to put the two sets of players in different parts of the room to keep them from communicating. After all, if they are a half-mile apart in those tunnels, neither group will have any idea what the other is encountering . . . Sometimes you can achieve this confusion merely by keeping each group from mapping the other one's travels.

Another situation where the GM may impose partial secrecy is the case where the players are not totally friendly toward one another. For instance, if one character is extremely greedy, he may have informed the GM beforehand of his intent to steal anything that he can get away with. If this character then opened a chest, the GM might just hand him a note saying what was in it, rather than tell the other players . . . they would have to look for themselves. The GM may even cooperate with the players' attempts to fool each other – e.g., by saying out loud: “All right, you all see the thief opening that chest. He shouts with glee and begins to pull out gold pieces.” What the GM doesn't tell the other players is that there was a small dagger as well, inlaid with gems . . . he slips

the thief player a note, or takes him aside, to find out what the thief does with this highly filchable booty.

In a situation like this, the GM must be careful not to take sides. It is all right to help player A fool player B – but *only* if you are realistic about it, and *only* if you give player B the same degree of help when he needs it.

Example of Map Narration

Once you begin play, the game will consist of a dialogue between the GM and the players. You may find it convenient to have one player speak for the group in most situations (this player's character, then, is the leader). In an emergency, of course, all the players may want to speak for themselves!

After setting up for play, the players will enter the labyrinth. Every step of the way, they tell the GM what they are doing. The GM keeps track of their position on his map, and tells them what they see and what happens to them. The players will very likely want to make a map of their own as they travel, so the GM must be precise about giving them directions and information. When the characters encounter a situation, the GM gives them as much information as their spells and talents entitle them to know, rolling dice if necessary.

Encounters may be played out on the “megahexes,” the large patterns of hexagons supplied with the game. They are used to represent the tunnels and rooms shown on the labyrinth map – but on a larger scale. When combat takes place, you will arrange the megahexes to correspond with the part of the map where the combat is occurring.

A group of inexperienced characters may be given very little information as they walk down a tunnel; if the characters have high IQs and many talents, though, the GM will be telling them about secret doors they see, animal signs they recognize, and other things – see the section on Talents.

Below is an example of map narration. The players and GM have finished their preparations for play, and the march order has been established. The characters are now standing around a hole in the ground, looking down at some stairs. (The labyrinth they are exploring is a very small one; the GM's map is the one that was presented in the *Map Example* on p. 52. If you turn back to it, you will be able to follow the narration and play.)

GM: You see a big hole – a whole megahex around. Stairs lead off down to the southeast.

Leader: Okay. We enter. We all have torches. Here's our march order. (He shows the GM the counters representing their characters, lined up on a set of tunnel megahexes.)

GM: The entry hex is your first hex. You see two stair hexes going SE, and then one more hex SE. Then the tunnel turns east.

Leader: We go down to the bottom of the stairs and look east. Do we see anything?

GM: The tunnel only goes east for one hex. You can see that it bends northeast and then east again.

Leader: Okay. We'll walk down the tunnel until we see something interesting. We're making a map. (He indicates one of the other players, who is keeping track of their progress on a piece of the small hex-paper.)

GM: Starting from the first hex after the stairs, then, you go one east, one northeast, two east. (At this point he rolls the dice several times. There is a hidden door at No. 2 on the map, and the party is now passing it. He is rolling against the party's IQs to see if any of them spot it. They have bad luck; none of them do.) Nothing happened to you guys there. Now you see that you can go three hexes SE. You can see a door blocking the tunnel.

Leader: Ordinary-looking door? Okay. We walk up to it.

GM: (rolling some more dice.) You don't get to the door. As you pass through the hex before the door, a green slime falls from the ceiling. (That is C on the map.) Who's first in your march order? Grabby the thief? All right, thief, make your roll. To dodge a Green Slime, you need to roll 3 dice on DX.

Grabby: All right, my DX is 14. That's why I'm in front. (He rolls 3 dice.) I got a 12. I made it.

GM: All right. You jumped out of the way. There's now a Green Slime right here. (He puts a counter representing the Green Slime on the tunnel megahexes, just in front of the players' figures, and moves the thief to one side where he jumped.)

Leader: We attack the slime.

Grabby: We use our torches, because steel won't work on this thing.

Leader: That's right. Thanks. (A brief combat ensues.)

GM: All right. You killed it.

Leader: We go up to the door. Is it locked? Do we hear anything through it?

GM: No, it's not locked. Arrange your characters on the megahexes here; here's the door. (He rolls some dice.) No, you don't hear anything. None of you have Acute Hearing, do you? Okay. You hear nothing.

Leader: We open the door. Everyone has weapons ready. What do we see?

GM: You see some rocks falling on you. You two in the hexes in front of the door, make your saving rolls. 3 dice on DX.

Grabby: (to the leader.) You should have let me look for a trap!

Leader: Yeah. (He rolls dice.) I made my saving roll all right.

Another player: I missed mine. How much damage?

GM: Falling rocks; 2 dice damage. (He rolls 2 dice.) You take 6 hits.

Player: My armor stops 5 of that. Just a scratch. You can't kill Heniochus the Brave with your stupid rocks.

GM: Just keep opening doors, then. Okay. On the other side of the door, the tunnel goes one more hex SE. That hex is the middle of a trefoil. On one side, the tunnel goes two hexes SW, and then bends west. On the other side, it goes two hexes east. From there, it bends SE, but it looks like a narrow tunnel also leads off to the NE from there.

Map-maker: Wait a minute. Let me see if I've got it. (He and the GM confer, until they are satisfied that the mapper understands.)

Leader: We'll go southwest. We're looking for slimes on the ceiling.

GM: Okay. (He rolls dice. There is, indeed, another slime on the ceiling. He wishes he'd put this one on the wall.) You go one hex SW, and sure enough, in the second hex SW, you see a slime. You also see that the next hex after that, where it bends W, seems to have some bushes in it.

Heniochus the Brave: Let me kill the slime. I want the experience.

GM: For killing a slime? Maybe if you only use your teeth.

Grabby: Let's get out of here. I don't want to mess with those bushes. They might be Bloodtrees.

Heniochus: What are you afraid of some bushes for? Let's kill them.

Leader: No. We turn around. We can come back later, if we don't find anything else.

GM: All right. You go back two hexes NE. Now you're in the trefoil hex again. You go through the door? No? Okay, you go two hexes east. You now see a narrow tunnel leading NE from where you are. You also see the regular tunnel goes SE two hexes and turns E.

Leader: I'm not going in that narrow tunnel. You get us single-file and then we meet something big? No way. We go southeast.

GM: Okay. Two hexes SE. Three hexes E. Two hexes NE. The tunnel splits. Do you go NE or NW? From where you are, you can see it goes NW four hexes, and then divides. It goes NE for three hexes, and then turns E.

Leader: (flipping a coin.) We go NE.

GM: All right. You go 3 hexes NE. The tunnel turns east. In the third hex E, you see a body. (He rolls some dice to see if they find the hidden door. Wonder of wonders! Heniochus, who has an IQ of 8, sees it. On six dice!) Heniochus, you see something. It looks like a door in the NW wall of the hex where you're all standing.

Heniochus: Wow. Let's go through the door? Thief, come look for traps!

Leader: Not so fast. What's that body look like?

GM: It's very dead. It's actually just some bones inside a chainmail shirt.

Grabby: I go and pick up the mail shirt. Does it fit me? Wait! First I look for traps!

GM: Too late. You said you picked it up. (He rolls dice, grinning evilly. However, as he well knows, there was no trap of any kind.) You're lucky. Nothing happens. That shirt was made for someone of human size, and it's pretty torn up but could be fixed. You have Recognize Value, don't you? It's worth maybe 30 silver pieces.

Grabby: Well, I'll carry it along. Do I see anything else?

GM: (rolling dice, just to keep the players guessing) No, you don't.

Leader: Get back down here by the door, Grabby. (The thief had to move away from the rest of the party to get the shirt.) Can you check this for traps?

Grabby: Okay. I'm checking the door.

GM: (rolling dice) You see no traps.

(The party begins to argue about whether to go through the door.)

GM: Arrange your party the way you want it to be. (The characters arrange themselves around the door, and keep arguing.) (The GM rolls dice.) You all hear a scream. Heniochus, take (he rolls dice again) two hits of damage.

Your armor is saving you. You all turn around, and see an enormous troll. It just hit Heniochus from behind. You guys all set up facing the door and kept yelling, and it just came right up and bashed you.

Leader: Wouldn't we have heard it?

GM: Not the way you were arguing. If you argue, your characters do. Time for combat. (The GM lays out megahexes to represent the area of the labyrinth where the fight takes place, positioning counters for the players, the troll, and the pitiful bones spilled from the mail shirt. A lengthy combat ensues. All the players are wounded before Heniochus gets behind the troll and bashes it fatally. See p. 127 for details of that combat.)

Leader: Let's find where it came from. It might have treasure.

Grabby: Burn the body first, before it regenerates. (They do.)

GM: All right. Starting from the hex by the secret door, you can go 3 E. You're now in the hex with the dead bones. You can go NE; the next 3 hexes NE are full of rubble. Or you can go SE; after 1 hex, it turns SW.

Leader: The rubble sounds good. That's where a troll would live.

GM: You go 3 hexes NE over the rubble. The third hex is a trefoil. You can go NW one hex and turn W, or E one hex into the middle of another trefoil.

Leader: Let's check out the NW first.

GM: You go 1 hex NW, one W. You're now in a little room, shaped like so. (He lays out megahexes to show the shape.) It stinks, and there are bones lying around and a pile of trash in one corner.

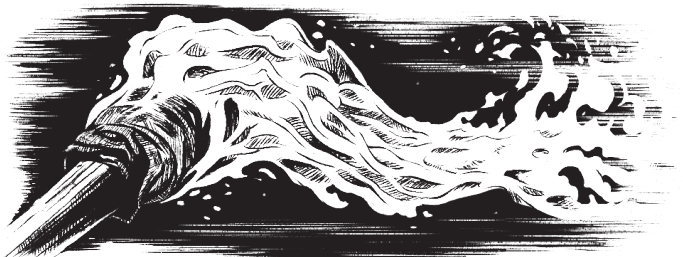
Heniochus: Ah! The troll's den! I start looking for treasure in the pile.

GM: Let's see if you find a scorpion. (He rolls dice.) No. Lucky you. You find treasure. (He refers to the map key to tell Heniochus what he found.)

Leader: We'll divide that up. As long as we've got a safe place, I want to treat everybody's wounds, since I'm a Physicker. Heniochus will guard the door.

GM: Okay. You can heal two hits per character, and that takes 5 minutes. There are 4 of you, so it'll take 20 minutes. Let's see if you have any uninvited guests. (He rolls the dice. One Green Slime appears after they have been there 10 minutes, but it is easily killed by Heniochus and Grabby with their torches. If they had not been watching the door, though, it might have been a different story!)

The adventure would go on in this way until the players were all killed, or decided to leave. If they make it out of the labyrinth safely, they will be all right, unless the GM wants to play out the trip back to their home as well.





The Creatures of Cidri

There are hundreds of thousands of kinds of living creatures on Cidri; its long-gone masters brought pets, servants, and accidental stowaways from each of the worlds they contacted. Every GM will want to invent his own special creatures – but here are some that may be found almost anywhere.

Humanoid Races

Players should choose their own characters from among these – the human and human-like intelligent creatures. These are the beings that build cities and societies; for the most part, they rule the known parts of Cidri. If you meet a wizard or a hero on the road, he will almost surely be of this ilk.

Humans

Humans are very common on Cidri; no other race is so often seen. They seem to go everywhere and do everything. Most other races tolerate humans, simply because they are so common – and, although some men are obnoxious, many make good neighbors. There are many different human races and cultures; black, white, albino, yellow, orange, red, green, hairy, bald, peaceful, warlike, city-bred, wandering, Amazon, male-chauvinist, overdressed, nudist, good, evil, practical, and mad as the proverbial hatters.

A human character is created exactly according to the guidelines in *Creating a Character*.

Orcs

Orcs are closely related to men; their prehistoric ancestor, *Orcanthropus*, dominated many alternate worlds during Neanderthal days. (Here, on Earth, only their fossilized remains, known as Piltown Man, survive.)

Orcs are very similar to men – just nastier. As a race, they are even more variable than men. They tend to have more and coarser hair, sharp teeth (or actual fangs) and claws instead of fingernails. They are also tough, greedy, and quarrelsome. There are occasional “good” orcs, but even these tend to be harsh, uncompromising military types.

Orc cities and villages are scattered throughout Cidri. Some are powerful kingdoms; others are rude clusters of mountain huts. Indeed, orcs might be the dominant race, were they not so quarrelsome. They have no particular issues with men (especially criminals and adventurers). However, both elves and dwarves despise orcs, and may attack them on sight.

Orcs make excellent guards and soldiers, if led by someone they respect (that is, fear). An orc army is a terrifying thing.

Orc characters are created according to the same guidelines used for human ones. Orcs are excellent villains for a GM’s labyrinth, but playing a surly, vicious, lying, sneaky, rotten orc (trusted by none, of course) can be fun. Remember that a normal orc character would get experience points for obnoxious words and deeds, and lose for civilized (weak!) actions.

Elves

Elves are a very ancient race. Of average height, but more slender than men, they are not common; still, they are

influential. Most keep to their own cities among forests or mountain peaks, but a few come adventuring; these tend to be less proud and aloof than the others. Elves do not get along well with Dwarves. About the only thing that elves and dwarves agree on is that orcs are objectionable. Elves are not mercantile in nature; very few have business sense. Elves also have an inbred horror of insects and crawling things, and fight them at a -3 DX penalty.

An Elf character starts with ST 6, DX 10, and IQ 8, with 8 extra points distributed between these. Elves in cloth or no armor have a MA of 12; in leather they have a MA of 10. Other armor affects them as it does humans.

Dwarves

Dwarves average less than 5 feet tall, but are very stocky and strong. They prefer underground cities, but many live elsewhere. They get along well with humans, but dislike elves and goblins and *hate* orcs, and the feeling is mutual.

When a dwarf is being dignified, he can seem as proud and aloof as an elf-lord . . . yet he can also be as boisterous and earthy as any human tavern-brawler. Indeed, most Dwarves love drink almost as much as they love gold.

And dwarves *do* love gold. This accounts for the ancient enmity between dwarves and dragons (no dwarf can ever have a friendly reaction to a dragon, and vice versa). All dwarves are motivated largely by the desire for riches – especially gold. A dwarf who passes up a chance to enrich himself honestly (if he is even concerned about honesty) is almost surely acting out of character.

A Dwarf character starts with ST 10, DX 6, IQ 8, and 8 points to add to any of these. Dwarves can carry immense loads. The maximum load for a Dwarf is *double* that for a human of equal strength.

Goblins

Goblins, like Orcs, are often found as the GM’s bad guys in the labyrinth, but a Goblin character can be very interesting to play.

Goblins are green-skinned humanoids, usually short and slender, with long heads, pointed ears, and long, tapering fingers. They are proud, intelligent, and crafty. A goblin will *never* go back on his word, even if the promise was forced out of him. However, they delight in keeping the letter of a forced promise while still finding a way to trick you. Many goblins are wizards, and all love gold and jewels.

Most Goblin cities are found in out-of-the-way places. Because they are small and smart, Goblins are distrustful of the larger and more aggressive races; they fight with dwarves often, and may be hostile toward men or orcs. However, since Goblins always keep their word, there are successful Goblin merchants in many places.



A Goblin character starts with ST 6, DX 8, IQ 10, and 8 extra points to be added to any of these.

Hobgoblins

These are big, stupid goblins. They are often found in the service of “real” goblins. Hobgoblins are afraid of goblins, and will never attack them unless commanded to by other goblins. Although usually bigger than goblins, they are smaller and weaker than most other races. They tend to be simple, brutal creatures, and do *not* keep their word as do Goblins.

A Hobgoblin character starts with ST 7, DX 6, and IQ 7, with 8 extra points added anywhere. Like goblins, they dislike orcs and often fight with dwarves.



Halflings

Halflings are small, peaceful, and usually potbellied. Most are very stay-at-home sorts, but some go adventuring – and a few are to be found in any large city. Almost all halflings are “good” people.

Though they are nimble, hardy, and skilled with missile and thrown weapons, Halflings might have vanished ages ago if not for one thing: They are very likeable. No race is the special enemy of the Halflings (possibly because no one is especially afraid of them). Only the cruelest individuals or races will give a Halfling much trouble, and even then they are likely to rob or enslave them rather than murder them out of hand. Therefore, a Halfling receives a +1 on *any* reaction roll with an intelligent creature or “normal” animal.

Due to their excellent hand-to-eye coordination, Halflings automatically have the Thrown Weapons talent. Because of their small size, they have a -2 DX when fighting giant-sized opponents with other types of weapons . . . and giants have a -2 DX against halflings.

A Halfling starts with ST 4, DX 12, IQ 8, and 6 extra points added anywhere. Though small, they have the standard humanoid MA of 10.

Prootwaddles

Quarrelsome, unruly, moronic little humanoids. Simple hunters and gatherers, they live in small forest villages. Occasionally, some will be found in a city, sleeping in alleys and performing simple tasks. *Very* simple tasks. No Prootwaddle has an IQ of greater than 7; if one becomes smarter through some incredible piece of luck, he changes his name and moves far away.

A Prootwaddle has IQ 7, DX 10, and ST 10; he can never increase his IQ. Their stupidity keeps them from being wizards, and makes them very unlikely heroes, but it is possible to play a Prootwaddle, if the other adventurers don't mind having an idiot in the party. When Prootwaddles are encountered by adventurers, they will usually be drinking, gambling, or arguing about what day it is. Their moods can change from friendly to angry (and back) in seconds, and often the leftovers from your lunch will make a better bribe than would a sack of gold.

Prootwaddles can be recognized by their bizarre attire (which often includes strange slogans painted on their bodies) and their cry of “Proot! Proo-ooot!” as well as their small size and generally moronic attitude. Prootwaddles have no special enemies, since all fully intelligent races consider them a harmless annoyance.

Centaur

Half-horse, half-man, the Centaurs rarely build towns, living instead in the forests or on the plains. Because of their large size and hooves, they cannot comfortably go anywhere a horse cannot go – which, for the most part, keeps them out of cities and underground adventures.

A Centaur starts with ST 14, DX 10, and IQ 8, with two optional points to be added anywhere. He/she is a 2-hex figure. Centaurs are very friendly and respectful toward Elves; they sometimes call themselves the “Elves' foresters.” Their attitude toward other races is highly variable. Civilized Centaurs will be hospitable toward any travelers whose intentions do not seem evil; barbarian tribes will often demand tribute, roughing up or killing those who dispute with them. A centaur will sometimes allow himself to be ridden by a Halfling or small person. Treat a Centaur like a horse – except that they can carry and use weapons while being ridden, and will not panic.

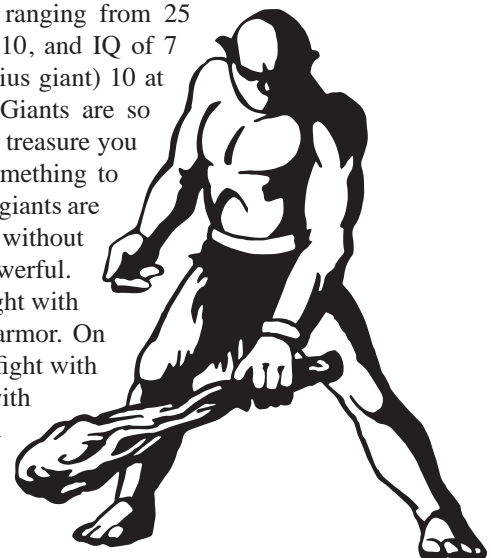
All Centaurs love wine. They are also mighty fighters on their own grounds, either with weapons or in HTH combat. In HTH combat, a Centaur's ability is the same as a human of the same strength. However, a Centaur can attack a figure in any adjacent hex by kicking as a horse would. When he hits, he does the damage appropriate to his strength, *plus* 1 extra die. A centaur can *both* kick and make a weapon attack in one turn, but both are at -4 DX. However, a Centaur on rocky, slick, hard, or slippery footing is at DX -4. Such footing (e.g., the inside of tunnels or buildings) also reduces a Centaur's MA. A Centaur has MA 24 outdoors, but only MA 12 inside.

Giants

The race of giants lives a long way away from territory inhabited by human and near-human types. Giants are basically simple, peaceful, 9-foot-tall farmers . . . the few that appear in human lands are almost always outcasts, which explains why they are usually surly and murderous.

Giants have ST ranging from 25 to 40, DX of 9 or 10, and IQ of 7 to (in case of a genius giant) 10 at the highest. Since Giants are so clumsy, the greatest treasure you can offer one is something to increase DX. A few giants are wizards, slow and without many spells, but powerful.

Giants usually fight with clubs and without armor. On occasion, too, they fight with swords or axes, or with great cesti strapped to their hands (see p. 122).



Since giants are humanoid, figure their unarmed combat, weapon use, etc., as though they were human. If the GM allows Giant characters, start them with ST 25, DX 9, and IQ 7. They can *never* increase DX or IQ over 10 without a magical item.

Gargoyles

These tough, ugly humanoids have a silicon metabolism. Their batlike wings are much too small to carry them – a Gargoyle averages over 300 pounds – but the Gargoyle doesn't know this and flies anyway. (Actually, they have a limited ability to levitate.)

Gargoyles live in small tribes in mountainous areas, hunting and eating rocks. They especially love to inhabit ruins. They prize jewels, and can sometimes be hired as guards by the wealthy; they are tough and trustworthy, though sullen.

A gargoyle begins with ST 13, DX 11, and IQ 8 (no points added). IQ will never go higher than 10; such "brilliant" gargoyles often become wizards, wanderers, or both. MA is 8 on the ground, 16 when flying.

Gargoyles can stop 3 hits/attack by virtue of their stony skin. They normally fight with their hands (2 dice damage), but those hired as guards will use weapons. They do not favor thrown or missile weapons, though they can fly overhead and drop rocks on you if the situation warrants.

Since gargoyles' gallbladders are useful in several potions, gargoyles are often suspicious of strangers' intentions. They react to strangers at -1.

Reptile Men

The reptile men are not at all related to humans, dwarves, elves, and their kindred; they evolved from dinosaurian stock. Indeed, a reptile man looks like nothing so much as a small dinosaur. About seven feet tall, heavily built, with shining scales, heavy claws, powerful jaws, and a large tail, a reptile man is formidable indeed.

Reptile men are not at all common in the known parts of Cidri. Because of their fearsome appearance, they are generally disliked. Any reptile man has a -1 on any reaction roll (except one made by other reptile men) to his presence or request. Perhaps because they are often shunned, reptile men are fiercely loyal to their friends or employers; a traitorous one is unknown. Around those not in their confidence, though, they are reserved, even touchy. If insulted, a reptile man will attempt to challenge the offending party to a duel. Since a duel with a reptile man is often a messy form of suicide, most beings try to conceal their dislike beneath a mask of civility.

A reptile man starts with ST 12, DX 8, and IQ 8, with 4 extra points to be added to any of these. His MA is 10. He fights in all ways like a human or other being, except that:



(1) because of his jaws and claws, he does *double* the HTH damage that a human of equivalent ST would; (2) his claws give a +2 in bare-handed combat; (3) he can use his tail as a 1-die weapon against any one figure in his rear hex. Since this counts as an attack, he is at -4 DX on both attacks if he also uses a weapon that turn.

A reptile man makes a very good fighter character; his drawback is the fact that he *will* have to fight constantly.

Mermen

These folk have greenish skin, webbed fingers and toes, and gills; otherwise, they are quite human in attributes. They inhabit many (but by no means all) bodies of water. They usually ignore the dealings of land-folk, though they can travel indefinitely on land if they keep their skins moist and wear a mask containing the Fresh Water spell – which is the merfolk equivalent of the Fresh Air spell in the *Spell Table*.

Mermen fight underwater at no DX penalty; they use only knives, pole weapons, and nets, since these are the most practical weapons underwater. On land they will fight if pressed, but at -4 DX.

An Elvish race, the Deep Elves, lives in some very deep ocean areas; their glowing sea-castles are a wonder that few ever see. Treat them as mermen, but with Elvish attributes.

Half-Breeds

Many of the humanoid races can intermarry, producing offspring midway between the two types. Men, Orcs, Elves, Dwarves, and Halflings can all interbreed, although the offspring are usually sterile. Elves rarely marry any but their own kind – when they do, they usually marry men. Dwarves and Halflings almost never marry outside their own races at all. Hybrids of any of these five races possess characteristics midway between those of the two parent types. In cases where the parent races were hostile (Dwarf-Orc, for instance) a half-breed will have very few friends among either race.

The sea-folk can breed with their land-going counterparts; thus, a man could wed a mermaid. In all cases where children are produced, they will appear to be normal members of one race or the other, and will breed true – but (for instance) a man whose mother was a mermaid will have a longing and affinity for the sea, and the mer-folk will usually befriend him, even if they don't know of his parentage. Many sailors claim to be half merman. Most of them are lying.

It is said that Humans and Orcs can breed with Giants. Such hybrids are very rare.

Goblins and Hobgoblins can interbreed; the offspring are loved by neither race. They usually have manlike strength and Goblin intelligence, and are solitary and furtive.

It is not known whether Prootwaddles can breed with any other race. No one has admitted trying it.

Reptile Men, Centaurs, and Gargoyles cannot interbreed with other races.

Orc/Human and Human/Elf hybrids are relatively common, and are the only types likely to be at all fertile themselves. They may be met in any populous place.

Other half-breeds are rare. They tend to live either by themselves or in such populous places that their uniqueness is not noticed. Their natures tend toward extremes; they may be very bad or very good people.

Intelligent Monsters

These races are classified as “monsters” simply because they do not make good characters for *players* to become . . . at least, not in a party with human or humanoid characters. An Octopus or a Troll would be a good fighter – but would you want one behind you? A Dragon might very well go in search of gold – but he would want to give all the orders and keep all the treasure! And a Neanderthal, Sasquatch, or Yeti would be loath to travel with humans.

Therefore, these creatures are best used by the GM to populate his world. Since they are intelligent, a party can threaten them, bribe them, negotiate with them, and generally interact in more complicated ways. It is even possible that an intelligent monster might join a party. However, the GM should still retain some control over its actions.

Basilisks

A typical Basilisk looks like a fat, ugly lizard about a yard long. It has ST 10, DX 8, IQ 8, and MA 12. Its bite does only 1 die damage, but its danger lies not in its bite, but in its psychic abilities. Each turn that a Basilisk stands still or moves only 1 hex, it may attempt to “freeze” any one being within its line of sight, and not over 5 MH away. This ability works like a Freeze spell, but with no ST cost. It succeeds unless the victim makes a 4-die saving roll vs. his IQ. If he fails, he is frozen, and will remain so until the basilisk releases him or is killed, or a Remove Thrown Spells is placed on him.

Basilisks are inherently obnoxious. In nature they use their abilities to capture prey. Being intelligent, though, they will sometimes ally with other beings. A basilisk does not object to power and wealth, but its main desire is comfort and seven square meals a day.

Demons

Not much is known about demons, except possibly by the highest circles of the Sorcerer’s Guild. A Greater Demon is a large (10 feet tall), often hideous, and tremendously powerful being from another plane. They can be summoned for a short time and (if the summoner is powerful and lucky) constrained to do a service, after which they depart. See *Wishes*, p. 143.

When a demon is involved in combat, treat it as a Giant with a ST of 100, a DX of 14, and an IQ of 11. It can use any weapon; its bare hands do 4 dice damage, and its skin stops 4 hits/attack. Its MA is unimportant, because it can teleport any distance once per turn.

This would make it seem that an illusion of a demon would be an excellent one to use. There are, however, two drawbacks. The first is that few people will believe a demon illusion, knowing how unlikely it is. The second, and more important, is that the casting of a demon illusion may call up a *real* demon – who will remain for 12 turns, doing everything in his power to murder or inconvenience the caster of the illusion and his friends. (The GM rolls one die; on a 6, a demon appears.)

A demon cannot enter or leave a pentagram, or attack across the border of a pentagram.

Demons will not use magic on behalf of a human, nor will they allow anyone (even one who summoned them) to cast a spell on them without attacking – or, if they cannot attack, vanishing.

Lesser Demons: A Lesser Demon is smaller and weaker than the Greater Demon, but otherwise similar. It is a 1-hex creature with ST 50, DX 13, IQ 9, and infinite MA because of its ability to teleport. It does 2 dice damage bare-handed. It can use any weapon, and its skin stops 3 hits/attack. Like a greater demon, it will not suffer magic to be used on it. There is a 1 in 6 chance that an illusion of a lesser demon will bring an angry real one.

Dragons

Enormous, powerful, intelligent . . . a dragon is a formidable foe and a useful ally. Dragons are winged reptiles; their ST, DX, and IQ are all high. They are never wizards, though they may use magic items. They are found alone or in small family groups.

Some dragons are “good” and some are “evil” – but all are highly egotistical. The only way to deal with a dragon is through polite flattery. All dragons lust after gold, though some are more scrupulous about collecting it than others. The basic difference between “good” and “evil” dragons is that good ones have a sense of honor that extends to humans – that is, they care what humans think about them.

A dragon may run away if defeated, but will often fight to the death instead, and will *never* surrender. A dragon cannot be enslaved and will not act as a servant or a beast of burden. To a dragon, most men are beneath notice – except possibly as food. Powerful humans can be dealt with, and a dragon may consider a great hero or powerful wizard to be his equal. A dragon may be willing to bear a human on his back – but only if the dragon feels that carrying that human increases his own status. (Dragons, among themselves, are very status-conscious; age, the doing of great deeds, and the amassing of a hoard all count. Dragons also fight among themselves, for treasure, spite, or love of battle, just as men do.)

Dragons’ dung is a chief source of sulfur (used in gunpowder). Dragons know very well that gunpowder endangers them, and will not cooperate by selling their end product – not even for gold! However, a few small piles of sufficiently fresh fewmets (a pound or two per pile) may be found by those with sufficient temerity to investigate the area near a dragon’s lair. Only fresh dung (2-3 days old) will do.

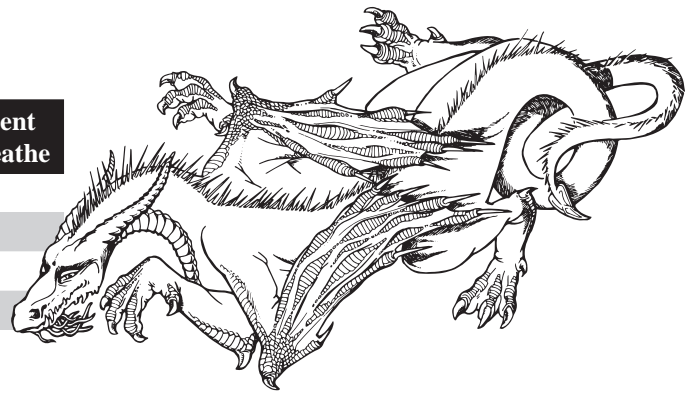
Dragons can fight three ways. They can make *two* physical attacks each turn, against the same or different targets, when they pick an attack option. They can (1) strike with a claw, and (2) breathe fire. The claw strike is made at the dragon’s adjDX, against any figure in one of the dragon’s front hexes; fire breath may be directed against any hex, and is treated as a thrown weapon originating from the dragon’s head. The dragon may use both these attack methods each turn without DX penalty.

A dragon can *also* lash with its tail. It can do this every turn that it is on the ground, no matter what option it picks. When the dragon’s turn comes to act, it gets one roll (at its adjDX) to hit *each* one-hex figure in one of its rear hexes. Any figure hit must then make its saving roll (3 dice on DX) to avoid being knocked down. No damage is done.

Dragons can fly. The speeds given here do not reflect the dragon’s full cross-country flying speed. The first number given under MA is the dragon’s ground MA; the second is his flying MA in combat. A dragon flying cross-country is at least four times as fast as a horse.

Dragons come in different sizes. Some examples:

Size Dragon	MA	ST	DX	IQ	Armor	Claw DMG	Breath DMG	ST Spent to Breathe
1-hex	6/10	12	12	10	1 hit	1d-1	1d-1	1 ST
2-hex	6/12	16	12	12	2 hits	1 die	1 die	1 ST
4-hex	6/16	30	13	16	3 hits	2d-2	2 dice	3 ST
7-hex	8/20	60	14	20	5 hits	2 dice	3 dice	5 ST
14-hex	8/24	100	14	24	6 hits	2d+2	4 dice	5 ST



Ghouls

These loathsome creatures feast obscenely on the dead – and not just the freshly dead. ST between 10 and 20, DX 11 or less, IQ 8, MA 10. They sometimes use weapons, but enjoy killing with their hands when possible. They hate and fear light, but react to it with anger rather than terror. They are usually found in groups. Their other habits are too disgusting to describe.

Hydras

The Hydra is a reptilian monstrosity. A typical Hydra has four to seven heads, some or all of which may have poison fangs. The story that a Hydra grows two heads to replace each one cut off is only a traveler's tale – but the Hydra is dangerous enough anyhow. Fortunately, they are very rare.

A “small” Hydra might have ST 30, DX 12, and IQ 8. It crawls with a MA of 8. Each head can bite for 1d+1 damage – more if the heads are venomous. It may be represented by a 4-hex Dragon counter.

A larger Hydra may be represented by a 7-hex Dragon counter. It might have ST 60, DX 13, and IQ 10, and MA 8 – a fearsome menace. Each of its seven heads would do 1d+3 dice damage, plus poison, if any.

Each of a Hydra's heads may attack a different figure each turn – or attempt to disbelieve one illusion. Since a Hydra has a brain in each head, each head may attempt to disbelieve separately.

Long Lankin

This striding horror is only found singly. It favors dark, wet places . . . caverns, swamps, and moors. It moves silently, although it is half again as tall as a human, and climbs with great speed and skill.

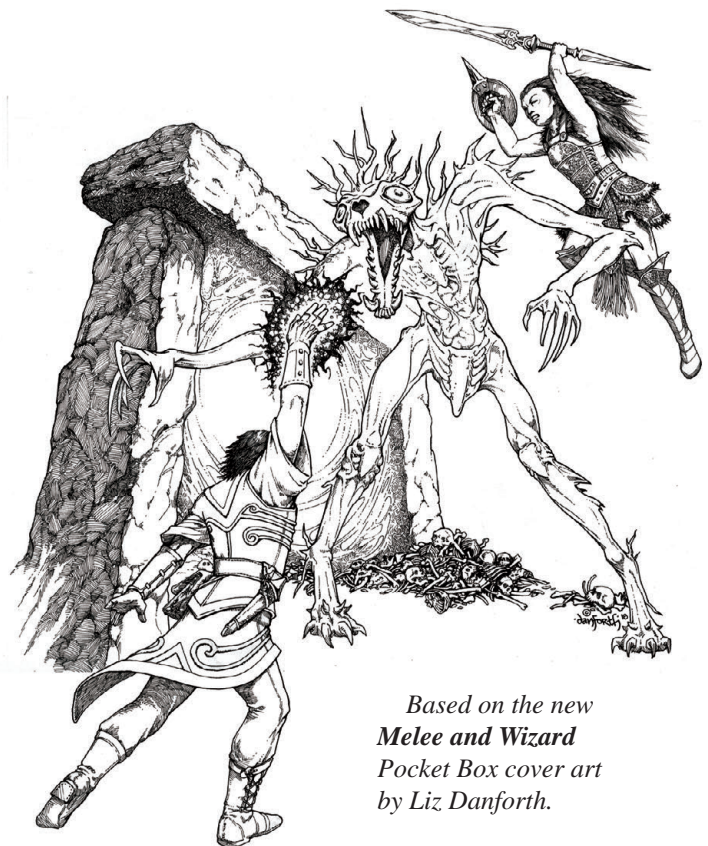
Long Lankin has ST 16, DX 14, IQ 9, and MA 12. Its ripping claws do 1d+3 damage. The horrible jaws are not used to attack, but they will crack open a victim's ribcage very quickly. Its horny skin and plated scutes stop 2 hits from any attack. As mages have learned to their sorrow, Long Lankin does not perceive illusions at all, can see perfectly in darkness, and can see invisible things and creatures.

Its lair will be marked by scattered bones, growing thicker as one approaches. Long Lankin eats its victims, feasting first on the eyes and organs, and later on the decaying flesh. If it slays multiple victims, it will cache some of them high in trees for later.

It fears flame; the fire does no special damage to it, but Long Lankin might retreat from a torch even in the hands of a child. But it would follow . . . and woe if the torch should go out.

Nothing is known of its origins or how it might breed. It is said that a mage cast Possession on Long Lankin, and immediately went mad.

This creature is too rare and dangerous for mages to have found any use for it, but any local ruler troubled by Long Lankin would be overjoyed to pay a generous bounty for its hideous head.



Based on the new *Melee and Wizard* Pocket Box cover art by Liz Danforth.

Neanderthals

Primitive men – strong, surly, and not very bright. Neanderthals live in small villages, avoiding strangers, and have little of value, but they will fight if attacked.

A typical Neanderthal has ST 16, DX 10, and IQ 7. They use no weapons except clubs, spears, and longbows, but they fight bravely with these when they have to. Neanderthals use no magic.

Octopus

This creature looks much like the ordinary Earth octopus – but with some dangerous differences.

Its ST will be about 20; DX 15, IQ 10, MA 8. Its leathery skin stops 2 hits.

The Octopus lives underwater or in swampy places, but can and will come on land. It walks upright on 4 or 5 of its 8 legs, standing over 6 feet tall. It can use 3 arms at once for weapons, with *no* DX penalty; thus, an octopus could fight with 3 swords at once, or a two-handed sword and shield, or even a crossbow and shield. It cannot use more than 3 arms for weapons, and *can* attack different enemies with different weapons on the same turn. However, if it uses magic, it follows exactly the same rules as a human wizard.

An octopus will not use daggers in HTH, for fear of hurting itself. It does 1d-2 die damage (with each of 3 arms, rolling separately for each) in weaponless combat, either regular or HTH.

Because of an octopus' wide-set eyes and multiple arms, its side hexes count as front hexes, and its rear hex counts as a side hex. You can't get "behind" it.

Also, since it fights with 3 arms at once, it can combine combat options. For instance, it can defend with one weapon, making itself harder to hit, while using others to attack with (though it can only defend with 1 at a time). Also, if it has another weapon to defend with, it does *not* have to drop a missile weapon when engaged; it can reload and re-use the missile weapon *if* it uses the other weapon to go on the defensive while reloading. GMs: Keep in mind that it has (effectively) 3 arms to fight with when making decisions about an Octopus.

The best way to fight an Octopus is to outnumber it by at least 3 to 1.

Octopi are greedy, dishonest, and cowardly. They like treasure and human flesh, and will attack to get either. They do *not* enjoy danger, and will retreat when the going gets tough. They prefer ambushes and sneak attacks. They are not common; rarely will you find more than one or two in any place near human habitations.



Ogres

The Ogres were the forebears of the Giants. For all practical purposes, an Ogre is a very stupid, very vicious giant, with a taste for meat. Any kind. Ogres have the same characteristics as Giants, except that their IQ is never over 6. They fight only with giant-sized clubs, and wear little or no armor.

Ogres are usually found alone, but a very unlucky wanderer may encounter a small group of them. Ogres will attack anyone they think they can kill; they will eat their victims and keep anything of obvious value. A Giant can sometimes face down Ogres; almost anything else will have to fight or run when Ogres attack.

Sasquatch

The Sasquatch, or Bigfoot, is a large, shy, hairy humanoid. They live alone or in small groups in caves or forests. A typical Sasquatch has ST 18, DX 14, IQ 10; MA 12, and the following talents: Acute Hearing, Silent Movement, Naturalist, Tracking, and Tactics. Their fur stops 2 hits; they fight bare-handed or with clubs. They have nothing of value and wish only to be let alone, though they may be curious about strangers and follow them to see what they're up to. If molested, they will conduct guerrilla warfare on their foes, often in a very nasty fashion.

The Yeti is like the Sasquatch – but bigger, fond of cold country, and possessed of a definite mean streak. Don't mess with the Yeti.

Shadowights

These creatures look like "solid shadow," if such a thing can be imagined. Bright light is fatal to them. A Shadowight treats a pitch-black or shadow hex as though it were light, a brightly-lit hex like darkness, and a torch-lit hex like the dim light it is. They inhabit dim tunnels and other underground places.

A typical Shadowight has ST 5, DX 8, and IQ 8, with 5 more points allotted freely; their MA is 10. They fight like men, and use human-style weapons. Flaming weapons, fireballs, and lightning do double damage, and a Dazzle affects them twice as long. Some are wizards, specializing in spells of shadow and darkness. They may have shadow-producing magic items which cannot be used by any but their own kind.

Trolls

A troll is a large, ugly, greenish, misshapen humanoid. Its ST will be at least 30 – maybe *twice* that. A troll has DX 10 or 11, MA 8, IQ 8. It never uses armor or weapons, but strikes with its hands for 2 dice damage (either regular or HTH). Any damage done to a troll by a torch or flaming weapon is permanent. All other physical hits are regenerated; a troll heals at 1 hit per *turn*. The only way to kill a troll permanently is to burn its body right after it dies. Otherwise, within a few turns, it will have gathered some strength and will attack again. Trolls do not *flee* fire; they attack its users.

A troll may have treasure taken from those it has ambushed and murdered.

Trolls have their own language, but speaking it does not improve their reaction to intruders in their territory.

Trolls occur singly or (rarely) in pairs – but if you find one, it is well to look out for others nearby.

Werewolves and Vampires

These creatures are not species; they are sufferers from two closely related diseases. Vampirism and lycanthropy (werewolf disease) are both caused by microorganisms. They have many things in common, including:

Anyone bitten by a vampire or werewolf has a chance of catching the disease. If they fail a 3-die saving roll against ST, they will get it in about a week. Vampires are immune to the werewolf germ, and vice versa. The conditions can be cured only by a Cleansing spell or by a wish. Only humanoids can catch these diseases.

Any known or suspected vampire or werewolf gets a -3 on all reaction rolls, unless the person making the reaction is very evil or very, very good and compassionate.

Vampires and werewolves heal 1 hit of *physical* damage every other turn, unless the wound was made by a silver weapon. If a vampire isn't staked through the heart when killed, it has a 4-die saving roll (vs. his original ST) to rise again the next day. It *does* lose 5 attribute points for dying.

There are certain signs which distinguish vampires and werewolves. On *first* meeting one, a Scholar gets a 4-die roll against IQ to know it for what it is.

Vampires need to drink blood. A vampire loses 3 ST for every day past the seventh that it does not drink the equivalent of a quart of blood from a humanoid creature. A vampire's victim loses 4 ST for each quart of blood taken. A human-sized vampire can drink 2 quart a day, given the chance.

Vampires have the ability to levitate – like an automatically successful Flight spell with no ST cost.

When a character becomes a vampire, ST is increased by 6; this extra ST is lost again if the vampire is cured.

It is widely believed that vampires are repelled by garlic and holy objects. If a vampire has an IQ under 14, such things will act on it like an Avert spell. A vampire with IQ 14 or better will not believe these superstitions, and will not be affected by them.

Daylight is not fatal to vampires – but they don't like it. A vampire has -4 DX by daylight, and cannot fly at all by daylight.

Werewolves occasionally change into a hairy, bestial form. (Reptile Men become dinosaurian.) Their ST doubles when in were-form, their DX is -3, and their IQ is halved or reduced to 6 (whichever is greater). A werewolf will go into were-form once every four weeks, quite involuntarily. This lasts a full day. If, *in the GM's opinion*, the werewolf is a "good" person, he/she will be able to control his/her bestial desires. An evil or indifferent person *must* attempt to commit at least one murder, for sheer bloodlust. The GM must give experience points for properly fiendish behavior while in were-form.

A werewolf may make a voluntary attempt to enter the were-state. This requires a 3-die roll on IQ; the werewolf may try every turn until he succeeds. Getting out of the were-state and back to normal also requires a 3-die roll on IQ – and the bestial IQ is used. A werewolf who voluntarily entered bestial form may attack his own friends if there are no enemies left to fight; make a reaction roll every 6 turns, and on a 1 he attacks. A werewolf has the special healing ability only while in were-state.

Wraiths

Wraiths are naturally insubstantial beings. (For an explanation of "insubstantiality," see the spell, p. 31.)

Other than that, they have normal human attributes, though their MA is limited to 1 because of their insubstantiality. Some wraiths are wizards; these are the only ones that can harm you.

A Wraith may make a useful ally, if you can find something it wants.

Wyverns

It is possible that Wyverns are distantly related to dragons; certainly, there are similarities. A wyvern is best described as a small (6 to 10 feet) dragon that goes upright on two legs; its forelimbs are small and ineffective. In combat, treat the average wyvern like a 2-hex dragon; that is, MA 6 on the ground, 12 in the air, with ST 16, DX 12, and IQ 12, and with armor stopping 2 hits/attack. A wyvern does *not* strike with its claws, topple foes by lashing its tail, or breathe fire. Its weapons are its bite (doing 1 die damage) and the venomous sting in its tail. The bite can reach any figure in one of its front hexes; the sting can reach any figure in a side or rear hex. If the wyvern attacks both ways, both attacks are at -4 DX. The sting is sharp and powerful, and does 1 die damage when it hits. If this damage is enough to penetrate armor, then the poison takes effect. The victim must make a saving roll of 4 dice against ST; if he fails the saving roll, he takes another 2 dice damage from the poison. A wyvern has the same front/side/rear hexes as a 2-hex dragon.

Wyverns do not use magic spells, but often own magical items and *can* use them; indeed, wyverns lust after magical treasures as Dragons do for gold. Dragons consider wyverns to be sub-dragonish, but worthy of notice; thus, they will often fight, but equally often a wyvern may be found in the service of a dragon.

Ghosts, Wights, and Revenants

A ghost is what you get when a person (or other being) is dead but not gone. A ghost is most likely to appear because someone was killed while in the grip of some emotion so strong that they simply *refused* to leave this life. Revenge is a common motive, but ghosts have been created through love, lust, and even greed.

An ordinary ghost cannot be harmed in any way; neither can it harm anyone except through fright. If a ghost tries to scare someone, the victim must make a 4-die saving roll on IQ if they weren't expecting the ghost, and a 3-die roll if they were. Failure to make the roll means they flee in mindless terror, and will refuse to try again for a week (at least). Success means that *that* ghost can never frighten that person.

A ghost can give information (true or false); it can warn of the approach of intruders, or try its scare-ability at a strategic moment. It is therefore fortunate that ghosts can be bargained with. Every ghost, by definition, wants something. Satisfaction of that desire is the one thing that can give a ghost rest. Some desires, of course, can never be fully satisfied – but some, like revenge, can. Some religions hold that “laying” a ghost in this way is a meritorious act, and the ghost will of course be grateful.

Most ghosts are tied to a fairly limited place; some are tied to an object instead. Cheating a ghost will bring it to haunt *you*, following you around until it is satisfied. Ghosts prefer nighttime, but may sometimes appear in daylight.

A ghost can *sometimes* be brought back to life by a Wish. Make a 3-die roll vs. the wisher's IQ to see if it works. The person thus returned to life will have a one-track mind until his/her ghostly desire is satisfied.

A ghost looks like the living person, but often translucent or transparent, and sometimes bearing the mark of his death wounds. It has the IQ and MA of the living creature; ST and DX are unimportant.

Wights

A wight is a ghost – but with a difference. A wight *can* harm living beings, and can, itself, be harmed.

A wight is created when a proud and combative person is killed before completing some very important mission. Many wights come about as the result of oaths or Geases. The man dies, but *something* – specifically, a bloodthirsty ghost – remains, trying to finish a set task or serve a certain master.

Because a wight has such a one-track mind, it cannot be reasoned with except in a very limited fashion. If you tell a wight something useful to it – e.g., where its foes are hiding – it will act on the information, but it will not thank you or give you anything in return. A wight cannot be returned to life.

A wight cannot be affected except by missile spells or magic weapons; nothing else works. It has Mage Sight (at no ST cost) and the ability to use a Drain Strength spell. It appears to be a living person, but with a deathly pallor. It carries the weapon it used in life (or, if it was a mage, it carries its staff). It has no other magical abilities, even if it knew spells in life. It makes only normal physical attacks, but often tries to take prisoners so that it can drain them (usually killing them afterwards). Any hit on a Wight counts as “fatigue” damage, so its Drain ST spell can cure *all* its injuries. Normally, Wights “heal” their damage at 1 ST/day.

Most wights stay in a set place, often guarding something. A wight can travel if it must (for instance, to get to the thing it must guard, or the person it must slay, deliver a message to, etc.)

A wight has the ST, DX, MA and IQ that it had in life. When its ST is reduced to zero (by missile spells or magical weapons; nothing else, including illusions, can harm it), then it dies – permanently. Completion of its mission will also put it to rest.

The typical wight is a bloodthirsty ghost indeed – slaying, drinking the lives of its victims, then vanishing into darkness to slay again. Most wights are evil – but not all! The hero Besoin, bodyguard to Frea IV of Ostheim, returned as a Wight after the Yevsuggi sack of Ostheimgard and avenged his slain lord by killing all the nine Orc brothers who led the Yevsuggi.



Night-Gaunts

A night-gaunt is a lesser sort of wight. Like a true wight, it can harm living beings, and can be harmed itself. However, night-gaunts are usually less dangerous. They are vulnerable to ordinary weapons and use no magic. Their motivation is not revenge or the fulfillment of an oath, but simple evil.

A night-gaunt will first appear to be a regular ghost. In this form, it is harmless. In order to attack, it must take solid form. This takes six turns, during which the night-gaunt may move and speak normally, but will seem to flow and shimmer. At the end of the third turn, the night-gaunt will have progressed from ghostly (invulnerable) status to insubstantiality (like a wraith). At this point, it can be affected by Thrown spells – and, though insubstantial, will still have its normal MA. At the end of the sixth turn, it will have assumed a fully solid body and can attack and be attacked like any other creature.

Night-gaunts make physical attacks only. A few use weapons; many simply attack HTH, tearing their foes asunder.

A night-gaunt has all the attributes it possessed while in living form, except IQ. While it is ghostly, it retains full intelligence. Upon leaving the ghostly state, it becomes a mindless (IQ 1) instrument of destruction, immune to Control spells and the like. Its physical form may be human, beastly, or absolutely monstrous.

Sometimes a very strong night-gaunt is found. Mages theorize that such a creature has fed on the life-force of many victims, growing stronger each time. If a GM wishes to have such a terror about, he may allow its ST to go up one for every five humanoid characters it slays.

A badly wounded (or satiated) night-gaunt will return to ghostly form. When it does so, it begins to shimmer again. At the end of the third turn, it leaves the physical state and becomes insubstantial. At the end of the sixth turn, it is once more ghostly. As a ghost, it regains one ST/day.

Revenants

Revenant means “returned one” – it is another word for ghost. In this game, the term will be used for a character – either a player-character or one of the GM’s – that reappears as a ghost or wight.

If a character dies under conditions favorable for the creation of a ghost, the GM may allow him/her to return as a revenant. A lord slain in his castle may hang around the battlements hoping for a chance to get back at his killers . . . a miser who starved with his hoard may haunt his greatest treasure after it is found . . . and so on.

However, this is a game for the living, and not the dead. To keep your campaign from being dominated by ghosts, follow these guidelines:

- (1) Revenants should not be too powerful. Revenant wights and night-gaunts, especially, should not be too strong, and should be limited to one place.
- (2) All revenants – even those of player-characters – are controlled by the GM.
- (3) Don’t have too many revenants around. One or two make an interesting bit of “folklore.” A dozen at a time mean somebody is in a rut.
- (4) Don’t allow revenants to be returned to life.

Mnoren

Technically, the Mnoren – the builders and one-time rulers of Cidri – are (were?) human, with one slight difference – the power to travel between alternate worlds. This power made them masters wherever they went.

The Mnoren seem to be gone from Cidri. If some are still around, they are in hiding – whether living in splendid isolation, or traveling incognito to enjoy their world without the responsibilities of power, none can say. They are mentioned in this section not because they make good characters – but because they do *not*. The reason:

The power and experience of a Mnoren make him effectively immortal. If a Mnoren is attacked, you may be sure that he will have been aware of hostile intentions as soon as they were formed – and he will certainly have magical, physical, and technological defenses. Furthermore, he will use them in a way that will not reveal his true identity. If you and your friends set upon a lone traveler at dusk, and you all wake up in a ditch the next morning, that traveler might have been a Mnoren – or just a powerful wizard or a master of martial arts. You’ll never know, so it doesn’t matter.

Therefore, Mnoren are not really suitable as characters for players or (except possibly in special circumstances) for GMs. Their abilities are great, their powers effectively unlimited. This makes them the next thing to gods, and having active gods around tends to cramp the style of lesser beings. Fortunately for adventurers, despots, mages, and most of the rest of us, the Mnoren (if they still live at all) are non-participating observers, and the wise GM will keep them that way.

Gods and Demi-Gods

A god is a tremendously powerful creature, having various supernatural abilities. Active play of gods (or even demi-gods) is to be discouraged for the same reason that Mnoren don’t make good characters. With a god around, what can poor mortals do?

It is a fact that there are thousands of religions on Cidri (see *Religion*). Many of them claim to have actual, miracle-working gods. However, if you go walking down the streets of your city, you will rarely see anything that can’t be explained by common, everyday sorcery.

GMs who feel that they must introduce gods should tread very carefully.

Apotheosis

Apotheosis is the process of becoming a god. Throughout history (on Cidri, and on every Earth known) there occur occasional reports of heroes who have returned after their deaths to lead their people to victory or perform other similarly unlikely feats.

There are many suggestions as to how and why this occurs. The most logical seems to involve a process of “mass belief.” Who knows?

In game terms, this means that a GM might occasionally choose to let a deceased player-character hero-type return as a GM character – with doubled ST, and increased DX and IQ – as a supernatural righter of wrongs and defender of the weak, appearing only when a *deus ex machina* is required. GMs favoring an entirely “rational” world will want to avoid this entirely, and *nobody* should overdo it. Again: an overabundance of gods makes your human characters meaningless.

Magical Creatures

Some sorts of magical creatures and creations may be found wandering long after their masters have passed on. Some examples:

Apep

Apep is a magical creature, reptilian in nature; it was known to the Egyptians. Not more than one or two are likely to be found in a given area.

Apep looks like an enormous snake, 6 hexes long and one hex wide, with the head of a crocodile. It lives in total darkness; its six hexes, plus one hex in every direction, are in shadow. Only those with Mage Sight will ever see Apep alive.

Apep is a deadly foe. All you are likely to see is a wall of shadow moving toward you down a tunnel, but inside is a ravenous creature with ST 40, DX 11, and IQ 8. Its scales stop 3 hits per attack, and it is *very* hard to hit; -3 DX for its snaky elusiveness, and -4 for being in darkness, make it -7 for a normal person to strike at Apep! Its MA is 6. Its bite does 2 dice damage.

Apep will not communicate nor deal with travelers. It is merely hungry.

Bloody Rider

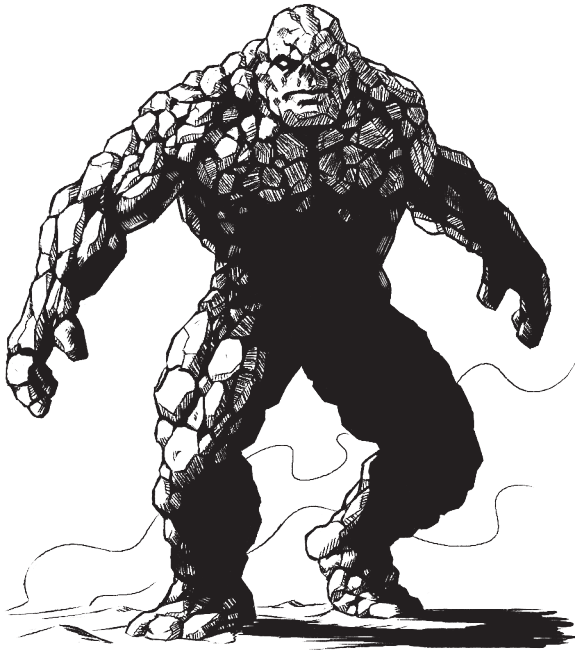
This creature definitely exists, but is not well known. It is most often seen after someone dies, when it eats its way out of the torso and tries to flow away from the light and toward a hiding place. Often they don't even come out till dark.

A rider is dark red, the color of liver, and is usually dripping with the blood of its former host. It is the size of a fist or perhaps two fists.

There are reports of their attacking three ways. Take these with a grain of salt . . . people see strange things after battles.

- A rider might eat its way out of a corpse and then flow into a living but unconscious person nearby through nose, mouth, or an open wound.
- Several riders might flow together under a body or into another dark place, and then attack a person – treat as a single Green Slime.
- Creepiest of all, some report that a rider molded itself into a miniature human or animal shape before running away.

It is not known what effect a Bloody Rider has on a host, or how they normally spread. Further study is needed!



Elementals

Elementals are the personifications, or spirits, of the elements. There are four basic types of elemental: earth, air, fire, and water. Some of these can appear in more than one form. Being themselves magical, elementals are fully affected by magic. Illusions *cannot* harm them, though. An elemental cannot disbelieve an illusion. It may attack and destroy an illusion in the normal fashion (and can, of course, be distracted by it), but the illusion's attacks will go through the elemental harmlessly. Weapons affect different elementals in different ways – see below.

Wizards can create, destroy, and (sometimes) control elementals. An elemental which escapes control will seek out a place to its liking and stay there; they are potentially immortal. An elemental grows too slowly to notice, and does not weaken unless injured.

An elemental must be created in a place appropriate to its nature, and will seek out such a place to live if it is free. A fire elemental will inhabit a volcano, natural-gas flare, or other truly great conflagration; some castles have fireplaces where the fire has not gone out for generations, and salamanders favor these. A water elemental will live in or near running water or a deep lake. Air elementals normally live high in the atmosphere, though they may come to earth during a storm and stay a while, or find a canyon or mountain peak where the wind blows fiercely. Earth elementals live deep underground or in the dark forests.

When an elemental is hurt or weakened, it will seek to return to such a place. If it can do so, it will regain one ST point each turn.

All elementals are capricious. They do not like being commanded, but (except for fire elementals) are not likely to endanger those who try to master them and fail. If angered, an elemental will attack, but will usually be content with frightening you and driving you away. An injured elemental will not return after escaping from you unless its reaction to you was *very* bad. Likewise, an elemental may aid someone who pleases it.

It may occur to you that it would be clever to use an illusion of an elemental. You can – but there are problems. In the first place, an illusion represents an “average” member of its type – so your illusion cannot have a ST over 14. Secondly, an illusion cannot divide itself – so your phantasmal fire elemental won't be able to throw fireballs, leave fire hexes behind, or really burn anything. And thirdly, all kinds of weapons have full effect against all illusory elementals (with fire doing double damage to watery illusions, and vice versa.) This third fact is totally contrary to the known laws of illusion, and has puzzled mages for centuries.

Earth

Earth elementals are sometimes called gnomes, although this name is also applied to certain dwarves. In form, an earth elemental appears to be a (usually) human figure molded from earth, rock, or metal. An earth elemental can be created anywhere there is rich, uncontaminated soil; rock elementals must be created deep in caverns or high on mountaintops from virgin stone, and metallic earth elementals can only be created very deep underground, from veins of ore untouched by miners.

An earth elemental has DX 11, IQ 8, and the ST its maker gives it; its MA is 8. It fights by striking with its hands or squeezing you to death. A regular earth elemental strikes for 2 dice damage (2d+2 HTH); its body stops 3 hits/attack. A stony earth elemental strikes for 2d+2 damage (3d-1 HTH); its body stops 4 hits/attack. A metallic one strikes for 3 dice damage (3d+2 HTH) and stops 5 hits/attack.

Earth elementals are fully affected by all forms of magic and all weapons. However, fire does not harm them. A Magic Rainstorm will melt a regular earth elemental at the rate of 1 die damage per turn, but will not affect other kinds. Very strong running water will also melt an ordinary earth elemental, and an Open Tunnel spell, which makes rock vanish, will eliminate any gnome entirely.

Air

A sylph of the air is the least dangerous of the elementals. They are rarely found; should one be hostile, it will be no more than a nuisance (blowing sand and small objects in your face, etc.) unless its ST is 30 or greater. One this strong can knock you down (3-die saving roll against ST). If the elemental has ST 40, your saving roll is 4 dice – and so on. An air elemental with a strength of 60 or better will appear as a whirlwind that will lift anyone missing their saving roll and dash them to their deaths. (You may also try a 4-die vs. DX roll if there is something nearby to grab.) Fortunately, such giants are rare. A sylph has DX 12, IQ 8, MA 20, and the ST its maker gave it.

Sylphs are totally unaffected by any physical weapon, fire, or lightning. Other spells affect them.



Fire

The fire elemental, or salamander, is the showiest, most fickle, and most dangerous kind. A fire elemental has DX 13, IQ 8, MA 10, and the ST its creator gave it. Its special abilities are: (1) it can throw fireballs just like a wizard with the Fireball spell, at a cost of 1 ST for each 1d-1 die damage done; (2) by spending 3 of its movement points in a single hex, it can turn that hex into a “fire hex” which burns for 12 turns, as per the Fire spell. Thus, a salamander can create up to 3 fire hexes per turn. A Salamander does 1 die of damage by striking with its burning hands, or 1d+2 in HTH combat.

Ordinary weapons do not affect this creature of living fire; enchanted ones do only half damage (round down). Each quart of water or other non-flammable liquid thrown on a salamander does 1 die of damage; a Magic Rainstorm does 4 dice of damage per turn. Fire and lightning attacks have no effect. Any attack by a water elemental does double damage. A wounded salamander can only regain ST in a volcano or a very large, hot fire.

Water

The water elemental, or undine, is found only in wet places. It may appear as water, steam, or ice; it can change from one form to another, but requires 5 minutes to do so, and cannot fight during that time.

In its watery form, an undine appears as a creature (often a beautiful maiden) sculpted of pure water. In this form, it will only attack individuals in the water; it does this by flowing over them and/or pulling them down. An individual attacked by an Undine may drown in a foot of water. Each turn the Undine attacks you, you must make a saving roll vs. DX as though you had just fallen into deep water: 4 dice for a normal figure, 2 dice if you have the Swimming talent, no roll needed for a Diver. Failing the saving roll means 1 die of damage from water inhalation.

As a creature of live steam, the Undine attacks HTH (only), doing 1 die of damage. Armor protects only for the first turn. As a creature of ice, the Undine strikes with its hands, doing 1d+2 damage.

Only in icy form is the Undine affected by non-magical weapons; magic weapons do only half damage to water and steam undines. Fire and lightning do double damage.

An Undine regains 4 dice of ST per turn if it enters a Magic Rainstorm; otherwise, it must regain ST by finding quick-running water or a deep lake to enter.

It has DX 12, IQ 8, MA 10, and the ST its maker gives it. In water its MA is 16, whatever its form.

Head Flies

Of all the creations of all the mad mages who ever were, the Head Fly is probably the most pointless and disturbing.

A Head Fly is a normal-sized green-bodied fly with all the habits and abilities of a standard housefly. It has one added trick . . .

When a Head Fly is sitting still, it will often cast an Image about itself: a severed, well-aged humanoid head, eyes glazed and tongue lolling. Every Head Fly’s head is different. If an area is infested with Head Flies, it will look as though a maniac has been at work!

When the fly moves, the image vanishes.

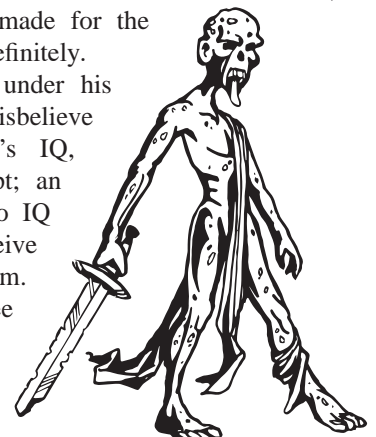
Living or dead Head Flies can be useful in image and illusion magic, but most civilized places consider it a gross public nuisance to breed them.

Zombies

Zombies are undead creatures animated by powerful wizards as guards and servants. A new Zombie may appear to be a rotting corpse, but one that has been around for a while will be no more than a skeleton held together by a few strands of dry tendon. If a Zombie is encountered, it probably means that its master is somewhere near (or was just slain), since Zombies lose 1 ST per day unless re-enchanted. However, a Zombie wearing a ring made for the purpose will stay “alive” indefinitely.

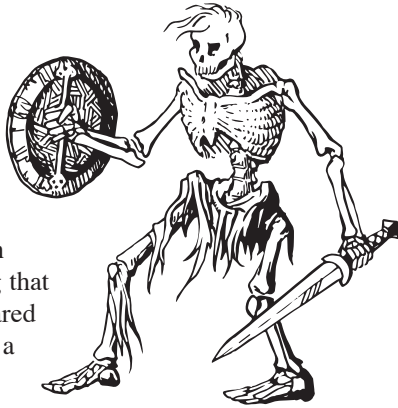
A Zombie who is still under his master’s control will disbelieve illusions with his master’s IQ, should he make an attempt; an uncontrolled Zombie has no IQ at all, and will not perceive illusions or be affected by them.

For more on Zombies, see the information under the Zombie spell.



Skeletons

A skeletal warrior is a type of Zombie. A Skeleton may be created by use of a Zombie spell on an intact skeleton. A Zombie which has been kept “alive” for so long that all its flesh has disappeared will eventually become a Skeleton. This usually takes several years.



Skeletons are treated just like Zombies. However, they are immune to arrows, which tend to pass right through them without doing damage. Other weapons, and magic, affect them normally.

Skeletons are also somewhat fragile. Any single hit of 8 points damage or more will totally shatter and destroy a skeleton, regardless of the ST it had remaining.

Skeletons often carry shields. Occasionally they wear clothing or armor, but their masters usually find it more convenient to leave them in their naked bones, the better to horrify those they meet.

Riding Animals

The “going price” of a ground-type riding animal is determined by the following formula: Add (strength × 10) to (DX squared) and (MA times 3). Multiply the total by 1 for a creature of IQ 5, by 3 for a creature of IQ 6, and by 10 for a creature of IQ 7 (though such are practically unknown!). This gives the price for an unbroken animal. A fully broken/trained one will go for that price, plus the cost of training it – see *Trained Animals*. It takes six months to fully break a riding animal, or a year if it’s a flier.

If the creature is capable of *flight*, use its aerial MA in the above formula – and *double* the result to get the final price.

A rare and unique beast of any variety will bring a premium.

Horses

Horses are the most popular riding beasts on Cidri; they are tractable, trainable, fertile, and (though not overly smart) fond of men. If you look long enough, you can find almost any kind of horse you want. In general, horses can be classified according to the following scheme. To determine what “type” a newly encountered horse is, compare its ST, DX, and MA with the classifications below and pick the closest one. The “kick” damage it does will follow from that.

Nag. ST 14-18, DX 11, IQ 5, MA 20, kicks for 1 die damage. This is your everyday common horse – not necessarily unhealthy, just without breeding.

Riding horse. ST 22-24, DX 12, IQ 5, MA 24, 1d+1 die damage. A “good” horse of some breeding – taller and better-looking than a nag.

Light horse. ST 20-22, DX 13, IQ 5, MA 30, 1 die damage. A “mustang” or “pony” type beast – not large, but nimble.

Draft horse. ST 26-38, DX 12, IQ 5, MA 22, kicks for 1d+3 damage. A Clydesdale or Percheron type farm or cart horse, powerful and massive.

Warhorse. ST 24-36, DX 13, IQ 6, MA 24, kicks for 2+1 damage. Almost as big as a draft horse, bred for intelligence and dexterity – the most valuable of horses. See below.

Donkey. ST 14-18, DX 15, IQ 6, MA 16, kicks for 1 die damage. Donkeys and mules are the only reliable draft creatures for underground work – they are hard to panic. Figure a donkey’s price as though its IQ were only 5.

Mule. ST 22-28, DX 14, IQ 6, MA 20, 1d+1 damage. A better pack animal than a horse of equal strength, due to its dexterity and calm temper. Figure a mule’s price as though its IQ were only 5.

Unicorn. Treat as a light horse – but it can only be ridden (or even approached) by a maiden, and its horn is a pole weapon doing a basic 1d+2 damage, +1d on charge. An extraordinarily uncommon creature, never bred in captivity.

Pegasus. ST 22-24, DX 13, IQ 6; MA 22 on the ground, 30 in the air. Kicks for 1d+1 damage. These beautiful creatures are very rare, and are almost never bred. Valued war-steeds for the few who can afford them.

Cold Horses. There are many confusing and contradictory stories about Cold Horses. About all the tales agree on is that they are horses and that they are cold.

They are deathly freezing to the touch. No, they are just pleasantly cool like stone, even when they have been galloping hard.

They cannot be tamed, but will come to the call of a hero. No, they act perfectly normal and might be ridden by a stable girl if she knows her way around horses.

They are black with a single white hair, and that hair, if found, has magic powers. No, they are the glimmering silver-gray of a frosty morning. No, they are found in any color that a horse might have.

They are faster than the wind and never tire. No, they are good strong horses, but that is all.

They do not die natural deaths. No, their lifespan is normal for horses. No, they live twice as long as ordinary horses and maintain their health until the end. No, they live as long as they are beloved, and then die on the next All Hallow’s Eve.

They are powerfully magical. No, they are natural creatures brought here by the Mnoren. No, they are built things, clever fabrications of master mechanics.

They cannot abide hot weather. No, they are totally indifferent to weather of any kind. No, they tolerate heat but love cold and run fastest when it is snowing.

Too numerous to recount are the stories about what they eat, what must be done to take care of them, how they should be shod, and so on.

Warhorses

The great warhorse of the chivalry is so different from an ordinary riding beast that it is almost a different species. It varies from a common horse in these things:

First, it was an exceptional specimen to start with: at least ST 24, DX 13, and IQ 6. A slower or weaker beast would be ineffective; a stupider one couldn’t absorb the training.

Second, it is *vicious*. A fully trained warhorse will suffer only the presence of its master, his squire, and one or two favored trainers or grooms. Anyone else will be attacked unless one of these people is nearby. Even while being ridden, a warhorse may bite a passer-by without provocation, doing

1d+1 damage. Therefore, many cities require warhorses to wear iron muzzles while passing through the streets.

All warhorses are stallions. An unsupervised warhorse will attack any horse-type animal except a mare. Two unsupervised warhorses will fight to the death. In the presence of its owner/trainer, a warhorse will confine its equine hostility to occasional nips.

Third, a warhorse is a deadly fighter. An ordinary riding beast may defend itself if attacked by an animal – or, sometimes, even by a man. Any trained riding animal of IQ 6 or 7 will kick at someone attacking its master, unless it panics. Basically, though, an ordinary riding-beast is only a mount; its offensive ability is not to be relied on.

Not so a warhorse. In battle, it will fight murderously. It will *not* panic. Each turn, it will kick (2d+1 damage), bite (1d+1), or do both at -4 DX. It may kick into any front or rear hex, but not to the side. A warhorse fights just as well with its master beside it as astride it. It will attack foes (especially other warhorses) on its own, but will not try to aid friends except its master or trainer. It will come to its master when summoned. Should he fall on the field, the warhorse will stand over him, letting no one approach who it does not know well. It will defend him to the death.

Training a warhorse. The process of training a warhorse takes 2 1/2 years after the beast is fully broken – or a total of 3 years. This is dangerous work. A trainer of warhorses earns twice as much as an ordinary animal-trainer; the risk number for this job is 4/15. This is a rate of pay, and a degree of danger, that would usually be associated with a handler of tigers, giant lizards, or similar beasts. Some countries reckon the worth of a warhorse as equal to the lives of three grooms, the theory being that he will have killed that many before his training is done.

The cost of a trained warhorse, therefore, is figured by the “riding animal” formula, plus three years of training at double pay – \$200/month. The purchaser of a warhorse would also do well to hire its trainer if he can; that will reduce mortality among the stable attendants.

When you purchase a trained warhorse, it will be three months before you can ride it at all, and six months before it will perform as a warhorse should in battle, instead of berserking. During this time, you must work with it constantly to accustom it to you. Roll 4 dice weekly against your highest attribute – 3 if you are a Horseman, Expert Horseman, or Animal Handler. If you miss this saving roll, you will be attacked; take 2d+1 damage. Once the six months are up and the animal knows you, though, it will be your loyal and valiant friend for life – and a warhorse may be good for 20 years of service before you turn him out to pasture.

You may also purchase an unbroken colt of warhorse blood and have it trained under your supervision; it will know you from the beginning and will not require hazardous re-training. However, such colts are rare and much in demand.

Very rarely – perhaps once in 500 foalings – a warhorse of great intelligence is born. Such an IQ 7 warhorse is extraordinarily valuable. If you can roll a total of 6 on 6 dice, you’ve got one.

An IQ 7 warhorse will guard, attack, or release a foe at a word from its master; round up loose horses or other beasts and herd them as its master orders; never display typical

warhorse viciousness unless totally unsupervised; and follow any other command of the type associated with well-trained dogs. It will do these things after the normal 3 years’ training. However, this creature is *not* magic, cannot speak or (truly) understand any language, etc. It is merely an exceptionally intelligent and empathetic horse.

Other war-steeds. Pegasi can be trained as warhorses; when training is complete, they act and attack like warhorses. Rumor has it that a nation of Giants trains IQ-6 Indri as war-beasts, but none have been seen by reliable observers. Pachyderms can be trained for war, though they remain liable to panic. Riding lizards, diatryma, and gryphons can also be trained for battle when IQ 6 specimens are found; after training, their attacks do +2 damage.

Most war-trained creatures will be immune to panic and will display a viciousness and loyalty comparable to that of a warhorse. However, horses are *by far* the most common war-mounts.

When buying any kind of riding animals (but especially horses) there is the chance that players will be cheated. A character must roll 5 dice on IQ to notice a hidden fault when a “bad” beast is being examined. A Horseman rolls 4 dice; an Expert Horseman, Animal Trainer, or Vet rolls 3. Possible faults include very low attributes, susceptibility to panic, viciousness, or a tendency to buck.



Other Mammals

Indricotherium – Indri for short (ST 40-60, DX 12, IQ 5, MA 12, kick for 3 dice damage) is a member of the rhinoceros family, now extinct on Earth. It looks something like a big, heavy-headed horse – 30 or more feet long and 12 high at the shoulder. Rarely seen except in Giant country – and one of the few creatures a Giant can ride. Heavy skin stops 2 hits damage. An 8-to-10-hex creature!

Elephants and mammoths come in many varieties. ST 50-75, DX 13, IQ 6-7, MA 14-16, stomp for 3 dice damage or strike with trunk (range 2 hexes) for 2 dice damage; heavy skin stops 2 hits of damage. A 10-hex creature.

Oxen, yak, carabao, water buffalo, etc. (ST 30-40, DX 11, IQ 5, MA 10, stomp and gore for 2 dice damage). Can be ridden but are usually draft animals. Hide stops 1 hit damage.

Camels are the beasts of choice in desert areas. ST 24-28, DX 12, IQ 5, MA 20. Kicks for 1d+1 damage. Will not bite in combat, but may do so as a surprise attack if displeased with its rider, doing 1 die damage. Horse-types will also pull this trick occasionally.

Reptiles

A *riding lizard* will have a ST of 20-30, DX 13, IQ 5, MA 20; it bites for 2d-1 damage. This is a small, tractable dinosaur or overgrown lizard. They make horses nervous – and horses make them hungry – unless the two are used to each other. Armored skin stops 2 hits/attack.

A *saurian* is a bigger reptile – usually herbivorous. ST 30-50, DX 11, IQ 5, MA 16. Big jaws full of blunt teeth do 2 dice damage if it decides to bite. Heavy armor stops 3 hits/attack. 3 hexes or larger.

A *walker lizard* is a ten-foot-tall, two-legged creature looking like a cross between a lizard and an ostrich. ST 20-22, DX 12, IQ 5, MA 24; kicks for 1 die damage. Its skin stops 1 hit. A 1-hex creature.

Birds

A *diatryma* is a flightless bird, but very similar to the walker lizard. It is slightly shorter, heavier-built, gaudily feathered, and decidedly carnivorous. ST 22-24, DX 13, IQ 5, MA 22. It can kick for 1d+1 damage, bite for 1d+1, or do both in one turn at DX -4 for each. A 1-hex creature. Wild ones occur in pairs and are definitely dangerous.

A *roc* is an *enormous* bird; their natural habitat is the mountains, but they are found in captivity. Their main drawback is the tremendous expense of feeding them – a roc can eat \$100 a day in meat, fruit, and grain. In the country, of course, they can forage, but the farmers won't like you! ST 30-50, DX 12, IQ 5. MA 8 on the ground, 30 flying. Pecks for 2 dice damage. A chick is 3 hexes; an adult is 7 or more.

Gryphons

This powerful and beautiful creature has the head and wings of an eagle, and the body of a lion. It has ST 26-32, DX 12, IQ 6, and MA 14 on the ground, 20 in the air. A tamed gryphon is an excellent steed and a deadly fighter; it does 2 dice damage when it bites, or 2d+1 in HTH. Its fur and feathers stop 1 hit/attack.

Wild gryphons are rare and solitary, usually flying away when approached. Tame ones are even rarer, and incredibly expensive. Figure the normal going price according to the formula for flying creatures – then multiply it by 10. At least.

Dolphins

The dolphin is not a riding *animal* – but he may form a partnership with a merman. A dolphin is a 3-hex creature; he has ST 14 to 20, DX 10, IQ 9 to 11, MA 20 in the water. He bites for 1 die damage, but cannot be induced to bite other intelligent creatures unless he or his rider is under attack. Living dolphins are never found for sale – nor are dead ones, except in uncivilized areas!

Other Riding Animals

Several creatures described elsewhere can be ridden. Dire wolves are sometimes used as mounts by Goblins. There are rumors of lion-riders, though most scholars refuse to believe that any member of the cat family would tolerate this. Centaurs may allow themselves to be ridden. Reptile men and mermen often domesticate Uncle Teeth and other, rarer water reptiles.

Draft Animals

Almost any riding-type animal can be used for draft purposes. Draft horses and saurians are the most common ground-goers; rocs are used to take moderate loads for long distances. Unicorns and pegasi will not tolerate loads. A dog, on the other hand, will – many tribes use dogs to pull travois. For weight carried by pack animals, see p. 66.

Beasts

These are more or less “normal” animals which may be encountered by a group of adventurers. Creatures in this category may also be tamed and trained (see *Training Animals*), while other sorts of creature may not. GMs may choose to vary the ST and DX slightly for occasional beasts.

Apes

A *great ape* is similar in size to a gorilla – except, where a gorilla is actually shy and retiring, a great ape is often aggressive. They occur in small bands, and may very well choose to live in the caves and tunnels you want to explore. An adult male might have ST 20, DX 12, IQ 7, MA 10. They use no weapons (except, rarely, clubs) but do HTH and unarmed combat damage as though they were humans armed with daggers.

A *baboon* has ST 14, DX 12, IQ 6, MA 10. They occur in *large* bands in woodland areas and may pester travelers. If attacked, they will mob their enemies, doing 1d+2 die damage in HTH combat only.

A *chimpanzee* has ST 14, DX 12, IQ 7, MA 10. They occur in small groups. Young ones are in demand as pets because of their intelligence, bringing up to \$2,000. However, an attempt to kidnap a baby chimpanzee will call down the wrath of the group – which may very well not attack you then, but stalk you and jump you later. A chimpanzee does 1d+1 die damage in HTH combat.

A *monkey* has ST 2 to 6, DX 13, IQ 5, MA 14. If attacked, they will usually flee or take to the trees and pelt their enemies with branches and dung. In HTH combat, they attack as does a house cat, and are equally hard to hit – but only a trained one (or a wild one backed into a corner) is likely to attack.

All apes and monkeys have a natural Naturalist talent. Too bad they can't talk.

Banshees

There are two creatures called “banshee.” One is undead: a screaming or wailing ghost. Some say that the banshee is mourning its dead, others say that it is predicting a death or warning of danger. The wail of the banshee is terrifying but the spirit itself is harmless, and usually indifferent to what mortal beings may do.

The “natural” banshee is named after the ghost. It is a giant bat whose high-pitched cry is just low enough to be heard, a regular repeating keening shriek that goes on and on and on.

Like most bats, it is nocturnal, but it comes out before the sun is fully down. They are graceful, active fliers, usually colored a warm brown with a white mask across the big eyes. The banshee feeds on the wing, grabbing small birds

and giant bugs, but can also stoop like a hawk to catch prey the size of young rabbits or scum bunnies. It roosts in small groups in old towers, tall trees, and similar places – they are too big for most caverns.

A banshee might have a wingspan of seven feet or more while weighing less than 5 pounds. ST 3, DX 14, IQ 6, MA in the air 30 or more!

They would never attack a human. Economically they can be a minor nuisance; if banshees are in the area, the peasants have to get the chickens in before evening! It is best not to trouble a banshee if you find one in daytime; it might be sick, and some bat diseases, like rabies, are contagious to people.

There are always tales of giant bloodsucking banshees that can drain a cow in ten minutes. These are probably just stories. There are also stories of human vampires that turn into banshees. These have their roots in truth, since vampires can levitate!

Bare Owl

Imagine a large owl with big yellow eyes, huge yellow clawed feet, and a hooked bill. Now take away all its feathers except for the long black flight feathers on the wings, and a few on the tail, and an unkempt brush around the ears. The rest of the pink body is coated in a gray-white down. The result is one of the creepiest non-magical creatures ever to haunt the nightmares of a traveler.

The bare owl eats rodents and small birds, like a regular owl, but it also enjoys fresh meat. If travelers enter its woods, it will follow them noiselessly until they have made camp and gone to sleep. It will then begin to hoot, and local predators know that the sound means “Come and get it if you can.” The bare owl is smart and will not call for an attack on a strong party, but it will quickly betray the presence of lost herd animals or wounded wanderers. Then it will scavenge from the remains.

ST 2, DX 13, IQ 6, MA 20 in the air. A bare owl won't attack anything larger than a cat. Most predators won't bother bare owls, but eagles will destroy them.

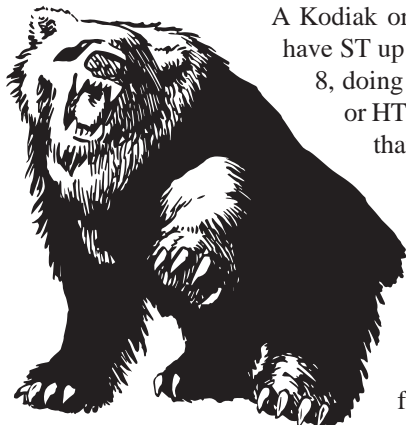
They can be trained – they are smarter than falcons and can see by both day and night – but they look so hideous that nobody would keep one except as a deliberate tool of intimidation. Their eggs are a useful magical component.

Bears

The largest bear would be the prehistoric (2-hex) cave bear, with a ST of 30 to 40, DX 10, IQ 5, and MA 8, doing 3d-1 damage in regular or HTH combat. Its fur stops 2 hits.

A Kodiak or big grizzly bear would have ST up to 30, DX 11, IQ 6, MA 8, doing 2d+2 damage in regular or HTH combat and having fur that stops 2 hits.

A less formidable bear (like a common black or cinnamon bear) would have ST 20, DX 11, IQ 6, MA 8, and do 2 dice damage in regular or HTH. Its fur would still stop 2 hits.



Bears are usually found alone, though a pair may be encountered. You may also meet a mother with her cubs. She will be *ferocious*; she will attack if she feels the cubs are in any possible danger, and she will get a +1 DX bonus.

Bears can be tamed and trained to perform, but they cannot really be domesticated as guards or riding animals, let alone pets. Magic, of course, might alter this.

Big Cats

The jaguar is only a 1-hex creature. Other big cats are 2-hex creatures.

A *lion* has ST 24, DX 14, IQ 5, MA 12. Its fur stops 1 hit. Lions are usually found in groups (prides). Its paw strikes for 2 dice damage (2d+1 in HTH).

A *tiger* has ST 24, DX 15, IQ 6, MA 12. Its fur stops 1 hit. Tigers are found singly. A tiger strikes with its paw for 2 dice damage, or 2d+2 in HTH.

A *sabertooth tiger* has ST 30, DX 13, IQ 5, MA 12. Its fur stops 1 hit. Its paw strikes for 2d+1 damage; it bites in HTH combat for 3 dice damage. Sabertooths are found singly.

A *jaguar* has ST 12, DX 14, IQ 6, and MA 12; its fur stops 1 hit. Found alone or in pairs, jaguars will often ambush a party by jumping from a tree. No other big cat will do this except the tiger, and a tiger in a tree is usually easy to spot, while only a Naturalist has a chance to see a jaguar until too late. A jaguar strikes for 1d+1 damage, or 1d+3 in HTH combat.

Big cats do not make good pets; they're very dangerous. Perhaps under the influence of a permanent Soothe spell . . . ?

Chupacabra

The “goatsucker” is a medium-sized canine. They have been described as “mangy, red-eyed coyotes.”

Chupacabra are solitary and territorial. They will keep company only to mate, and the young leave their mother's territory as soon as they are weaned.

The Chupacabra feeds on mammalian blood. Its saliva, like that of a vampire bat, is mildly anesthetic and contains an anti-clotting agent. A Chupacabra can bite a victim carefully and then lick the wound to keep the blood flowing. Some creatures never notice they're being drained, and one meal taken by the “goatsucker” is not enough to badly weaken a cow or big deer. Smaller creatures, like goats, may not survive a visit if the Chupacabra is hungry. Chupacabra attacks on humans are very rare, but might do 1d+2 damage if the creature succeeds in biting stealthily and drinking its fill. To notice you are being bitten in your sleep, make a 4/IQ roll.

Chupacabra are almost never seen, let alone captured or killed. The reason is . . . they are *smarter* than we are! A typical Chupacabra might have ST 5, DX 12, and IQ 12! It is only animal intelligence; they will not communicate. But they understand some speech and can read our body language better than we can. They are also nasty, vindictive creatures. A party that troubles a Chupacabra may find itself harassed in very clever and creative ways. And, of course, someone lying wounded might be an easy mark for the bloodsucking little horror.

The Chupacabra has MA 12; its fur is too thin to stop any attacks. Its jaws are weak, and its normal bite would do only 1d-2 damage.

Deer

Even in our world, there are dozens of types of deer and antelope. In Cidri, which was populated from hundreds of worlds, the number of creatures in this “niche” is unknowable.

Deer are herbivores, some grazing and some browsing. They are primarily hunted for their meat and hides; most deer flesh is gamy but palatable, and deerskin makes fine leather. A few deer, like the Arctic reindeer, have been domesticated as herd animals or even beasts of burden.

Depending on the species, deer may be solitary, or found in small “harems” with a male and a few females, or occur in great herds.

Most deer grow antlers, usually on the males only but sometimes on both sexes. These are shed annually, unlike the permanent horns of other herd animals. Some types of horn are valuable as tools or an artistic medium; polished horn is beautiful.

Deer range widely in size. The tiniest weigh only a couple of pounds when adult; the largest, like the extinct Irish Elk of Earth, might stand 7 feet at the shoulder and have antlers of more than 10 feet from tip to tip.

Deer typically have ST depending on their size, DX of 10 to 12 (more for the small ones), and IQ of 5. MA is highly variable; some mid-sized deer are very fleet indeed, with MA 20 or more.

A few species of deer are notably ill-tempered, but most are dangerous only during “rut,” the mating season. Some species have small tusks, and even those that do not have tusks can bite; damage ranges up to 1d+2 for the biggest deer! And of course they can kick, stomp, and charge with their antlers, though a head-butt is more likely to knock a victim down than do any huge damage.

The best way to get away from an angry deer is to climb a tree. If that doesn’t work, perhaps you can bluff it by facing it, shouting, and trying to look bigger than the deer. If *that* doesn’t work, the deer will probably run off after it shows you who’s boss; most types don’t usually attack to kill.

Sideways Deer

These are almost certainly a real thing, but nobody understands them. From the side they look like regular medium-sized deer, with a faint brown-and-white stripe and modest antlers on the males. But if they see you, they turn to face you, and they vanish to nothing. You can’t see them at all from the front or back. Some hunters report that they can be slain by arrows like regular deer and make a nourishing meal; others insist that accurate shots pass through them without effect. Shed antlers which seem to be from Sideways Deer are known; they show no strange properties once shed, but they have been valuable in making magically sharp weapons.

Dogs

You may encounter either tame or wild dogs. They vary a great deal. A big shepherd dog or wolfhound would be the equal of a wolf; a wolfhound, because of its long legs, has MA 14. Smaller dogs (hunting dogs, for example) might have ST 6, DX 13, IQ 6, MA 12, and bite for 1d-1 damage. A very small dog would be nothing more than a nuisance (ST 3, DX 13, IQ 6, MA 10, bite does 1d-3 damage) though it would still be of use as a watchdog. Some exceptional dogs have IQ 7.



Dragonets

Looks and acts like a foot-long dragon. A dragonet *is* a dragon in miniature; it flies, breathes fire, and likes treasure. It is only about as smart as a dog, in a reptilian way, but they are quick, graceful, and beautiful.

A dragonet has MA 14 (flying), with ST 4, DX 14, and IQ 6. Any attack against it while it is flying is at DX -4, or DX -8 for missile or thrown weapon attack.

Unlike dragons, dragonets often live in groups. Their treasure is limited to the items they can carry (nothing over 2 lbs.). They will attack a weak party to steal treasure, not by snatching it and running, but by trying to kill you or drive you away. They can often be appeased if you leave them something and run.

Dragonets will not fight to the death to protect their treasure, but *will* fight to protect a nest. There will never be more than one egg in a nest or one nest in a dragonet lair; they are long-lived and slow-breeding. A dragonet egg is a rarity worth \$1,500, because when it hatches, the dragonet will imprint on the first person it sees and obey them (and *only* them) like a dog. A captive adult cannot be tamed, but is worth \$100 as a curiosity.

Dragons and dragonets do not get along; a dragon will kill or drive away dragonets, since they would rob from him, and dragonets can smell a dragon a long way away and will become agitated.

In combat, a dragonet will bite or breathe fire, or do both against the same figure, remaining constantly airborne. The dragonet *must* be in your hex to attack you, so if someone else attacks the dragonet and misses, they then must roll to miss you. If a dragonet hits you with bite/claw, it does 1 die of damage; its fire-breath does 1 die of damage, at a cost of 1 ST to the dragonet.

Giant Wolverines

The ordinary wolverine, perhaps 50 pounds of ferocity, is a small, solitary beast. The giant wolverine, found in dark, chilly forests in some parts of Cidri, is a genuine monster.

A healthy giant wolverine will weigh more than 500 pounds. Regular wolverines can make a bear back away; a giant wolverine will make a bear *run*. They can climb any tree that won’t collapse under them. They handle rough terrain with ease. They can swim but would rather not; one of the least-bad ways to get away from a wolverine is to jump into a river. Whatever is in it won’t be worse than the wolverine, but swim hard anyway, because the wolverine *will* swim if it’s really hungry.

Wolverines are deadly hunters but get a lot of their food by chasing other predators off their kills. Giant wolverines behave the same way, and will steal a kill as small as a rabbit, apparently just because they can. A really *big* bear, or a pack of dire wolves, or a cold-weather carnosaur, or a large dragon, could face down a giant wolverine. Sometimes.

ST 50 or more, DX 13, IQ 6, and MA 12. The wolverine's talons are fierce, but its main attack is its bite, doing 2d+1 damage. A four-hex creature.

The pelt of the giant wolverine is warm, attractive, and sheds frost. Even a damaged one is worth \$3,000 or more. Few are the hunters who can bring in an undamaged pelt.

Glyptodont

Extinct in our world, these creatures are like giant armadillos. Not dangerous unless attacked, except during the mating season, when anything with a hard shell (which definitely includes armored knights and warhorses) might be seen as competition or, worse, as a love interest.

ST 30 or more, DX 10, IQ 5, MA 4 (6 during the season). Does 1d+3 damage by swinging its huge clublike tail (use dragon rules). The shell stops 4 hits per attack. A 4-hex creature.

Little Cats

A wizard may have a cat as pet. A good-sized cat can be formidable indeed, in a small way. A cat has ST 4, DX 14, IQ 5 (usually) and MA 14. It can only attack in HTH, and does only 1d-2 with its biting and clawing, but is hard to hit. If you are attacking a house cat, all your attacks are at DX-3.

Mob Apes, or Mobbers

These are small, long-limbed apes, about the size of a cat. They live in the forest in bands of several dozen, and hunt by dropping from trees onto their prey. Their saber-like canines help them hold on, and with their long arms and clever hands they hobble the prey's legs, strangle it, pinch its nostrils, attack its eyes, and so on. They usually attack things like deer, but the young of any species, including human, may become prey. They won't engage in a pitched battle; they melt into the trees to look for easier pickings elsewhere.

They have dappled brown fur, with a slightly darker ruff of hair around the neck, and are very hard to see in a tree even when there are many of them.

Mobbers do not make good pets; they don't bond well with humans, and they bite (1d-2 damage). A mobber might have ST 3, DX 16, IQ 6, with MA 8 on the ground but at least 10 swinging through a canopy of trees.

A dead mob ape can substitute as the main ingredient in a Telepathy potion, and is therefore worth \$150 to the Wizards' Guild. There is speculation that the apes are telepathic among themselves, which would help coordinate their attacks, but they are not a mass mind; they quarrel among themselves and even fight over food.

Plockers

The plocker is a creature of night, deep forests, and caverns. It finds its way by echolocation, like a bat – but instead of squeaking, it clicks its forked tongue. This makes

a distinctive, slightly doubled “plock” sound which gives the plocker its name.

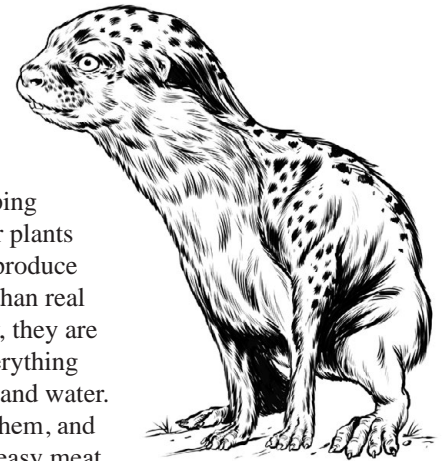
This also makes the plocker itself very easy to locate, but nothing preys upon it. Its flesh is foul and acid. Not even ambrosia will make a plocker edible!

They climb trees and live mainly on fruit; they also raid insect hives, eating bugs, larvae, and honey indiscriminately. Underground, they love mushrooms and will not eat poisonous ones. They do not eat carrion.

A plocker looks like a very small bear with a wide head and a bushy tail. They are usually black or brown. ST 4, DX 11, IQ 5, MA 6. They are not dangerous and have no economic value. Their main interest to adventurers is that, since they require clean water and clean food, a plocker is a sign of a liveable environment somewhere nearby.

Scum Bunnies

Rabbit-sized swamp dwellers, more like nutria than rabbits, but with a distinct hopping gait. They eat water plants and carrion, and reproduce even more rapidly than real rabbits. Fortunately, they are preyed upon by everything larger, in both land and water. Uncle Teeth loves them, and wildcats find them easy meat.



Their brindled green-and-brown fur is good camouflage: -2 to spot them even out in the open. That fur is water-repellent, and makes ugly but effective camouflage clothes or raincoats which give a human wearer -2 to be seen in the swamp or forest.

Scum bunnies are edible, but taste like swamp.

They are usually harmless, but they do eat carrion, and when their population gets out of hand, a hungry mob might attack a wounded traveler or a child, doing 1d-3 damage with blunt teeth in strong jaws. ST 2, DX 12, IQ 4, MA 12.

Slinkers

These strange little creatures look something like a cross between a rat and a monkey. They live both in forests and underground. A slinker has ST 2, DX 14, IQ 6, and MA 14. They are attracted to bright things, and try to steal them; a slinker den may have real treasure! One or more slinkers may also jump onto a person and try to grab at a small, bright object; if the slinker makes his DX roll, he gets the object. Treat this as an attack for melee purposes; therefore, you will have a chance to kill the slinker before it can run away. However, slinkers are hard to hit . . . -3 DX to strike at one. A slinker might be able to grab a necklace or dagger, or jeweled ornament; it would not be able to carry off a weapon, or steal a ring except from an unconscious person.

Slinkers fight as do cats, but only when cornered or defending their young. A baby slinker is worth up to \$800, because it can be taught amusing tricks . . . such as entering windows and opening doors from the inside. Many thieves have pet slinkers!

Wolves

A wolf has a MA of 12. Its bite does 1d+1 damage, and its fur stops 1 hit/attack. Suggested ST 10, DX 14, IQ 6. A Dire Wolf has MA 12, ST 16, DX 12, IQ 5. Its bite does 2 dice damage.



Trained Animals

Those animals listed under *Beasts*, and similar creatures, make trainable pets. A figure must have the Animal Handler talent to train an animal well, or to make full use of a trained animal's abilities.

An animal with an IQ below 5 cannot be trained. An IQ 5 animal can learn simple things: to warn of a stranger's approach, to guard belongings, to attack on command. Most horses, cats, etc., fall into this category.

An IQ 6 animal can learn these, and more complicated things: opening doors and boxes, tracking persons by smell, standard "performance" tricks, to *stop* fighting on command once it has already started, etc. Dogs, wolves, etc., are usually this smart.

An IQ 7 animal is a genius among beasts, and can learn anything of which any animal is capable; take the best-trained dog (ape, etc.) you ever heard of, and use him as an example. Such creatures are *very* costly . . . chimpanzees, exceptional dogs, etc. If you want to buy one, proceed as under *Finding Magic Items For Sale*.

An Animal Handler can train one beast at a time in his spare time, or up to 6 at a time if he has no other job. Training cannot start until the creature is at least 6 months old. It then takes 6 months to train it to IQ 5 level, another 6 to train it to IQ 6 level, and a full year after that to train it to IQ 7 level. Note that an animal *cannot* be trained beyond its actual IQ, no matter how long the trainer works. On the other hand, if you have an IQ 7 dog that is still only a year old, it will only have had enough training to perform as an IQ 5 dog.

The cost of an untrained animal is (unless stated otherwise under that animal's listing) given in \$ by the following formula: (ST × 10) plus (DX squared), times 1 for an IQ 5 animal, 3 for an IQ 6 animal, or 10 for an IQ 7 animal. Add \$100 to the price for each month of training the animal has received.

To determine whether an animal obeys a command given by its owner, add the animal's IQ to the owner's. Make a 4-die roll against the *total*. If the roll is successful, the animal understood and will attempt to carry out the order.

On a *very bad* roll, it misunderstands, and trouble (of the GM's choosing) may ensue. If the owner is *not* an Animal Handler, roll 5 dice instead of 4. Record the die-roll required on the record sheet of the owning character.

A person without the Animal Handler talent can train an animal to the IQ 5 level of ability (but no further), and it requires 6 months – spare-time work is okay. It costs \$10/week to feed a dog, \$20/week for a horse, \$50 for a big cat or bear. Extrapolate feeding costs for other creatures as needed.

Note: Riding and draft animals will always obey simple "gee-haw-giddyup-whoa" type commands given by their owner, unless it's a panic-type situation. No die roll is required. If a horse (for instance) is being required to fetch something or perform any action *not* standard for riding animals everywhere, a die roll will be required as described above.

A GM might require an IQ roll to master a *strange* animal, especially if the character is not a Horseman. Elephants, skittish horses, and some other creatures would be uneasy about strange riders. A mammoth, pegasus, or gryphon would probably refuse a strange rider unless he was an Expert Horseman. Make a 5-die roll on IQ (4 for a Horseman or Animal Handler, 3 for an Expert Horseman). Failure means the animal will fight you. To ride a *strange warhorse*, add 2 dice to the above roll.

Giant Insects and Other Crawlies

Gate Spiders

Little is known about this family of jumping spiders, which range in size from smaller than a coin to bigger than a big dog. Maybe larger . . . someone who encountered a really big gate spider might not come back to tell the story.

The gate spider weaves a roughly circular web . . . not an orb, but an open circle. Usually, but not always, the spider silk glows. Some spells use it, but it is easy to "farm" little gate spiders, so this is only a common ingredient, not something you would go adventuring for.

As its name suggests, the spider's circular web is actually a magical Gate leading to another web circle in its lair. The rule of this gate is usually: The spider can go in and out. Other things, if they fit, can go in but not out.

The stats and poison strength of a gate spider are normal for a spider of its size, and are left up to the GM. Remember, though, that this is a *jumping* spider. It is smart, as spiders go (IQ 4) and it can move quickly over short distances.

Stories claim that the survivor of a gate spider bite will gain some sort of affinity for magical Gates. This has never been proven with bites from the little spiders, and it is hard to find volunteers to be bitten by giant spiders for Science.

Giant Scorpions

Even worse than spiders; they *eat* giant spiders. Also adventurers. A giant scorpion has ST 20 or better, DX 12, IQ 2, and MA of 12. It attacks by pinching with its claws; it must use both claws for the attack (that is, it only has one attack per turn). If the claws hit, they do 1 die damage and grab the victim. To escape their clutch, one must (a) kill the scorpion (and your DX is -4 while he holds you) or (b) try to escape on your turn to act (which requires a 4-die saving roll against ST). If the victim does not break away, the scorpion will attempt to sting him next turn, and every turn thereafter until one or the other is dead. Treat a scorpion sting exactly like a giant spider bite (below). A giant scorpion *cannot* sting its prey unless it first grabs it with its claws. A scorpion's chitin stops 2 hits/attack.

Giant Spiders

A giant (man-sized) spider is not a nice thing to run into. It will have ST of at least 16, DX 10, IQ 2, and MA of 12 or better. A spider bite will penetrate any armor which stops 2 hits or less. The bite itself does only 1 hit damage, but anyone bitten must make a 4-die saving roll against ST. If he misses the roll, the poison does 2 dice damage. Giant spider webs are tough and sticky. If you run into one (3 dice vs. IQ to see it in shadows), you may try to break free (4 dice vs. ST, each turn), or cut it (any hit from an edged weapon doing 5 damage). Your DX is -4 while you are trapped in the web. Multiple webs are possible; each web has a ST of 20.

Goo

Think of an amoeba the size of an elephant. That's Goo. Fortunately, this creeping horror is rare, and very large ones are rarer still.

Goo has almost infinite ST, no DX (figure initiative as for a slime), and IQ 1. Its MA depends on its size. A 1- or 2-hex Goo has MA 4. A 3- or 4-hex Goo has MA 3. A larger one has MA 2. Goo attacks by flowing onto a creature its own size or smaller, suffocating and dissolving it. A man will live for two turns under a 1- or 2-hex Goo. Under a larger Goo, he will die at the end of the turn in which he is engulfed, unless the Goo is killed that turn.

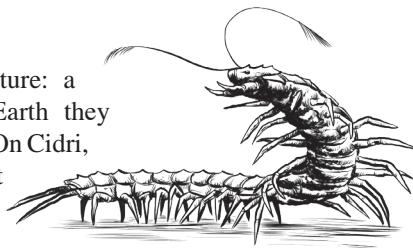
Goo dislikes fire, but is not really injured by it. It is nearly immune to *everything*. The only way to kill a Goo is to hit its nucleus – a small area deep inside the Goo. To hit this requires a 5-die DX roll for a small Goo, a 6-die roll for a medium-sized one, and a 7-die roll for a large one. Any weapon – even a thrown rock – will do, if you can make the roll to hit the nucleus. Missile spells are also good. Other magic spells will affect a Goo, but cannot be expected to kill it.

Lizards

Giant lizards are dangerous monsters. A typical big lizard has ST 20 or up, DX 13, IQ 5, and MA 10. It bites for 2d damage, and its hide stops 1 hit. A lizard this size would avoid a group of adventurers unless it was hungry; it would then try to grab a dog, halfling, or side of meat. Only if *very* hungry would it try to kill larger prey. A big lizard is a 2- or 3-hex creature. If it's any bigger, it's a *dinosaur*, and will eat *anything*. Some can be tamed and ridden.

Scolopendra

This is a real creature: a giant centipede. On Earth they grow up to a foot long. On Cidri, some species reach at least three feet . . . perhaps more.



Scolopendra is a fast-running predator, at home on the ground, in the trees, and (for at least one species) in the water. Most types hunt by night and hide in a crevice during the day.

One bite from a Scolopendra can cause intense pain and swelling even from a creature only a few inches long. Big ones are very dangerous.

They are not insects, but any spell or chemist's potion that works on "bugs" will work on a Scolopendra.

Fortunately, they are lone hunters. They don't attack in swarms. As far as we know!

IQ is 2, DX is 13. ST depends on size (see table). MA is 4 for a baby, 8 for a small one, 12 for a big or giant one.

Size	ST	MA	Bite damage
Baby (6")	ST 1	MA 4	Intense pain
Small (1 foot)	ST 2	MA 8	1 hit, -2 DX
Big (2 feet)	ST 4	MA 12	2 hits, -2 DX
Giant (3 feet)	ST 6	MA 12	3 hits, -2 DX

Only a giant is likely to attack a human, but one of any size could bite you if molested or just surprised.

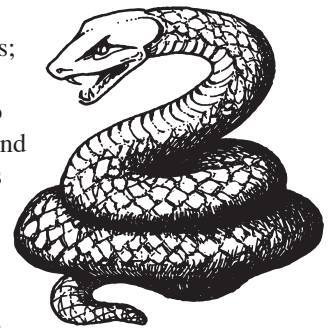
The effect of the bite depends on the size of the creature. Even the largest ones cannot bite through cloth armor, but woe betide you if one finds unprotected clothing or flesh. The damage is from the poison, not the tiny fangs.

Rumor (heard often enough that it may be true) – The Scolopendra have poison in their legs as well as their fangs, and if one bigger than a baby simply runs across bare flesh, you will feel intense pain and lose 2 DX for an hour.

Scolopendra are often brightly colored, and the pretty ones are in demand as exotic pets (\$50 for a baby, \$200 for a small one, and it's a seller's market for anyone who can catch a big one undamaged). Their poison is also a spell ingredient.

Snakes

Snakes come in many sizes; some are venomous, most are not. A typical "large" snake, 3 to 6 feet long, has ST 6, DX 12, and IQ 4, with a MA of 6; its bite does 1d-2 damage. A giant snake (a constrictor 3 to 5 yards long) would have ST 12 or more, DX 12, IQ 6, and MA 6, and would do 1d+1 damage. A monster snake (possibly up to 30 feet long – a 2- or 3-hex creature even when partially coiled) would have ST 30 to 40, DX 11, and IQ 6, with a MA of 8; its bite would do 2 dice damage.



Any snake (except a 30-foot monster) will be hard to hit; -3 off your DX when you attack it. Also, the side hexes of a one-hex snake are considered front hexes for all purposes, since it can strike so quickly.

Some snakes, of course, are venomous. GMs may set the exact nature of poison as they wish. A rattlesnake's poison might be treated as though it were that of a giant spider (above). Very large or very venomous snakes may have poison that requires a harder saving throw, does more damage if the saving throw is missed (or partial damage even if the throw is made), or has some strange effect – see *Poisons*.

A *spitting cobra* can be over seven feet long, and will be able to spit its venom (treat as a thrown weapon) up to 4 hexes away. The venom will do little damage unless it gets in your eyes; make a 3-die saving roll vs. DX to avoid this. If the venom gets in your eyes, you will be blinded for weeks and take 2 dice damage.

Stone Beetles

This is a large (3 to 6 feet) beetle-like insect. It has a stony metabolism (like a Gargoyle) and is carnivorous. It is often found near Am Bushes, since it is immune to their poison and can feed on the Am Bush victims. An average Stone Beetle will have IQ 2, DX 10, ST 30; its bite does 2d-1 damage. Its MA is 4; its rocklike carapace stops 5 hits of damage.

Stone beetles occur singly or in small groups; they often live in holes to which they drag their prey. Such a hole may therefore contain worthwhile loot. You will be able to find it by its smell – *unless* Am Bush pods have been exploding in the vicinity to deaden your nose!

Stonemasons

These are thumb-sized stony-shelled insect-like creatures, perhaps related to Stone Beetles. They can actually “chew” stone to make their tunnels; magic is involved. They eat organic trash.

Stonemasons live in hives, like bees . . . and like bees, they can build homes for themselves. Instead of wax, though, Stone Beetles redeposit the stone they have chewed. They create very finely worked small tiles in perfect squares, hexagons, and triangles. The color depends on what the beetles has been eating and what the hive “wants.” They use these to face their tunnels and sometimes to build exterior structures. They bind them together with a waterproof organic pitch, which they can easily remove if they want to rearrange their building.

Stonemasons can be a nuisance if they are burrowing into your castle wall, but they are hard to eradicate because the hive has no queen. Any adult beetle, apparently, can lay a few eggs and raise young. But they do not like living in small groups. If two hives are close to each other, they will unite. The ones with the less impressive structure (which may still be the larger hive) will abandon it and join the better builders, where they will be welcomed. Only when a hive is very large, with an exterior structure the size of a wagon, will it divide into two, sending a line of stonemasons carrying tiles and especially tasty nuggets of rock to start a new hive at a good distance.

The economic value of stonemasons is in the beautiful tiles they create, some glass-smooth and others faceted or figured in alien ways. These are almost as hard as diamond and can be used to decorate anything that can be enhanced by stone or jewels.

Some entrepreneurs “farm” stonemasons, feeding them, bringing them interesting stones, and carefully collecting the tiles without disturbing the hive too much. A half-dozen big hives can make a decent living for a small family. If you have a jewel mine, it’s good business to give the rubble to stonemasons and see what gem-tinted work they produce. Good stonemason tiles are worth \$100 a pound, and prime well-matched tiles in bright colors can bring ten times that much.

The hives do not fight each other or hunt for living food, nor do they present much danger to an intruder. Someone attempting to destroy a hive will be attacked as if by a swarm of ants, but stealing a few dozen tiles from the outside, especially if done by night, will cause no great indignation.

Stonemasons will not penetrate metal, but they will, quickly or slowly, chew through stone (even diamond), glass, or any lesser material.

They have MA 1 trundling along the ground. They have only insect intelligence. Even the whole hive is only as smart as a hive of bees – that is, it can sometimes seem very clever, but it’s all instinct. The one exception is the stonemasons’ aesthetic sense, which is close enough to ours that we can’t help feeling that the stonemasons are deliberately creating beauty.

Water Creatures

Oceans, lakes, ponds, and even underwater streams can abound with dangers. Some, such as the Octopus, may also be found on land. The ones discussed below will only be encountered in or very near the water.



Crabmen

Huge crustaceans with two big walking legs and two smaller “arms,” each with two or more sets of pincers. The torso is heavily armored and the eyes and mouthparts are set at the top. The overall effect is of an armored humanoid, ranging from child-sized to bigger than most humans. However, they’re just crabs. They are not intelligent. ST 3 to 12, DX 10, IQ 3, MA 8 in either land or water. A small crabman might have armor that stops 1 hit, and do 1d-1 damage when it hits with a pincer, and can strike with both arms each turn. Large crabmen could stop 2 or even 3 hits, and do up to 1d+2 damage with each “hand.”

Crabmen forage along the shore in small groups, eating whatever they can find. That will certainly include you if you can’t escape or defend yourself. On the other hand, crabmen are yummy, boiled or raw.

Carnivorous Fish

Meat-eating fish may occur in any size, from sharks on down. Piranha are well-known; treat these as nuisance creatures with MA 20, IQ 4, DX 10, ST 1. DX -4 to strike at them, because they are in the water. Treat their attacks like rat bites, but either chainmail or plate armor is complete protection.

Smaller than the piranha, but more dangerous, is the inch-long “naughty minnow.” These tiny fish are too small to be hit by any attack a human-sized creature can make. Anyone (regardless of armor) who enters water infested with these pests will take 2 hits per turn from their razor-toothed nibbles. Like piranha, they are drawn to blood.

Crocodiles

ST 20 (more for a giant), DX 12, IQ 5, MA 10 on land or water – but never found far from water. Armored scales stop 3 hits/attack. Bite does 2 dice damage. A croc can look just like a log – until you're too close. They're always hungry. A crocodile will be 2 or 3 hexes long. It has a tail attack like a dragon's, and its front and side hexes are figured like a dragon's.

Giant Clams

This creature may accidentally “ambush” you, trapping your hand or foot. If your head is also underwater, you're in trouble! It takes a 5-die roll on ST to get free by pulling. The shell will withstand 20 hits (sometimes more) before breaking. No XP for killing a giant clam. Sometimes they have pearls, though.

Giant Snapping Turtles

These are usually swamp creatures. They cannot easily be killed, but they can always be outrun. Their main danger lies in their ability to ambush – looking like a large rock, and then biting. A giant turtle may be found underwater, and may attack waders or swimmers. All characters roll 1 extra die to see an underwater one.

A 3-hex turtle would have ST 36, DX 12, MA 6 on land, MA 10 in the water, IQ 4. Its shell stops 4 hits; its bite does 3d+3 damage. It has a tail attack exactly like a dragon's. Any attack on a turtle is at a +2 DX.

A 7-hex turtle occupies a whole megahex. Suggested ST 70, DX 10, MA 4 on land, 12 in water. Its shell stops 7 hits; its bite does 4d+2 damage. It, too, has a tail attack. When attacking a turtle, you may choose to give up the +2 DX bonus. This enables you to strike at the lightly-armored head and/or legs, which stop only 2 hits on any giant turtle.

Kraken

This creature hides its sluglike body in a large shell. Ten long tentacles reach out 3 hexes (more for a large specimen) to drag food toward the mouth. A Kraken kills by holding prey underwater, and its tentacles are quite capable of dragging a man off the path and into the depths. It has ST 60, DX 10, IQ 4. Up to three of the tentacles can grab on any one turn. If a tentacle grabs a character, that character immediately has a 3-die roll against ST to get free. If he fails the roll, he is dragged one hex toward the Kraken. If the Kraken uses more than one tentacle on a figure, add one die per tentacle to the ST roll. It is also possible to cut a tentacle, by putting 5 or more hits on it with an edged weapon. However, the DX of a figure enwrapped in the tentacle is -2 for each tentacle that holds him.

The Kraken usually lives near the shore. Its attack is almost always an ambush. If it drags you into the water, start holding your breath . . . your moments are numbered!

Uncle Teeth

This large, comparatively intelligent reptile occurs throughout Cidri. Its normal prey is fish. Near human habitations they become accustomed to man and are not dangerous when treated with respect (hence the name).

“Wild” ones, though, can be a menace. A full-grown Uncle Teeth has a rounded body 4 hexes in size, four flippers, and a stubby tail. His long neck can stretch to bite a man three hexes away. ST 50 or greater, DX 13, IQ 6 or 7. Skin stops 2 hits/attack. MA 10 in the water. His long snout is full of sharp teeth – at least 50 – and he does 2 dice damage when he bites. Uncle Teeth is capable of an ambush attack, but men are larger prey than he likes . . . unless you meet a really *old* one.

Reptile men, and occasional others, have tamed and trained Uncle Teeth as guards and war-mounts.

Plants

Most plants just sit there and grow, but a few are worthy of note.

Am Bushes

This ordinary-looking little bush can be deadly. It fires seed-pods full of a poisonous gas. Individually, each pod does little damage, but encountering too many can be fatal. The Am Bush also paralyzes the sense of smell for one hour.

An Am Bush has IQ 1, DX 12, and ST between 6 and 10. It will have at least 100 pods, and flips 10 per turn at any human or animal life coming within 3 MH. Treat each pod as a thrown-weapon attack. The bush may hold its fire until its victims get really close – they're better fertilizer that way. Each pod which strikes does 1d-2 damage. Armor is no protection; neither is holding your breath. When the bush is killed, all its remaining pods lose their potency almost immediately.

However, an Am Bush is worth money; the average bush has 2 lbs. of leaves and 4 lbs. of twigs, worth \$20 per pound. Almost any form of attack will destroy an Am Bush, fortunately.

Bloodtrees

Bloodtrees are carnivorous; they actually drink blood, and require a few living creatures every month. They are not merely a surface threat. If they grow in a place *over* a tunnel, their long roots will penetrate the tunnel roof – and, once exposed to air, they become deadly snares similar to the tree's branches. A hex full of hanging bloodtree branches/roots will appear to be fairly thickly grown with vines. A player may attempt to force his way through them by rolling 3 dice against ST (each overgrown hex counts double for movement purposes). However, a figure failing his roll is trapped in the roots. A trapped figure will be grasped and held while hundreds of needle-like spines draw out his blood. Armor protects for one turn only. Once trapped, a figure may try to escape every turn by breaking free, but the roll to break free is 4 dice vs. *current* ST – which is constantly being sapped by the tree. A trapped figure loses 1 ST per turn.

Each hex of roots or branches has a ST of 10; when this ST is reduced to 0 by swords or axes, the roots have been chopped away. Other types of weapon are of very little use; fire does not harm the roots, though lightning does. Victims may be rescued by cutting away the roots that hold them. Areas that have been cut will renew themselves in two days of game time.

Bloodtree roots/branches are unlikely to be found except on the surface (directly under the tree) and on the first couple of levels of tunnel. A Naturalist will recognize them on a 3-dice roll against his IQ; other figures will mistake them for vines until they have had considerable experience with them.

Maulers

A mauler is a dirty-white, human-height cylinder with three “arms” that end in rounded, fingerless “fists.” It has no head as such – the whole round-pointed top of its body is a multi-pupiled eye. They have wide bases and move on three stubby but agile legs, and the toothy grinding mouth, with triple tongues, is located on the bottom between the legs.

Maulers are found singly or in small groups, usually underground. They scavenge, but can also eat their own fresh kills, and sometimes they seem to be rooting themselves into the ground.

Some think they are a type of carnivorous plant, but the majority opinion is that they are related to nothing else on Cidri.

In combat, they can strike with two arms per turn – the third one is used for balance. All their hexes count as front hexes. They do not fall over in combat.

The mauler’s weak point is its huge eye (-3 to hit). Do more than 3 points of damage to the eye, and the mauler’s blows will become unaimed (-4 DX).

Maulers are unintelligent, hostile, and have no treasure unless a recent victim did. The Wizard’s Guild will usually give \$200 for a complete mauler body, or \$50 if the eye is destroyed, but they will not say what part(s) they want. Perhaps experiments are under way.

ST 16, DX 13, IQ 6, MA 4. Each fist blow does 1d-1 damage.

Mushrooms

The dark, moist floor and walls of a tunnel are perfect places for mushrooms. Most kinds are fairly innocuous – but some are very interesting. Unfortunately, mushrooms are hard to identify. A Naturalist must make a 3-die roll against IQ to identify one; anyone else must make a 5-die roll. The GM makes the roll, and, if it is missed, he *lies* to the player about what kind of mushroom it is. Types of mushrooms include:

Edible. These can save a party from starving.

Hallucinogenic. A couple of bites of this kind (dried or fresh) will reduce your IQ by 5 points for the next 24 hours; during that time, you will see very strange things.

Poisonous. Ranging from mildly weakening to deadly poison; the GM can assign the strength and saving roll of the poison as he sees fit. Some remain poisonous after they are dried.

Poison Gas. These are “puffball” type mushrooms which, when they die and dry out naturally, release a cloud of poisonous spores upon being stepped on. Artificially-dried mushrooms that were picked fresh will also work. Treat such a mushroom as a poison-gas bomb, with the strength of the poison assigned by the GM. *Note:* To handle or carry such a mushroom without its exploding requires a 3-die saving roll against DX each turn. To throw it without setting it off requires a 4-die roll, and it cannot be thrown more than 6 hexes because it is so light.

Explosive. As above – but when the dried puffball is jarred or stepped on, it explodes in a quick burst of flame, doing 1d-2 fire damage to anything in the hex. Several of these may grow close together; if one in a hex explodes, the others will go off, and there is a 50% chance that any puffball in an adjacent hex will also go off. The fire thus set lasts only one turn, but will kindle other flammable materials, such as clothing, dry brush, or oil. Handling one of these requires the same saving rolls as for poison-gas mushrooms.

Berserker. This mushroom, when eaten fresh, adds +1 to the DX of the eater for 12 hours, and allows him to keep fighting (or whatever) with no reduced DX from weakness/wounds at any time, until his strength drops below 0 and he dies. After the 12 hours (if he lives) he will fall into a deep sleep for another 12 hours. This mushroom will not keep well; if used, it must be eaten within an hour of its picking. However, if a Chemist gets one no more than a couple of days old, he can use it in a potion.

Net Algae

Balls of green scum floating in stagnant water, net algae looks harmless but can tighten around a victim, hampering their movement and possibly drowning them. The algae then grows on the body.

Roll 2 dice vs. Strength to escape a glob of algae the size of a goat, 3 dice if it’s the size of a cow, 4 dice if it’s larger.

Net algae has metal in it, which is what makes it so strong. Some villages know the secret of spinning it into a glimmering green material that is as light and flexible as cloth but protects like chainmail; it is called “water armor.” The GM may set any price for this that he likes, if it’s available at all! The drawback is that once it’s damaged, the rips slowly lengthen, and no one knows how to fix it. But it is wonderful while it lasts.

Pit Trap Plants

The heart of the carnivorous pit trap plant is underground. It sends out vine-like roots that slowly move the dirt, eventually creating a hole in the ground. A large pit trap may be ten feet deep or more; small ones are less than a foot deep. The hole will be concealed by large brownish leaves; a Naturalist will recognize them, while others need a 3/IQ roll in daytime or a 4/IQ roll at night. Sometimes there will be clues in the form of buzzing flies and an awful stench.

The vines secrete a very sticky, acid fluid, useful for some Chemist potions and in the glassmaking trade. A big trap will be a couple of feet deep in fluid. Anything that falls into the trap will be caught. Make a 3/DX roll to land on your feet; on a critical failure you land face-down and will surely die unless friends help you instantly. If you land on your feet, make a 5/ST roll to pull yourself out; your friends may help. If you cannot escape, the fluid does 1 damage per hour; armor does not protect.

A small trap is deadly to little animals, but a human will suffer at worst a sprained ankle and then a stuck foot, easily escaped on a 3/ST effort.

The pit trap fluid quickly digests victims; a big trap can eat a human in two weeks. Obviously, a pit trap may contain the belongings of past victims, but recovering them is nasty, nasty work.

Nuisance Creatures

“Nuisance creatures” are those small, common beasties which present an annoyance, rather than a real hazard, to the adventurers. This is not to say that nuisance monsters can’t kill you (they can!) but that they are easier to handle. If a party is spending too much time sitting around arguing, the GM can make their lives interesting with a few nuisance creatures.

There are two main types of nuisance. The first are the *weak* ones – creatures with ST of only 1 or 2. These include rats, wasps, bats, spiders, and whatever else the fertile imagination of the GM may dream up. These creatures are often found in large numbers.

The second type are the *clumsy* ones – like slimes. A giant snail or a small, immobile man-eating plant would also fall into this category. They are considered “nuisances” rather than true dangers because they (almost) have to catch you napping to hurt you. Their ST may be high – but an alert party can cut them to pieces.

Since nuisance types are less formidable, they are worth fewer experience points.

Game Masters may want to create their own nuisance creatures. The guidelines to keep in mind are simple: if it’s a nuisance, it should be either very weak or very clumsy, and therefore easy to kill.

Slimes

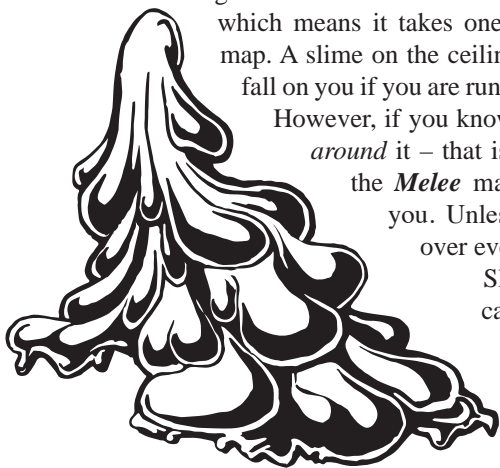
There are many different kinds of slimes (and every GM will come up with new ones). They are the ideal nuisance monster. Slimes are typically dumb, hungry, and dangerous. Typically, slimes will hang on the ceiling, blending with the junk that grows there, until someone walks under. Then they try to fall on him. A Naturalist may see a slime first, and *anyone* gets a saving roll of 3 dice against DX to dodge it as it falls. A slime may also hide so well that it can’t be seen, in which case it will follow you after you pass by rather than falling on you. Slimes often come in groups.

Slimes generally have an IQ of 1, a DX of 1, and a ST of 12 to 20. A slime will always try to get into your hex. If it does, it sticks to you and does damage. If not, it can’t hurt you. When you roll for initiative against a slime, the slime has to beat you by *three* to get initiative, because it is so slow. Most slimes have a MA of 2.

Slimes are telepathic. They will sense distress (like a fight) within 20 hexes, and come to it. Slimes always attack if they get the chance. A normal slime is about a yard around, which means it takes one small hex on the *Melee* map. A slime on the ceiling has the same chance to fall on you if you are running as if you are walking.

However, if you know where it is, you can run *around* it – that is, through another hex on the *Melee* map – and it won’t fall on you. Unless, of course, there’s one over every hex in your path.

Slimes make a party be careful. You can’t leave a wounded figure lying around; there might be a slime following you,



and when you come back to pick up your stragglers, the GM will grin and say, “Grakkus seems to be gone, but there are some bones there . . .”

Armor protects against the corrosive effects of most slimes for 1 turn. After that, it is no protection.

Since a slime is slow and clumsy, you get +4 on DX when striking at it. It has no front hex, and cannot engage you.

Typically, slimes are affected normally by combat magic. However, they are too stupid to sense Illusions, and ignore them completely. They *will* react to Images.

Daylight kills them, which is why they are normally found underground.

Green Slime

Eats organic material very quickly. In 2 minutes (24 turns), a Green Slime can eat a human-sized body; it then divides into two slimes. Cuts and blows do not affect a Green Slime, but fire does double damage. An average Green Slime has ST 12 to 20, DX 1, and IQ 1. When a Green Slime falls on a figure, it eats at him, doing 2 hits of damage per turn until it is burned off.

Red (Rust) Slime

This corrosive beastie is not injured by fire or cold. Cuts and blows will kill it – but any metal, except silver and gold, that touches it will begin to corrode immediately and be destroyed within 12 turns. It attacks as does a green slime, but leaves an acid-burned body and does not reproduce after a meal. ST 12 to 20, DX 1, IQ 1.

Brown Slime

A big, gloppy scavenger that kills mostly by smothering, though it is also somewhat corrosive: 1 hit every other turn it touches bare skin. If it covers you for more turns than you have ST remaining when it first hits you, though, you smother. Can be killed only by acid (which only an alchemist would have) or by tearing it up with your hands. It would take one person about 30 turns to tear up an average Brown Slime, or 2 people 15 turns, etc. ST 30, DX 1, IQ 1. Reproduces after eating, but takes hours to eat a person.

Silver Slime

Not related to the other slimes – just similar-looking. It appears to be a big blob of mercury. It has ST 12 to 20, DX 12, IQ 6, and MA 6, but will not communicate or cooperate with anyone. This strange creature is basically electrical in nature. It lives on silver; it will pick up anything small and silver and carry it to its hole, which will be full of corroded silver items. A Silver Slime can attack with lightning bolts exactly as though it were a wizard – same effect and ST cost. It will not make an unprovoked attack unless your party is weak and has a lot of silver. Normally found alone. Affected only by fire, acid, and explosions.

Rats

Rats are excellent nuisance creatures. They are usually found in groups of at least 50 to 100, living in little holes along the edge of the wall. If a party is running, the rats will not have time to attack. Otherwise, they will size you up (you’ll see their eyes glitter). If they decide they can get you

before you have time to run, they'll attack. Each individual rat has MA 10, IQ 6 (not that that matters), DX 10, and ST 1. This means that any hit on a rat will kill it. When attacked by rats, a figure can strike once per melee turn (if a weapon is ready) *and* stomp once. The stomp is rolled like a regular attack. Thus, you have a chance to kill two rats per melee turn. If you are trying to stomp a rat in an adjacent hex, and you miss, you do *not* roll to see if you hit the character in that hex, as you would if you were using a weapon.

If a rat bites you, you take 1 hit. Rat bites are *cumulative* against armor each turn, and shields don't count. If you are wearing leather, which takes 2 hits, then the first two rat bites each turn don't count, but the rest do. A rat must be *on* the figure's hex to attack.

Rats have a DX of 10 to simplify the GM's rolling. DX 10 gives a 50% chance of hitting. Therefore, instead of rolling 3 dice for each rat, you can roll 1 for each rat, and let it hit on a roll of 1, 2, or 3. This is faster!

If rats attack, they will fight until all are dead. They won't attack if you look strong. Sometimes they will not attack if you throw them food.

Vampire Bats

Like rats, but much worse. They appear in groups of at least 25. They nest high up in large rooms and caves, but will fly out to attack vulnerable groups within 15 hexes. Each bat has MA 20, IQ 6, DX 10, and ST 1. Handle them like rats, except: When attacking a bat, you have DX -4 because it is flying, and you have no chance to stomp it. Bats won't leave you alone if you throw them food. They will usually let you run if you leave them a freshly-killed body, though.

Like rats, bats have no treasure. However, near their abode, you may find corpses (or their remains) carrying valuables.

Spiders and Wasps

Treat these like rats and bats, respectively, except that if they actually score a hit on a character (armor protects, shields don't), that character must make a saving roll (3 dice vs. ST) or take an extra 1 die damage from the poison (see *Poison*).

Wasps have a nest. If you attack the nest, they will *always* attack. Half will go for the one who did something to the nest; the others will attack the rest of the party.

Scuttles

In swamps, or near underground streams, you may have the bad luck to encounter these bloodsucking crustaceans. Scuttles normally live in water or mud, but will come on land when they scent blood. Where there is one, there will be more – usually 10 to 50 at a time.

Hand-sized when they attack, scuttles jump onto their balloon- size, and drop off when sated. Each scuttle must make a DX roll to successfully attach itself – 3 dice vs. its DX for a figure in leather armor or lighter, 4 dice for a figure in chainmail or heavier armor. Each turn after it attaches itself, the scuttle will suck 1/2 ST worth of blood; it drops off after taking 3 ST. (If the attack of scuttles leaves a figure with, for instance, a ST of 7 1/2, round up to 8.) Scuttles have ST 1, DX 9, and IQ 1. Their MA is 4 on land, 6 in water.



Piranhakeets

These vicious little birds occur in flocks of 10 to 20; they may nest in caves, though they are more usually found in forested areas. There is about a 50-50 chance that a flock of Piranhakeets will be hungry – and if they are hungry, they will attack. Treat them exactly like vampire bats, except that their saw-toothed beaks do 2 points of damage if they hit you. They instinctively go for the most lightly armored members of a group.

Scorpions

Scorpions up to two feet long infest many caves and tunnels. These creatures are very hard to see as they cling to the floor, walls, or ceiling. If you step on one or brush by, it will try to sting you. A “small” scorpion such as this has ST 4, DX 10, IQ 1, MA 12. If it hits, its sting will penetrate any protection that stops less than 3 hits of damage. A character stung by a scorpion takes 1 hit of damage from the stinger itself, and must make a saving roll (4 dice vs. ST) to avoid another 1d+2 damage from the poison.

A Naturalist, or a character with Alertness, will see a scorpion before he is stung if he makes a 3-die roll on IQ. Others must roll 4 dice.

Children

Children can be an incredible nuisance. Ask anybody. They may follow you out of a village (either in curiosity or to throw rocks). Or the cave you discover may turn out to be their secret hiding place . . .

Children will have a low ST, medium DX, and medium to normal IQ for whatever species they are. If you do them any more harm than a spanking, the whole neighborhood will probably be after you.



ADVANCED COMBAT



You can plan, you can negotiate, you can use all your guile and cunning . . . but sometimes you're going to have to fight.

This section will expand on the combat system from *Melee* and *Wizard* to allow for more of the adventures that can take place during a roleplaying session.

Maps and Megahexes

Combat is played out on the "megahexes," the large patterns of hexagons. These can be pieced together to represent the tunnels and rooms shown on the labyrinth map – but on a larger scale. Some sections are only one megahex; some represent tunnel segments several MH long. Each individual hex is four feet across.

When combat takes place, you will arrange the megahexes to correspond with the part of the labyrinth map where the combat is occurring.

Turn Sequencing and Options

Combat takes place in turns, representing five seconds each. During each turn, each figure may execute one "option" from the list below. Each option consists of a movement, attack, defense, or other combination of options.

The options available to a figure depend on whether it is "engaged" or "disengaged." An *engaged* figure is one that is adjacent to an armed enemy figure, and in one of that figure's front hexes. See p. 106 for diagrams and more details. A figure of three or more hexes is not considered engaged when the figures in its front hexes take up 1/3 or less of the space the larger figure does. A single 1-hex figure does not engage a giant, who occupies 3 hexes. The lone man *is* engaged – but the giant may proceed as though the man were not there, trample him, etc. Two men don't engage a 7-hex dragon. Three men, or one giant, *do* engage a 7-hex dragon. And so on. When in doubt, count the hexes. If the smaller figure(s)

occupy 1/3 or fewer of the hexes that the larger one(s) do, the larger one(s) are not engaged. Situations are possible, for instance, where three men can engage two giants – because each giant, individually, is engaged by two men. The fact that one man is counted twice is unimportant.

The concept of “engaged” is used to identify figures who are actually involved in combat, and standing next to an enemy who endangers them physically. Thus, a single warrior cannot really engage a large dragon; the dragon can just walk past him if it wants to. A figure with his back or side to you does not engage you; he can’t hit you. As a general rule, a figure engages you if you are in one of its front hexes. In certain cases, the GM may declare that a figure is not engaged – e.g., a knight in plate mail is not endangered by a beggar with a stick, so he is not engaged by him, but may walk through his front hexes as though he were not there. And rats, wasps, etc., do not engage a figure, even when they attack.

During combat, events follow a strict sequence. *Nothing* happens simultaneously. Each movement or attack may affect the next one, and a spell takes effect instantaneously when it succeeds. Each turn goes through these stages:

(1) **Roll for Initiative.** Each player rolls a die. The winner may choose either to move his figure(s) first that turn, or to have the other player(s) move their figure(s) first. Certain factors, such as surprise and the Tactics talent, give an advantage to securing the initiative. If the players are all cooperating, their leader rolls against the GM to see whether players or GM get initiative.

(2) **Renew Spells.** Each wizard who wants to renew one or more continuing-type spells must now subtract from his ST to power those spells. All spells that are renewed will last until the end of the turn, or until the wizard dies or loses consciousness. All continuing-type spells that are *not* renewed end *now*, before movement. *Note:* some spells are not renewable, but last a stated number of turns after casting. The turn such a spell is *cast* is always counted as the first turn.

(3) **Movement.** The first player to move chooses *one* option for each of his figures, and executes the *movement* part (if any) of that option for each figure. How far each figure may move depends on its movement allowance (MA) and the option chosen.

The second player then chooses options and moves all his own figures the same way. If there are more than two players, the third, fourth, and so on then pick options and move.

(4) **Actions.** All attacks, spell-castings, attempts to disbelieve, etc., are carried out. Figures act in the order of their adjDX, highest first. If figures have the same adjDX, those on the side with initiative go first. Further ties are resolved by die roll. *Note:* many times a figure’s DX will change during the course of a turn, due to spells or wounds. After the figure with the highest DX acts, the figure which goes next is the one (of those which have not acted that turn) with the highest adjDX *at that moment*. If a figure’s DX is increased to a number higher than that of a figure who has already acted that turn, he does not miss his turn – he is the next to act.

If any figure is killed or knocked down *before* its turn to act comes, it does not get to act that turn.

(5) **Force Retreats.** Any figure which inflicted hits on an enemy with a *physical* attack (sword, wolf bites, etc.) and took no hits itself that turn (from any source) may force the enemy to retreat one hex at the end of the turn.

If it matters, retreats happen in the order of the adjDX of the attackers.

The victorious player moves the enemy figure one hex farther from the attacker, into any hex which is vacant or contains only a fallen figure. The victor may then choose either to stay still or to move into the hex from which the enemy retreated. If there is no vacant or fallen-figure hex adjacent to the foe and farther from the attacker, you cannot force a retreat. Magical attacks, missile and thrown weapons, etc., do *not* allow you to force a retreat.

(6) **Post-Turn Damage** from things like Shock Shield.

If both sides still have figures to fight, begin the next turn.

List of Options

An *option* is a set of actions. A figure may execute *one* option each turn, and may *not* mix actions from different options. The options available to a figure depend on whether it is engaged, disengaged, or in HTH combat at the moment its turn to *move* comes. During a turn, a player may change his mind about a figure’s option, as long as

- that figure has not yet acted, *and*
- that figure did not move too far to allow it to take the new option.

Options for Disengaged Figures

A figure which is *not* engaged with an enemy when its turn comes to move may perform any *one* of the following options:

(a) MOVE up to its full MA.

(b) CHARGE ATTACK. Move up to half its MA and attack with any weapon except a missile weapon, or HTH. (A figure can *never* attack if it moved more than half its MA.)

(c) DODGE. Move up to half its MA while dodging (see p. 117).

(d) DROP. Move up to half its MA and drop to a prone or kneeling position.

(e) READY NEW WEAPON. Move up to 2 hexes, re-sling (*not* drop) its ready weapon and/or shield, and ready a new weapon and/or shield, *or* pick up and ready a dropped weapon and/or shield in the hex where movement ends or an adjacent hex.

(f) MISSILE WEAPON ATTACK. Move up to 1 hex and/or drop to prone/kneeling position and/or fire a missile weapon.

(g) STAND UP. Rise from prone, kneeling, or knocked-down position at the end of the *combat* phase, or crawl 2 hexes; take *no* other action. A figure *must* take a turn to stand up before attacking, running, etc.

(h) CAST SPELL. Move one hex or stand still, and attempt any spell.

(i) DISBELIEVE. Move one hex or stand still, taking no other action, and attempt to disbelieve one figure.

Options for Engaged Figures

A figure which is engaged with an enemy (see definition, p. 101) *when its turn comes to move* may perform any *one* of the following options:

(j) **SHIFT AND ATTACK.** Shift one hex (or stand still) and attack with any non-missile weapon.

(k) **SHIFT AND DEFEND.** Shift one hex (or stand still) and defend (see p. 117).

(l) **ONE-LAST-SHOT MISSILE ATTACK.** If the figure had a missile weapon ready *before* it was engaged, it may get off one last shot. (You can almost always release an arrow at a charging enemy.)

(m) **CHANGE WEAPONS.** Shift one hex (or stand still) and drop ready weapon (if any), and ready a new *non-missile* weapon. (An engaged figure cannot ready or reload a missile weapon.)

(n) **DISENGAGE.** See p. 106 for an explanation of disengaging.

(o) **ATTEMPT HAND-TO-HAND ATTACK.** During the movement phase, the figure stands still or shifts; when its turn to attack comes, it moves onto the hex of any adjacent enemy, and attempts to hit with bare hands or (if it was ready) its dagger.

(p) **STAND UP.** Same as (g) above.

(q) **PICK UP DROPPED WEAPON.** “Bend over” (not moving), drop your ready weapon and/or shield (if any), and pick up and ready a dropped weapon in your hex or an adjacent hex.

(r) **CAST SPELL.** Shift one hex or stand still, and attempt any spell.

(s) **DISBELIEVE.** Same as (i) above.

Options for Figures in Hand-to-Hand Combat

(t) **HTH ATTACK.** Attempt to hit an opponent in the same hex with bare hands or, if dagger is ready, with the dagger.

(u) **ATTEMPT TO DRAW DAGGER.** Roll 3/DX to succeed.

(v) **ATTEMPT TO DISENGAGE.** Disengaging while in HTH combat is not automatic; it requires a roll. See p. 117.

Movement

When combat begins, lay out the megahexes to represent the appropriate area of the labyrinth. Each megahex represents one hex of labyrinth map – so seven one-hex figures can occupy a single labyrinth-map hex.

Each figure has a movement allowance (MA) of a certain number of hexes. Remember: These are the *small* (4-foot) hexes, not megahexes. All normal human figures have an MA of 10; MAs for other figures are given in their descriptions. If MA for a creature is not given, assume it is 10.

Armor reduces MA (see the armor table on p. 110); MA may also be increased or reduced by magic. When MA is magically doubled, movement allowed in all options is also doubled – e.g., a wizard under a Speed Movement spell could move 2 hexes and still cast a spell. However, when movement is halved, the wizard could still move one hex and cast a spell; he would not be limited to “half a hex.”

A figure *must stop its movement* for the turn when it becomes “engaged” – see p. 106, under *Facing*.



Movement of Multi-Hex Figures

The MA for a multi-hex figure is the maximum number of hexes *any part* of the figure may move in one turn. For instance, if a dragon moves in a straight line, all parts of it will move the same number of hexes – but if its tail stays in the same hex and its head moves 4 hexes, or vice versa, the dragon is considered to have moved 4 hexes.

Since a multi-hex figure must be in a front hex of *two* small figures to be engaged (3 if it is 7 hexes or longer), it does *not* stop movement if it enters a front hex of a single one-hex figure. It *does* have to stop as soon as it occupies two at once, thus becoming engaged. Even then, it is allowed to move one more hex to push the small figures back – see below.

Shifting

Only disengaged figures may move more than one hex per turn. An engaged figure may move only one hex during the movement phase, and must stay adjacent to all figures to which it is engaged; this is called a *shift*.

A multi-hex figure also moves only one hex when it shifts. However, the shift may carry it onto one or more one-hex figures and/or away from one-hex figures with which it was engaged.

Moving Onto Other Figures

Normally, only one figure occupies a hex. A figure may never move through a standing or kneeling figure. A figure may move into a hex with a fallen, unconscious or dead figure and stop. A figure may also jump over a fallen, unconscious, or dead figure at a cost of 3 from its MA that turn.

A multi-hex figure (a giant, dragon etc.) may end its movement, or take its “shift,” by “pushing back” any number of one-hex figures, as long as the combined ST (at the moment) of the figures being pushed back is less than that of the figure doing the pushing. The large figure moves one hex and stops; no figure can be pushed back more than one hex per turn. The small figure(s) that it moved onto must immediately make a saving roll: 3 dice against DX. If they succeed, they step to any adjacent hex and may act normally that turn. If they fail, they *fall* in their own hex. If a small figure has no adjacent empty hex to step to, a large figure may not move onto it to push it back.

A multi-hex figure may push back small figures either at the end of its regular move (even if that move engaged it with them) or by shifting onto them while engaged.

A very large figure (7 hexes or bigger) may push back or trample figures up to 3 hexes in size in just the same way. They are still only pushed back one hex per turn.

Once a large figure is on top of a smaller one, it may attempt to trample. This is an attack, and is covered under *Trampling* on p. 126. The figure underfoot may attempt to crawl out during his movement phase, or may declare himself to be in hand-to-hand combat with the larger figure and start stabbing.

Flight

Some creatures can fly naturally; any creature can fly with a Flight spell cast on it. Flight is effective only in an open space; in a tunnel, a flying creature loses all advantages except its speed, but keeps all disadvantages. A 4-hex or larger creature cannot fly in a tunnel at all.

Flyers have a high MA. A grounded creature which wishes to fly “takes off” at the beginning of its movement turn. On its first turn in the air, it has only half of its flying MA. After that, it has its normal flying MA. A flier may land at any time, but may not move on the ground on the turn it lands. A creature using the Flight spell automatically lands (not a crash landing) at the instant the Flight spell ceases to be powered.

In an open space, flying creatures are not engaged by grounded ones unless they wish to be; there is room to fly over. A flier may freely cross over another figure, a fire, a wall, etc. Fliers *do* engage one another unless *both* wish not to be; then they may “cross at different heights” without fighting.

In a labyrinth, most rooms will be too small to give a flying creature much of an advantage. Remember: the reason a flier is hard to hit is that it is maneuverable. The -4 DX to hit a flying creature should *not* be applied to a flying person or larger creature in a tunnel, but it *would* apply to a flying bat. In the open, or in a very large room, it would apply just as well to the person.

GMs will have to decide just how high the ceiling is in a large room. Most rooms will have low ceilings, but a large cavern (a natural dragon lair anyway) might be big enough to let him use his wings effectively. Plunderers beware . . .

Missile/thrown weapon/missile spell fire at targets overhead (e.g., up on a cliff, or flying) is at -1 DX for every 10 feet of vertical distance. (Remember, too, the -4 DX penalty for attacking any flying creature.) The vertical-distance DX penalty works both ways; an ordinary archer riding a dragon at any height will have such a penalty that he will never hit any target on the ground except through sheer luck.

See the Flight spell and *Aerial Combat*, p. 133.

Crawling, Kneeling, and Lying Prone

A figure may use the Drop option to assume any of these positions. A figure which falls assumes the prone position involuntarily and may do *nothing* next turn except (either) stand up, kneel, or crawl, or attempt a spell.

A crawling figure has a MA of 2. A figure may crawl without first standing up. A crawling figure is assumed to have all rear hexes for all purposes, and may not attack. Exception: a hand-to-hand attack on another prone/crawling figure, or on a figure trampling you, is permitted.

A figure may kneel or lie prone in the same hex behind a fallen body. An attack with a missile weapon or spell then has a chance of hitting that body instead. The attacker rolls first against his real target, at DX -4. If he misses, and if the fallen body was still alive, he rolls to hit (or miss) that figure.

A wizard may cast spells while prone or kneeling at no DX adjustment.

Actions During Movement – Jumping, Etc.

Certain actions may be attempted as part of a figure’s movement. One example has already been mentioned: jumping over a fallen figure. This “costs” 3 hexes of movement; if you jump over a body you have spent 3 hexes of your MA in the jump. You will not fail on a jump this easy.

Jumping over a hole in the floor, or a hex of tar or whatever, costs the same 3 MA and automatically succeeds. A jump of 2 hexes (8 feet) takes 4 MA; success requires a roll of 5 dice against the total of DX+ST. A near-impossible jump of 3 hexes would take 4 MA and 8(!) dice, and so on. We *won’t* get into the physics of heavily-encumbered jumping; the GM can require an extra die of difficulty if he sees fit, and get on with the game.

A failed roll means you fall in; if it’s a pit, you immediately get a 3-die roll against DX to see if you grab the far side. If you do, you can try to pull yourself up next turn, and any following turn. This requires a 4-die roll against ST – but every time you try to pull yourself up and fail, you take 1 hit from exhaustion. Falling into a hole will do damage – just how much depends on the depth of the hole. See p. 119.

You may scoop up a dropped weapon or other object “on the run” during movement. If you spend 3 MA picking it up, you can get it automatically and continue. If you are in a hurry, you can try to grab it on the run by making a 3-die roll against DX. If you miss the roll, you must keep running. If you make the roll, it costs you no extra movement to pick up the object. A weapon picked up this way is ready next turn.

GMs may let players attempt other things during movement, by penalizing them an appropriate number of hexes of movement – but a figure can *never* make an attack during movement. Attacks must always wait for the action phase of the turn.



Hidden Movement

When a figure is invisible and the opposition does not use Mage Sight, or when a figure is in one of several connected shadow hexes and the opposition does not know which one, hidden movement is allowed.

An invisible (or shadowed) figure is taken from the board. While it remains invisible or in shadow, its location is not revealed unless it:

- a) uses a missile spell or makes any physical attack;
- b) becomes adjacent at any time to an enemy figure (including images and illusions);
- c) is wounded, falls down, or goes through a (non-shadowed) fire hex.

When one of these events occurs, the location of the hidden figure *at that moment* is revealed. It stays revealed only as long as the hidden figure stays adjacent to an enemy or in a fire. Other events reveal its location only for an instant.

The player with a hidden figure makes a note, each turn, of where it moves. When Mage Sight is used, or invisibility turned off, the counter is replaced.

When an invisible/shadowed figure is attacked (even by a figure who knows where it is), the attack is at -6 DX because you can't see it. An attack into a hex where you *hope* an

invisible/shadowed figure is has the same -6 DX. The same goes for casting of spells and attempts to miss an invisible figure.

When a figure is created “on top of” an invisible figure, the location of the invisible figure is revealed and the creation appears in the adjacent hex. *Exception:* Fire, Shadow, and Rope, which can occupy a hex with a figure, appear *on* the invisible figure.

Hidden movement can cause difficulties. If the GM's characters are invisible, he can just make notes of where they are. However, if the *players* have an invisible figure, it may be necessary to call in a referee to keep track of where everything is. This is a good time to use the system in which a “monster player,” rather than the GM himself, handles movement and combat for the labyrinth creatures.

Surprise

Often a situation will arise in which one side surprises the other. Maybe the players will creep up on a goblin guard post and take the guards unaware . . . or maybe the players will be so busy looting a treasure chest that something will walk right up behind them.

The best way to handle surprise is to give the side which achieved surprise one free turn – that is, they get one chance to move and strike before the other side can react at all. For lesser surprise (e.g., against a guard post, where the guards were still somewhat watchful) you can run the combat normally, but give the first turn's initiative automatically to the side which achieved surprise.

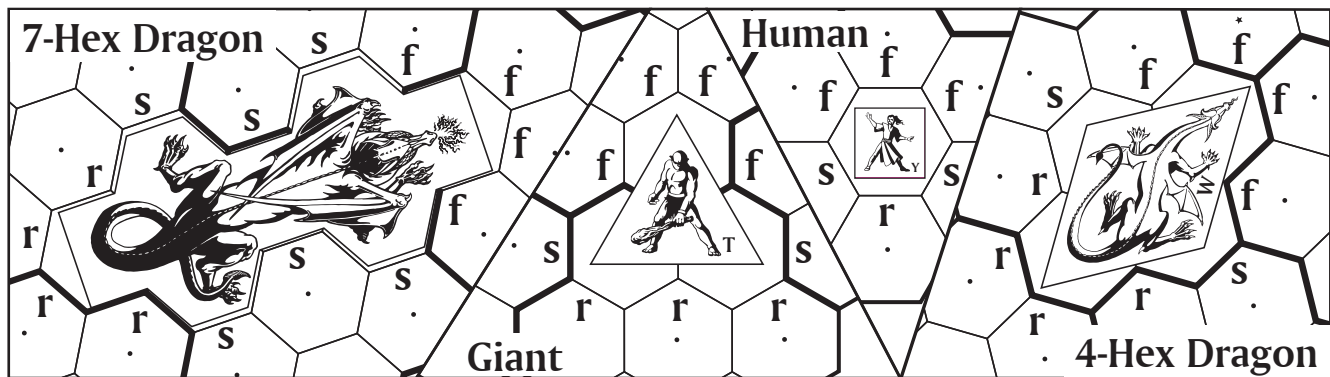
Initiative

Initiative, as discussed above, determines which side has the option to move first. Normally, initiative is determined by rolling a die – the side with the higher roll wins. In circumstances where the GM feels one side is much better organized than the other, he may give “initiative bonuses” either by giving one side the initiative, as described above, or by adding to one side's roll.

For example: The Tactics talent adds 1 to the initiative roll of a party. If the leader of the party has the Tactics talent, his party adds 1 to every initiative roll. If he has Strategy, his party adds 2. If you are fighting extremely stupid opponents (e.g., Prootwaddles), you might get +2 on your initiative rolls as well – though a party should *not* get an initiative bonus for fighting animals. The GM may also give an initiative bonus if he feels one side is extremely terrified, sleepy, confused, etc. This type of bonus is usually given to the players. However, he may give his *own* creatures the bonus on initiative if the party is very quarrelsome and will not listen to its own leader.

Escaping

If figures are fleeing from a foe – that is, if they are not engaged, and spent the previous turn running away – they automatically get initiative if and only if they use it to continue their escape. If they intend to turn and fight, they must roll for initiative – but if they're ahead of the enemy and running, their lead will not be sacrificed to a random die roll. Only a foe with higher MA can catch up to them if they keep running.



Facing

Each one-hex figure “faces” one side of its hex, as shown by the direction the counter is turned. A player may change the facing of a figure whenever it *moves*, and may always change its facing at the end of its movement turn, even if it stayed in the same hex. Facing determines which figures can be attacked by which; it is unwise to let an enemy behind you.

A figure on the ground, crawling, or bending over to pick up a weapon is considered to face “rear” in all six directions; it has no front, except for purposes of determining where it may cast spells. For casting spells, a prone or kneeling wizard has normal front hexes. *Example:* in the diagram above, Yzor is facing the hex directly “above” him. The 3 hexes marked “f” are his front hexes; the “s” hexes are his side hexes; the “r” hex is his rear hex. He may make a physical attack only into a front hex, but may cast a spell into any adjacent hex, or any hex “in front” of him – see below.

A multi-hex figure, like a giant or dragon, also has front, side and rear hexes, as shown below. A giant’s facing may be changed by rotating the triangular counter in the same three hexes. A dragon’s facing may only be changed by moving the dragon; he is the wrong shape to spin in place.

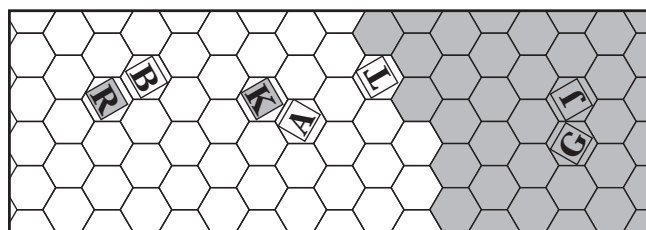
Engaged and Disengaged

Facing determines which figures are *engaged*. A one-hex figure is engaged if it is in one of the front hexes of an armed enemy. If a figure is directly behind a foe, the front figure is engaged, but the rear one is not.

A multi-hex figure, being bigger, is harder to engage. A giant or small dragon is engaged only if it is in the front hexes of *two* or more armed one-hex figures (or one multi-hex figure). A 7-hex dragon is not engaged unless it is in the front hexes of *three* or more armed one-hex figures (or one multihex figure). In general, a smaller figure (or group) must occupy more than 1/3 as many hexes as does the larger figure, in order to engage it.

Facing also determines which figures may be attacked. A physical attack may be made only against a figure engaged with you – that is, in one of your figure’s three front hexes. A spell may be cast only on a figure which is (a) in your own hex or any adjacent hex, or (b) generally “in front” of you (see diagram). A figure *can* cast a spell on itself.

In the diagram below, Tark is not engaged. Bjorn is engaged (he is in Rolf’s front hex), but Rolf is not engaged (he is in Bjorn’s rear hex). Karl and Astaroth are both engaged; each is in one of the other’s front hexes. Jon and Grath are not engaged; they are not enemies.



The unshaded hexes are “in front of” Tark. He can cast spells only at figures in these hexes, or in his own or adjacent hexes.

A physical attack made from an enemy’s side hex adds +2 to the attacker’s DX. A physical attack made from an enemy’s rear hex adds +4. An enemy’s facing does *not* affect adjusted DX of spells cast at him.

Disengaging

Disengaging is the action of moving away from a figure(s) that has you engaged.

A figure that selects the “disengage” option stands still or shifts during its movement phase. When its turn to attack comes, instead of attacking, it moves one hex in any direction. You *may* move onto another figure to attempt HTH combat that same turn.

Note that an enemy with a DX higher than yours will be able to strike at you on the turn you disengage, since his attack comes before yours. An enemy with a lower DX will not have a chance to strike at you if you disengage away from him.

A figure engaged with more than one enemy may disengage from some while remaining engaged with others, but may *never* attack on the turn it disengages (except HTH).

A kneeling, prone, or fallen figure cannot disengage; it must first stand up.

Attacks

An “attack” is an attempt to harm an enemy. An attack may be either magical or physical.

There are two basic types of magical attack. The first type does no direct harm – for instance, a spell to slow movement,

make its victim clumsy, or trip him. The second type (e.g., a fireball) does physical damage, although the attack itself was magical.

There are several different types of physical attack: regular, thrown-weapon, missile-weapon, hand-to-hand, jabbing with a pole weapon . . . These are covered below.

In order to make any sort of physical attack, a figure must have a *ready weapon*. A ready weapon is the weapon a figure has in his hand, ready to use. (A fist can be a ready weapon.) A weapon stays ready after an attack unless it is thrown, dropped, or broken (except for a crossbow, which takes time to reload). In order to change weapons, a figure must choose an option which allows him to ready a new weapon. This will take up a turn; the new weapon will then be ready at the beginning of the *next* turn. A shield, like a weapon, is “ready” or not ready. An unready shield is slung on the figure’s back.

To make a magical attack, a figure must pick option (h) or (r). If he is casting a spell he knows, he needs nothing in hand; otherwise, he must have the book or scroll he is using “ready,” as though it were a weapon. Magical devices used to cast spells must also be “ready” before they can be used. A ring is “ready” if it is being worn.

A figure may not attack during a given turn unless he uses a “cast a spell” option (for magical attacks) or one of the attack options: (b), (f), (j), (l), (o), or (t). It is legal to *change* to an attack option when your turn to act comes, if you did not move more than that option allows. For instance, if a figure stood still during movement, intending to “change weapons,” and an enemy moved into one of his front hexes to attack, then the first figure could change to option (a) and attack.

Only one attack may normally be made by each figure per turn. Exceptions to this are certain non-human figures (Dragon, Octopus); a fighter with the Two Weapons talent; or an archer who is firing two arrows in one turn. Under normal conditions, only one attack may be made per turn, and it must be made against a single figure.

During the action phase of the turn, figures act in order of their adjusted DX, with the highest adjusted DX going first. DX is affected by many things, including the position of the enemy you are attacking . . . so in a given position, a figure might have an adjusted DX of 8 if striking at one foe, 10 if it attacked another instead, and 12 at yet another!

If adjDX is tied, the figures on the side with initiative go first. Within that side, if it matters, the figure with the highest *basic* DX goes first. If there are still ties, roll the dice.

There are two exceptions to the rule of “best DX goes first.” One has to do with pole weapons. If a pole-weapon user is charging, or *being charged by*, another figure, roll that attack first, regardless of DX. If there are several such attacks, roll them all, in order of their adjDX, before going to the regular attacks.

The second exception has to do with archers with such a high DX that they fire two arrows per turn. The first arrow is fired at the normal time – that is, when the archer’s turn comes according to adjDX. (Don’t count range to the target when deciding when his turn comes.) The second arrow is fired *after* all other attacks have been made. If more than one archer gets a second shot, the second shots all come at the end of the turn, again in order of the archers’ adjDX.

Weapons

The *Weapon Table* (p. 109) shows what weapons are available, and how much damage they do.

A character may carry as many weapons as strength allows. (Note that this is a change from the basic *Melee* rules.) However, there are still limits to how many can be effectively used and how quickly.

The *ready* weapon is the weapon the character carries in his hand. Only the ready weapon may be used in an attack. Unless it is thrown or dropped, it will automatically be ready again in time for the next turn.

A *secondary* weapon is a weapon slung at the character’s side. It takes one turn to switch from a ready to a secondary weapon; the secondary weapon then becomes ready and can be used the next turn. A character can have two secondary weapons and/or shields slung at his side. Daggers or flasks on the belt are also secondary weapons.

A *packed* weapon is in the character’s backpack or hanging on his back. It takes 4 turns to pull out and ready one of these weapons. The only limit to the number of packed weapons you can carry is your strength.

Remember: The only weapons you can use immediately are your *ready* ones. At any one time you may have ready either:

- a 2-handed weapon, or
- a 1-handed weapon and a shield, or
- a shield alone, or
- a 1-handed weapon alone, or
- 2 one-handed weapons (but see *Left-Hand Weapons*).

A molotail is a 1-handed weapon, but you must have a lit torch in the other hand.

A magic scroll is a 2-handed weapon.

A flask of sleeping potion or similar “bomb” is a one-handed weapon.

Each weapon shown on the Weapon Table has a “ST needed” number. This is the strength required to wield that weapon properly. If your ST is less than that required for the weapon you are using, your DX is -1 for each ST point you lack, and the damage done is -1 for each 2 ST (round damage down) that you lack. For simplicity’s sake, stick with the weapons for which you have the ST!

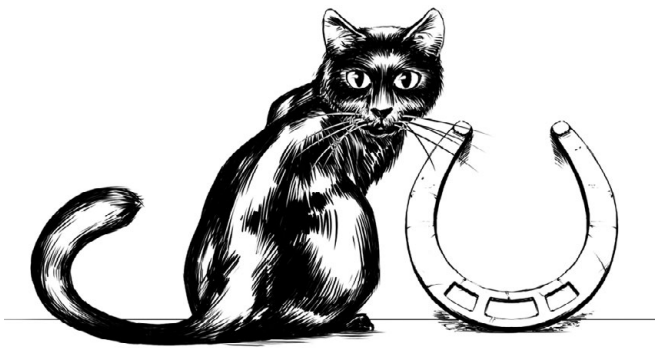
The crossbow is a mechanical device, so the ST rules for it are different. See *Crossbows*.

Rolling for a Hit

When a figure attacks, the player states which enemy is being attacked. He then rolls 3 dice to see whether or not he hit the enemy. To hit, a figure must roll its *adjusted DX* or *less* on 3 dice. Thus, a figure with adjDX 8 must roll 8 or less.

Many factors affect DX. Some of the most common are the armor the attacker is wearing; the defender’s facing; spells which may have been cast; and wounds the attacker has suffered. Other DX adjustments for circumstances, some of them very unlikely, are found in this book.

Adjustments are figured before each attack. The adjDX represents the chance to hit the enemy, as stated above. Attacks occur in order of adjDX counting everything *but* missile and thrown weapon range; a distant target makes you less accurate but no slower.



Critical Success and Failure

The roll to hit is adjDX or less on 3 dice, as stated above. *But:*

- A roll of 3 always hits, regardless of DX, and does triple damage.
- A roll of 4 always hits, regardless of DX, and does double damage.
- A roll of 5 always hits, regardless of DX.
- A roll of 16 always misses, regardless of DX.
- A roll of 17 always misses, and the attacker drops that weapon in his own hex. (A thrown weapon drops in the target hex instead.)
- A roll of 18 always misses, and the attacker's weapon is broken.
- A roll of 17 or 18 is an automatic miss for an animal or a bare-handed fighter. Furthermore, he hurts himself in the attack, and takes 1 die of damage (regardless of armor or magical protection).

Rolling for Damage

If the attacker hits with a spell, that spell automatically takes effect – tripping, dazzling, or whatever it does. However, if the spell does physical damage, or if the attacker hit with a physical attack, he must then roll to see *how much* damage was done.

The number of dice the attacker rolls for damage is determined by the weapon or spell used. Damage done by weapons is shown on the *Weapon Table* on pp. 109-110. For instance, a broadsword gets 2 dice, as shown by the “2” in the “Damage” column. If you hit with a broadsword, roll 2 dice. The result is the number of hits the enemy takes (although his armor will stop some of those hits). Some weapons have pluses or minuses. A small ax gets 1d+2, which means that you roll 1 die and add 2 to the result. If you hit with a small ax and roll 3, the enemy takes 5 hits.

Some weapons (bare hands, clubs, cesti, and daggers) do differing amounts of damage, depending on the user's ST. Spears and bastard swords have two damage numbers – one for one-handed use and one for two-handed use.

Missile spells do damage based on the amount of ST the wizard puts into them. If a wizard uses 3 ST casting a lightning bolt, for instance, he creates a 3-die lightning bolt; he rolls 3 dice to determine the damage it does if it hits.

Armor and Shields: Protection From Hits

Armor, shields, and other types of protection can guard their users from harm by stopping a certain number of hits from each attack. For instance, chainmail stops 3 hits per attack. This is a subtraction from *each* successful attack against the protected figure. If a figure wearing chainmail is hit by two attacks during the same turn, one doing 5 hits damage and the other 3, he would actually take only 2 hits damage from the first attack and none at all from the second. The chainmail stops the other hits.

Other kinds of protection work the same way. Different kinds of armor and shields, magical protective spells like Stone Flesh, and the natural fur and scales of some animals – all subtract hits. The effects are cumulative. For instance, a wolf's fur stops 1 hit per attack. If the wolf is also protected by a Stone Flesh spell, which stops 4 hits per attack, the wolf's total protection is 5 hits/attack. If he is hit by a broadsword (2 dice damage) and an 8 is rolled, only 3 hits will be marked off against the wolf's ST. His fur and the Stone Flesh stop the other 5.

To be realistic, though, we must take into account the fact that not all kinds of protection are equally good, as follows:

Magical protection will subtract from *any* kind of damage taken.

Armor (either man-made or natural fur/scales) protects against most things, including fire, sword cuts, blows, missile spells, bites, and falls. However, it only protects against slime or similar attacks for one turn.

Shields protect against physical or missile-spell attacks from the 3 front hexes (or, if slung on the back, from the back hex) . They do not protect at all against fire, slimes, insect or vermin attacks, falls, falling rocks, etc. Regular shields protect against missile-weapon attacks from the front, but a main gauche does not.

By extrapolating from these examples, GMs should be able to make logical decisions in cases where characters are faced with some unusual form of damage. As always, the GM's function is to provide a reasonable and realistic ruling.

“Using up” your armor and shield: It would not be unreasonable to assume that armor and shields are slowly chopped up as they absorb hits. If you want to add this bit of realism (and keep in mind that it's optional – it means more record-keeping) then assume that any shield will absorb 20 times its “hits stopped” and then become useless. Small shields are thus very short-lived; larger and/or magic ones last longer. Armor takes 40 times its “hits stopped” before becoming useless; however, half-destroyed armor may be repaired for somewhat less than the cost of new gear. If you want to get really accurate and complicated, let armor offer 1 hit less protection when it's taken 20 times its “hits stopped,” and 2 hits less when it's taken 30 times this number. Thus, the armor slowly degrades.

A much more playable compromise is to treat armor as “immortal” but insist that non-magical shields be replaced after each adventure.

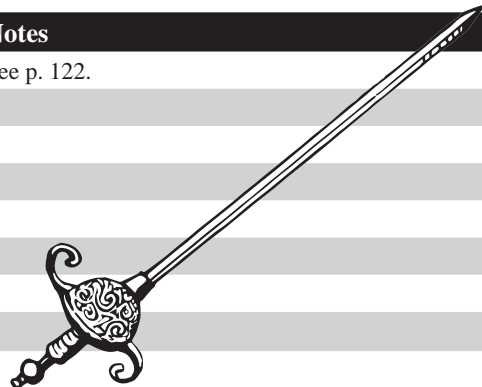
The simplest method is to treat *all* armor and shields as permanent.



Weapon Table

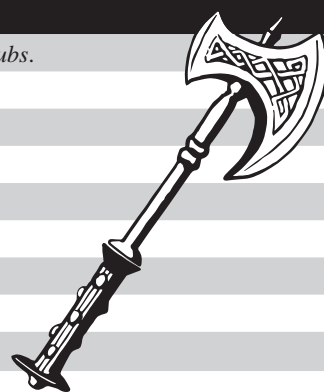
KNIFE and SWORDS

	Damage	ST	Cost	Wt (lbs.)	Notes
Dagger*	1d-1	–	\$ 10	0.2	See p. 122.
Rapier	1d	9	\$ 40	1.0	
Saber	2d-2	10	\$ 50	3.0	
Shortsword	2d-1	11	\$ 60	4.0	
Broadsword	2d	12	\$ 80	5.0	
Bastard Sword (1 hand)	2d+1	13	\$100	7.0	
Bastard Sword (2 hands)†	2d+2	13	\$100	7.0	
2-Handed Sword†	3d-1	14	\$120	10.0	
Great Sword†	3d+1	16	\$150	15.0	



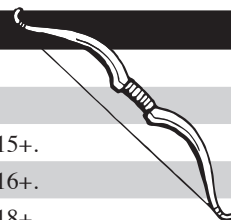
AXES/HAMMERS/MACES

	Damage	ST	Cost	Wt (lbs.)	Notes
Club*	Varies	–	\$ 10	3 and up	See <i>Clubs</i> .
Hatchet*	1d	9	\$ 15	2.0	
Hammer*	1d+1	10	\$ 25	4.0	
Mace*	2d-1	11	\$ 40	6.0	
Small Ax*	1d+2	11	\$ 30	5.0	
War Ax	2d	12	\$ 60	8.0	
Morningstar	2d+1	13	\$100	12.0	
Great Hammer†	2d+2	14	\$110	16.0	
Battle Axe†	3d	15	\$130	22.0	



MISSILE WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Thrown Rock	1d-4	–	–	0.5	
Sling†	1d-2	–	\$ 2	1.0	(including rocks)
Small Bow†	1d-1	9	\$ 20	4.0	2 shots/turn, if adjDX = 15+.
Horse Bow†	1d	10	\$ 30	4.0	2 shots/turn, if adjDX = 16+.
Longbow†	1d+2	11	\$ 40	4.0	2 shots/turn, if adjDX = 18+.
Light Crossbow†	2d	12	\$ 50	6.0	Fires every other turn, or every turn if adjDX = 14+.
Heavy Crossbow†	3d	15	\$ 80	10.0	Fires every 3rd turn, or every other turn if adjDX = 16+.
Arrows (20)	–	–	\$ 20	1.0	
Quarrels (20)	–	–	\$ 20	1.0	
Sling Pellets (20)	–	–	\$ 2	1.0	
Cranequin	–	8	\$ 30	2.0	Used to cock a crossbow (q.v.).



POLE WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Javelin*	1d-1	9	\$ 20	3.0	1½ yards; too short to make a 2-hex jab.
Spear*	1d	11	\$ 40	6.0	2-2½ yards
Spear (2 hands)*†	1d+1	11	\$ 40	6.0	2-2½ yards (sometimes much longer)
Halberd†	2d	13	\$ 70	16.0	2-2½ yards
Pike Axe†	2d+2	15	\$100	22.0	2½-3 yards
Trident*	1d	10	\$ 30	4.0	1½ yards; too short for a 2-hex jab.
Cavalry Lance	3d-1	13	\$100	20.0	3½-4½ yards. Usable only by mounted figures – see <i>Mounted Combat</i> .
Pike†	2d+1, or as a spear	12	\$ 50	12.0	5 yards. Normally only used, grounded, vs. cavalry – see <i>Mounted Combat</i> .



UNUSUAL WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Quarterstaff†	1d+2	11	\$ 20	5.0	
Net*	1d-3	10	\$ 40	2.0	
Cestus	By ST	–	\$ 20	2.0	Damage depends on ST.
Whip	1d-1	8	\$ 30	1.0	
Lasso*	Varies	8	\$ 10	1.0	
Boomerang*	2d-1	11	\$ 20	3.0	
Nunchuks	1d+1	9	\$ 35	4.0	
Spear Thrower	+2	(Notes)	\$ 15	2.0	ST for spear thrown.
Blowgun†	See <i>Poison</i>	any	\$ 15	1.0	
20 darts	See <i>Poison</i>	any	\$ 10	0.1	The weight is the protective case.
Torch	(Notes)	–	\$ 1	1.0	See <i>Fire as a Weapon</i> .
Table, chair, etc.*†	–	–	–	–	GM's discretion . . .
Wizard's Staff	varies	–	–	–	See under <i>Magic</i> , or <i>Staff</i> spell. Weight depends on size; a wand is almost weightless, while a true staff might weigh 5 lbs. or even more.
Molotail*	–	any	\$ 20	2.0	See <i>Fire as a Weapon</i> .
Gas bomb*	–	any	varies	2.0	See <i>Potions; Gas Bombs</i> .
Bola*	–	9	\$ 15	1.0	See <i>Bola</i> .
Sha-ken*	1d-2	any	\$ 3	0.1	See <i>Sha-ken</i> . A pouch of 12 weighs 1 lb.
Arquebus†	3d+3	–	\$ 500	12.0	See <i>Gunpowder Weapons</i> .
Blunderbuss†	See p. 124	–	\$ 200	4.0	See <i>Gunpowder Weapons</i> .
Grenade*	(Notes)	–	\$ 600	2.0	See <i>Gunpowder Bombs</i> .
Petard	(Notes)	–	\$2,500	12.0	See <i>Gunpowder Bombs</i> .
Gunpowder	(1 charge)	–	\$ 100	–	See <i>Potions</i> .



ARMOR AND SHIELDS

Type	Hits stopped	DX-	Cost	Wt (lbs.)	MA	Notes
Cloth Armor	1	-1	\$ 50	14.0	10	See <i>Armor and Shields</i> . These are weights and costs for human-sized figures. For other figures, see <i>Armor Weights and Costs</i> .
Leather Armor	2	-2	\$ 100	16.0	8	
Chainmail	3	-3	\$ 200	30.0	6	
Half-Plate	4	-4	\$ 300	45.0	6	
Plate Armor	5	-5	\$ 500	55.0	6	
Fine Plate	6	-4	\$5,000	55.0	6	
Pack on Back	1	-1 or -2	Varies	–	–	Stops 1 hit from rear only.
Small Shield	1	0	\$ 30	10.0	–	See <i>Armor and Shields</i> .
Spike Shield	1	0	\$ 40	12.0	–	If used in shield rush, does 1d-2 damage.
Large Shield	2	-1	\$ 50	20.0	–	
Tower Shield	3	-2	\$ 70	35.0	–	
Main-Gauche	1	1	\$ 20	0.5	–	Attacks as dagger. See <i>Left-Hand Weapons</i> .



* – This weapon may be thrown – see *Thrown Weapons*.

† – This is a two-handed weapon. If the fighter has a shield, it must be slung on his/her back while the weapon is ready.

All the costs given above are for normal weapons. Finely-made or enchanted weapons (q.v.) will have special properties. Weapons and armor made of silver, instead of iron, are available. Such equipment is necessary for wizards who wish to fight without an extra DX penalty – see *Iron, Silver, and Magic*. Silver weapons and armor cost 10 times as much as ordinary ones. They weigh the same, do the same damage, and require the same ST to use. If a weapon has *any* metal parts, they must be of silver for a wizard to use that weapon without injuring his magical abilities.

Left-Hand Weapons

The left-hand dagger, or main-gauche, acts as a shield to parry 1 hit per attack, from non-missile, one-handed weapons only, from your front hexes. If you take an attack option, you can also make a separate dagger attack against the same enemy. It is rolled at -4 DX.

A figure with the Two Weapons talent can fight effectively with a regular weapon in each hand. A person who does not have this talent may attempt the same feat, but his DX will be -6 for each attack, and he gets no defensive advantage.



Other Names for Weapons

The Weapon Table obviously does not list all the types of weapons ever invented; it gives a representative sampling of weapons at each ST level. Below are listed a number of other weapons from Earth history, with equivalent weapons from the table. "Equivalent," of course, does not mean identical. A stiletto is not an ordinary knife, and a scythe is not a spear – but if you want to arm a farmer with a scythe, treat it as though it were a spear.

Dagger: cinquedeia, dirk, estradiot, katar, kindjal, misericorde, poignard, stiletto

Main-Gauche: hachiwara, jittei, madu, sword-breaker

Rapier: bilbo, epee, fleuret, foil, tuck

Saber: bandol, cutlass, hanger, kris, machete, parang, saif, snickersnee

Shortsword: dalwey, estoc, falchion, gladius, sapara, sax, spadroon, tulwar, wakizashi

Broadsword: farangi, flamberge, katana, parsa, scimitar, spatha

Bastard Sword: cladibas, hand-and-a-half, jin tachi, o-dachi, spatha

Two-Handed Sword: claymore, no-dachi

Club: baseball bat, bicycle chain, cudgel, war fan, shillelagh

Hatchet: tomahawk

Small Ax: ankh, crowbill, galraki, pick

Mace: dabus, gargaz, kanabo, knobkerrie, u'u

Morningstar: flail, holy-water sprinkler

Battleaxe: balta, doloire, francesca, masa-kiri, o-no, shoka

Javelin: angon, djerid, harpoon, jaculum, pilum

Spear: assegai, chogan, lance, military fork, naginata, runka, scythe

Halberd: bec-de-corbin, bill, brandestoc, godendag, guisarme

Pike Axe: berdiche, glaive, fauchard, Lochaber ax, poleaxe, voulge

Small Bow: hankyu

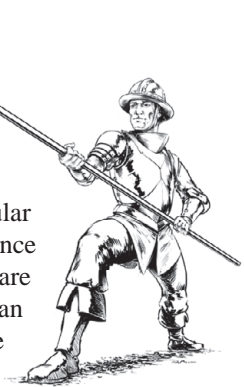
Long Bow: daikyu

Light Crossbow: prodd (shoots slingshot pellets)

Heavy Crossbow: arbalest

Pole Weapons

Pole weapons include the javelin, spear, halberd, pike axe, trident, and pike. In normal combat, these weapons do slightly less damage than regular weapons requiring equivalent strength, since they are clumsier. However, pole weapons are the only hand-held weapon that can strike an enemy not in an adjacent hex, and they are especially good against a charging foe – or when being used in a charge.

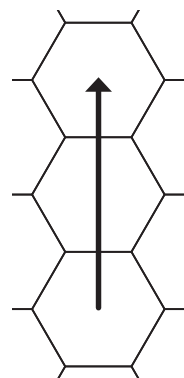


A charge attack is defined as an attack in which the attacker moves from a non-adjacent hex to a hex adjacent to his target. If you begin your move next to (but not engaged with) an enemy, you can move one hex away and then move back – this is still a charge attack. Pole weapons are good either *for* or *against* charges.

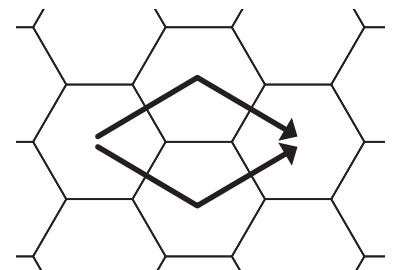
A pole weapon's length gives it an advantage in a charge-attack situation. Therefore, on any turn when a pole weapon is being used *in* a charge attack or *against* a charge attack (or both), roll all the pole-weapon results *first*, in order of adjDX, before resolving any other attacks. Thus, a polearm user has a chance to kill (or knock down) a figure with a shorter weapon before the other can strike – even if the other figure has a higher DX.

A figure who stands still (or simply changes facing) and uses a pole weapon against a charge attacker gets a +2 DX. If a figure has not yet moved, it is perfectly legal for it to turn in place during its movement phase to face a figure attacking from behind. A figure which has already moved, of course, may not change facing again.

In any case where a pole weapon is being used in a charge attack, and the attacker moved three hexes or more in a straight line, the polearm does *one extra die of damage* if it hits. If a pole weapon is used *against* a charge attack, it also gets the extra die of damage, whether or not the enemy moved in a straight line.



Straight line
"with the grain"



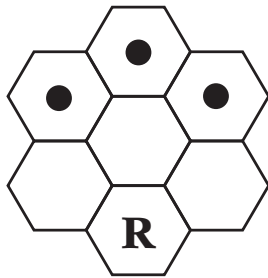
Straight line
"against the grain"

When one polearm user charges another, *both* results will be rolled before any other combats are resolved. The one with the higher adjDX will strike first – then (if he lives), the other one.

When a polearm is used in regular combat (not charging), it does only normal damage, and is rolled in its turn like any other weapon.

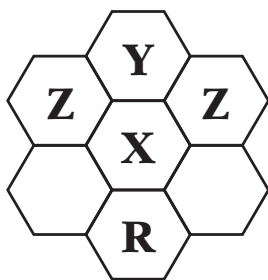
Jabbing with a Pole Weapon

A pole weapon can be used to strike at a figure *two* hexes away. This is called a “jab.” There is no DX penalty. A pole-arm user has a “jab” area in front of him – the 3 hexes ahead of his front hexes – as shown. Tridents and javelins are too short to jab.



The polearm user (Ragnar again) may jab at a foe in hex Y only if there is no one in hex X. He may jab at a figure in either of the Z hexes, regardless of intervening figures, because he is jabbing along a line between hexes. A spearman working from between and behind two swordsmen is a dangerous foe.

A jab is a regular attack. A polearm user may *not* “charge” to a hex 2 hexes away from his victim and jab for extra damage; a jab only does normal damage, no matter how the polearm user or his target had moved.



Shield-Rush Attacks

The “shield-rush” (slamming your shield into your foe in order to knock him over) is an important tactic in some kinds of combat.

The shield-rush is considered an attack for all purposes; that is, you can strike with the shield as a charge attack or regular attack. If you rush with the shield, you may not also strike with a weapon.

In order to make a shield-rush, you must have a shield ready. Make your attack by rolling as usual. If you fail to make your “to hit” roll, nothing happens. If you *do* make your roll, your *enemy* must now make a saving roll to stay afoot.

To stay afoot after being hit with a shield rush, your foe must make a saving roll against his adjDX. If the figure who hit him is *as strong* or *stronger*, this is a regular 3-die roll. However, if the figure who hit him is *weaker*, only *two* dice are rolled. Since it is fairly easy to roll your adjDX or less on two dice, a shield rush by a weaker figure is not too dangerous. (A roll of 12, though, is an automatic fall. On 3 dice, a 16, 17, or 18 is an automatic fall.) A figure which fails to roll its adjDX or less immediately falls down.

When comparing strengths for a shield-rush, use original ST, not wounded ST. Also, note that a rush against a figure more than twice your ST will have no effect. Shield-rushing a giant is pointless . . .

A successful shield rush with a spike shield puts 1d-2 hits on your enemy, as well as knocking him down. Other shields do no damage in a shield rush.

Unusual Weapons

In addition to the standard sword, mace, spear, ax, and so on, a number of more unusual weapons exist. These weapons have special abilities but require special skills.

Unlike regular weapons, which can be used (at some disadvantage) by an untrained person, these weapons are so specialized that they cannot be used *at all* without the appropriate talent. The exception is the trident, which can be used as a non-throwable javelin by anyone. Other peculiar weapons are worthless to the untrained . . . and dangerous in the hands of a master.

Blowgun

The blowgun is a hollow tube through which darts can be fired – usually by puffing with the breath, but sometimes by a mechanical device using a bellows. Such darts are no more than a nuisance unless poisoned.

When an unarmored figure is struck by a blowgun dart, he will be affected by whatever was on the dart (see *Poison*). An armored figure will not be affected unless the dart hits exposed skin. The chance that a mechanically fired dart will find an opening is negligible. A fighter using a blowgun may aim for a vulnerable spot: DX -6 if the target figure is wearing plate armor, -4 if any other armor.

Contrary to popular belief, the blowgun is not very accurate. Treat it as a thrown weapon for DX purposes, though of course the blowgun remains ready and may be fired once each turn. It *is* almost totally silent.

Boomerang

This is not the “toy” boomerang, which returns to its user, but the war boomerang – a heavy, curved piece of wood, capable of being thrown accurately for a long distance. The war boomerang does not return; its flight is one-way and deadly. The boomerang requires a ST of 11 to use.

The boomerang is only intended as a thrown weapon. When used as a club, it does only 1d-2 damage. When it is thrown, however, it does 2d-1 damage. Furthermore, because it is a precisely balanced airfoil, the *Missile Weapon* DX adjustments are used . . . in other words, it is much more accurate than other thrown weapons.

Bola

In the right hands, the bola can be formidable. Two, three, or four weights are fastened together with thongs. The bola is whirled around one’s head and thrown to entangle game – or an enemy.

The bola requires ST of 9. It is treated like a thrown weapon, with the following additional rules:

Before the user throws the bola, he must announce who is being thrown at, and what the target is: legs, arms, wings, or head. If the bola hits, the results are:

Legs: It will trip the enemy. He will immediately fall down, and will *not* be able to stand the next turn. The turn after that, he will be able to stand.

Arms: The victim will drop his/her weapon(s), and will not be able to pick them up for the next *two* turns, while his/her arms are entangled. The entangled figure may move normally.

Wings: A flying creature will fall (taking one die of damage). If the creature has *either* hands *or* a ST greater than 20, it will be able to stand on the next turn, and take off on the turn after that. Otherwise, it will remain grounded, but will be able to stand on the next turn, and move and fight on the ground thereafter.

Note: *any* attack on a flying creature (except a magical attack) is at a DX adjustment of -4. Fliers are hard to hit. Attacking the wings of a flying creature is at -6!

Head and Neck: A bola which hits the head and neck does 1d+2 damage, due to strangulation and weights hitting the head. However, this is a hard target: DX -4. A head-neck hit on a flyer also brings it down, just like a wing hit. A figure hit on the head/neck with a bola may not attack on his/her next turn (one hand is loosening the new necktie), but may move normally.

If a bola misses its target and its path takes it through another occupied hex, it is assumed to be going at the *legs* of the new target figure.

Cestus

The cestus is a spiked gauntlet, strapped onto a fighter's hand. A single cestus is treated exactly like a main-gauche, except that, being fastened on, it is always ready and cannot be dropped, either accidentally or intentionally, during combat. A fighter cannot hold a shield or other weapon in a hand bearing a cestus.

A fighter may wear *two* cesti – one on each hand. In that case, he “boxes” with them (this is how the Romans used them). He may attempt to hit with both, each turn. His DX is -3 for each strike.

Lasso

The lasso or lariat, in the hands of a skilled user, is both a weapon and a valuable tool. The lasso can strangle a foe – but it can also retrieve lost items, grab a tree-limb to set the stage for an escape, or capture a runaway animal.

The lasso has a range of approximately 15 yards. It is ineffective within 2 yards – therefore, a lasso user may attempt to catch anything from 3 to 15 hexes away. A lasso may be made of any piece of rope of the right length.

Use the missile-weapon DX adjustment for determining success. If the target is successfully lassoeed, the lassoeer may immediately pull the rope tight and proceed as he sees fit. If the target is missed, it will take at least 6 turns (30 seconds) to pull the lasso in and re-coil it for another throw. The GM may decree that circumstances (e.g., battle) make pulling it in more difficult, or even impossible.

If a human or humanoid target is lassoeed, the lasso may go for the neck (doing 1d+2 damage), either arm (causing whatever is being held to be dropped, but doing no damage), or the body (knocking the victim down, but doing no damage). Any creature caught by a lasso gets a saving roll (3 dice vs. DX) every turn to loosen, break or cut the rope *if* the creature

has hands or a ST greater than 20. Other creatures cannot escape. The saving roll applies on the turn *after* the creature is roped. If the victim attempts a saving roll to get rid of the lasso, it may do nothing else that turn.

It is also possible to lasso a flying creature. Proceed as though the lasso were a bola going for the wings (see above).



Net and Trident

The Roman gladiators known as “retiarrii” used this combination. It takes an ST of at least 10 to use net and trident.

The net is held in one hand, the trident in the other; thus a figure with net and trident cannot have a ready shield. (For purposes of choosing weapons, the net counts as one and the trident as one.) As long as the retiarius keeps *both* net and trident ready, he can use both at once, but his DX is -4. He can use either one at normal DX.

When both are ready at once, both can be used to attack on the same turn, as long as the same figure is attacked (remember, DX -4), just as though a main-gauche and sword were being used.

The trident is a pole weapon, and does 1 die of damage. The net is barbed, and can be swung to do 1d-3 damage.

Either the net or the trident can be thrown. They *cannot* be thrown simultaneously; nor can the retiarius attack with one on the turn in which he throws the other. The trident is treated like any other thrown weapon. The net is treated like a thrown weapon, *except* that, if it hits, it:

(a) does its regular 1d-3 damage;

(b) entangles the target, causing him/her to fall. In order to stand up next turn, the target must roll his adjDX on 3 dice. If he fails to make that DX roll, he lies there another turn, and takes another 1d-3 damage . . . and so on, every turn, until he can make the roll to stand.

The retiarius' standard tactic is to entangle his enemy, then charge with the trident. When fighting retiarii, some gladiators would try to cut up the net before it was thrown. If you have an edged weapon, you may strike at the net instead of the net-wielder. The net (obviously) has no armor, and when it takes 5 hits it is useless.

Nunchuks

Nunchuks are flail-type weapons – two wood rods connected by a strip of leather. A nunchuk user fights with one in either hand, but normally only strikes with one per turn. If he strikes with both, his DX is -4.

Nunchuks require a ST of 9, and do 1d+1 damage.

Quarterstaff

Famed as the hand weapon of Robin Hood and his Merry Men, the quarterstaff requires ST of 11 and does 1d+2 damage.

The quarterstaff may also be used to disarm an opponent. At a DX adjustment of -4, a quarterstaff user may strike at a foe's *weapon*. If he hits, the foe must then make his own adjDX roll on 3 dice. If he misses the roll, he drops the weapon.

Sha-ken

Sha-ken, or throwing stars, are small barbed or spiked disks meant to be thrown at enemies.

A figure of any strength can use throwing stars. A pouch of 12 can be carried on the belt, and weighs a pound when full.

A throwing star does 1d-2 damage when it hits.

Throwing stars have two advantages: first, a master can throw one at a time like a dagger (see *Aimed Shots*, p. 120); second, several can be thrown at once.

Up to 12 sha-ken can be thrown at once at the same target. Dexterity adjustments are as follows:

One at a time: No DX adjustment.

Two or three at a time: DX -2.

4, 5, or 6 at a time: DX -4.

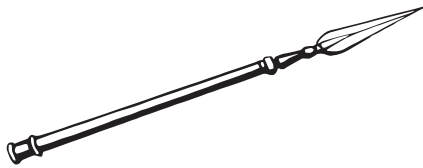
7, 8, or 9 at a time: DX -6.

10, 11, or 12 at a time: DX -8.

When several throwing stars are used at once, each one is rolled for separately. All are assumed to be following the same line, for purposes of rolling to see if they hit other figures after missing the intended target. All are readied at once.

Obviously, most people will miss if they use a whole handful of sha-ken . . . but a high-DX figure can be deadly with them.

There is a 50% chance that any throwing star which hits a wall will break.



Spear Thrower

A spear thrower is a wooden or metal shaft, hollowed out slightly at one end to fit the butt of a spear or javelin. It increases the power of a thrown spear. The spear-thrower remains in the hand and may be re-used after another spear is readied; it may also be used as a club to strike an enemy, doing 1d-2 damage.

A spear thrower may be used only with a spear or javelin. A spear or javelin thrown with a spear-thrower does 2 extra hits of damage and is considered a missile weapon for computing adjDX.

Whip

A bullwhip is a limited but nasty weapon. It can strike at any target 3, 4, or 5 hexes from its user, regardless of intervening figures. It normally does 1d-1 damage. However, a whip user may attempt to hit the head or hands of his target, doing special damage – see *Aimed Shots*, p. 120.

A whip may also be used exactly as though it were a lasso (see above), except that its range is limited. The DX adjustment is also different. A whip user suffers no DX adjustment of any kind for range, but can never strike closer than 3 or farther than 5 hexes away.

Thrown Weapons

Some weapons may be thrown (see *Weapon Table*). A thrown-weapon attack is treated exactly like a regular attack, but there is a DX adjustment of -1 for every hex of distance to the target. A target 3 hexes away is attacked at -3 DX.

It is possible for other figures to block the path of a thrown weapon. If a line drawn from the center of the attacker's hex to the center of the target hex passes through any hex containing a standing figure, that figure is "in the way." A line passing along the edge of a hex does *not* go through that hex. When a weapon is thrown, the attacker must *first* "roll to miss" each figure between him and his target. The attacker makes his DX roll as usual, but if he rolls his adjDX or below, he *misses*, and the weapon flies past; otherwise, it hits.

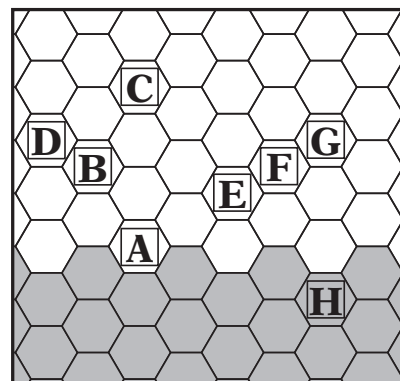
If you roll to miss an enemy (for instance, to hit a more important foe) and fail the roll, you do not hit the enemy you tried to miss . . . instead, the weapon falls to the ground in his hex, *unless* you roll a 14 or above. (This keeps a clumsy figure from "trying to miss" and hitting easily.)

When you are "rolling to miss," a 14 becomes an automatic hit, a 15 a double-damage hit, and a 16 is a triple-damage hit. 17 means the weapon drops in that hex; 18 means it breaks.

When a thrown weapon hits, it falls to the ground in that hex.

If a thrown weapon misses its intended target, it continues along the line drawn between the attacker's hex and the target hex for 10 hexes past the target hex. Roll for each standing figure whose hex the line passes through (rolling to hit or miss, as appropriate), until the weapon hits, goes 10 hexes, or strikes a wall and stops.

Whether the attacker is trying to hit or miss, his DX is always adjusted by -1 for each hex distance to the figure rolled for.



A may throw a weapon at B (DX -2) or C (DX -3). To throw at D, he must roll to miss B (DX -2) before rolling to hit D (DX -3). He may throw at E (DX -2), but if he misses, must then roll to hit (or miss) F (DX -3). If he misses F, he must roll for G (DX 4). If he wanted to hit G, he would have to roll and miss both E and F. He *cannot* throw at H, who is in the shaded area – *behind* him.

Thrown Spells

Some spells – marked with a (T) in the Spell Table – are “thrown” spells. This simply means that they are targeted just as though they were thrown weapons. The DX adjustment is exactly the same. However, with a thrown spell, there is no chance of hitting the wrong target. If the wizard misses the DX roll, the spell fails entirely, and has no effect except to cost the wizard a strength point.

Missile Weapons

Generally, only a disengaged figure may attack with a missile weapon. A figure with a missile weapon ready can get off one shot if suddenly engaged, but must then drop the missile weapon.

Missile weapon fire calls for a DX adjustment based on the number of *megahexes* (MH) distance to the target. If the target is in the same MH or is 1 or 2 MH distant, there is no DX adjustment. If the target is 3 or 4 MH distant, DX is -1. If the target is 5 or 6 MH distant, DX is -2.

Otherwise, missile weapons follow the same line-of-flight rules as do thrown weapons. The target must be in front of the attacker, and the attacker must roll to miss any standing figure in the way. A missile which misses its target continues until it hits a wall or figure; roll as above to hit (or miss) each figure its line of flight passes through, making new DX adjustments as necessary. A roll of 17 or 18 on any target but the first breaks the *arrow* but does not affect the bow.

Missile weapons never get a bonus for the target’s facing.

The DX adjustments for missile and thrown weapon distance are *not* considered when determining which figure attacks first.

Crossbows

Crossbows are powerful, deadly missile weapons. Since a crossbow is a mechanical device for storing energy and releasing it to propel a bolt, the ST rules for crossbows are special.

In order to ready (i.e., cock) a crossbow, a figure must either have the minimum ST listed for that type of crossbow, or use a cranequin (see below). Note also that a crossbow can rarely be fired more often than every other turn, even if it is cocked by hand – see the *Weapon Table*.

Any figure can fire a crossbow. However, the DX of a figure without the Crossbow talent will be at -4. Furthermore, anyone too weak to cock a given crossbow is certainly too weak to hold it steady and fire it accurately. A big crossbow is heavy, and it kicks. Therefore, DX for firing a crossbow is also at -1 for every basic ST point by which you’re too weak to cock it. Yes, it’s possible for your weakling characters to carry heavy crossbows, cocked by their dwarven friend, in order to lay down a barrage of 3-die bolts at the beginning of each battle. However, it will be a very inaccurate barrage!

Cranequins, or windlasses, are devices used to cock a crossbow mechanically. There are several different types; the differences don’t matter here. A cranequin requires a ST of 8. It takes 12 turns (one minute) to fully cock a crossbow with a cranequin. On the 13th turn, the user can place a bolt in the bow and fire. This assumes the archer has the Crossbow talent. If he doesn’t, he can still use the cranequin, but it will take twice as long (or longer, if the GM rules that the

user knows nothing about weaponry). A partially-wound-up crossbow can be set down without unwinding, if necessary; the work will not be lost.

Not all crossbows use cranequins. Half of all crossbows cannot be used with a cranequin; 1/6 cannot be used without one. 1/3 can both be used with a cranequin or hand-cocked, as the user wishes. There is only a 33% chance that a given cranequin-type crossbow will work with a randomly-chosen cranequin, since designs differ. These facts, and a couple of dice, will let a GM determine what the players have looted from their latest kill or found on sale in a shop.

Giant crossbows are sometimes used as siege weapons or traps. A proper name for an enormous crossbow is *scorpion*; the term *arbalest* may be applied either to a giant bow or a large handheld model. A scorpion always requires its own giant-sized cranequin for cocking, and takes at least 12 turns to wind up. A figure with the Crossbow or Engineer talent will be able to use a scorpion. All others are at -4 DX to fire it and may have a great deal of difficulty using the cranequin without breaking something or injuring themselves!

A giant crossbow does not do as much damage, proportionately, as a small one; they lose efficiency with size. Even so, an “inefficient” weapon that can throw a javelin-sized bolt several hundred yards, doing four or five dice of damage to the unfortunate target, should not be taken lightly.

Crossbows normally fire every 2nd or 3rd turn (depending upon user’s DX and type of bow – see the *Weapon Table*). Reloading a crossbow comes under the “ready weapon” option for all purposes.



Prone and Kneeling Fire

Crossbows may be fired from a prone position. Any bow may be fired from a kneeling position. A crossbow may be reloaded by a prone or kneeling figure.

A crossbowman lying prone gets a +1 DX adjustment. A standing/sitting/kneeling crossbowman with something to brace the weapon on gets +2.

Hitting Your Friends

An attacker must “roll to miss” when his missile or thrown weapon passes through the hex of a figure he does not want to hit (see *Thrown Weapons*). In the same way, he must “roll to miss” a friendly figure when he strikes at an enemy in the friendly figure’s hex and misses. This can happen when a standing figure tries to hit an enemy on the ground in hand-to-hand combat (see below) and misses. He may then roll, one by one, to see if he hits other enemies in that hex. If he misses them all, he must roll, one by one, to *miss* each friendly figure in that hex. He stops rolling when he hits one figure, or misses them all.

Figures in HTH combat never hit their friends in the same HTH combat. Only standing figures striking “into the pile” must roll.

Missile Spells

There are four Missile Spells: Magic Fist, Fireball, Lightning and Wizard’s Wrath. They are called missile spells because the DX adjustment is made just as though they were real missiles. Also, like missiles, they can miss their target and hit something else.

When using a missile spell, a wizard must “roll to miss” figures that are in the way before the spell reaches its intended target. She must again roll to miss (or hit) figures behind the original target if her spell misses it.

Oversized Targets

Everything else being equal, a big target is easier to hit. Therefore, missile and thrown weapons, and missile spells, get a DX bonus when aimed at multi-hex figures.

This rule assumes that when you fire at one hex of a multi-hex creature, a shot which otherwise would have been a near-miss might hit an adjacent hex of the same creature. When you make a missile/thrown weapon/missile spell attack on a multihex creature, proceed as follows:

1. Pick your target hex on the creature you are attacking. Your line-of-flight is calculated with respect to the center of this hex only.

2. Count the other hexes of the target figure as follows: Any hex at which you could take a clear shot (the line from the center of your hex to the center of that hex is totally unobstructed) counts 1. Any hex which would require you to “roll to miss” something in the way if it were the target hex counts ½. Any hex whose center point is obstructed by a solid obstacle (like a wall) or by another hex of the target figure counts zero. Add up the values of these hexes and round down (3½ would count as 3). This is your DX bonus for that shot. This DX bonus cannot exceed 4.

Note that this makes the facing of the target as important as its size. A 5-hex-long lizard attacked from the side, if you have a clear shot, would give you DX +4. If it were running straight at you, though, it would present only a 1-hex-wide target, and you would get no DX bonus at all!

Sheltering Directly Behind Fallen Bodies

Any figure may lie prone or kneel in the same hex with a sheltering body. A missile/thrown weapon attack then has a chance of hitting that body instead. Any figure making a missile or thrown weapon attack against a “sheltering” figure suffers a -4 DX adjustment. In a situation where it matters (i.e., the “body” was still alive), the archer must make a second roll – rolling his adjDX to try to *miss* – if and only if he misses his original target.



Hand-to-Hand Combat

A figure may move *into* an enemy figure’s hex, initiating HTH combat, if (a) the enemy has his back to the wall, or is lying down, prone, or kneeling, or (b) the enemy has a lower MA, or (c) the attacker comes in from the rear, or (d) the enemy agrees to HTH combat. Initiating HTH combat is considered an attack.

To initiate HTH combat, a figure moves onto the enemy’s hex. If the attacking figure is disengaged, this is a regular move. If the attacking figure is engaged, he may shift onto a figure engaging him to attempt HTH, even if he is engaged with other figures as well. When you’re surrounded by foes, sometimes the best thing you can do is jump on one of them!

If the attacker had a dagger or main-gauche ready, he may use it in HTH. Otherwise, he drops his ready weapon/shield in the hex he came from and attacks bare-handed.

When a figure is attacked HTH, it immediately (that is, still in the movement phase) rolls one die to determine its defense against the HTH attack, as follows:

On a 1 or 2, the defender drops his ready weapon and/or shield (unless weapon is a main-gouche or dagger) and fights bare-handed. Both fall to the ground in the defender's hex.

On a 3 or 4, the defender drops his ready weapon and/or shield, but has time to ready his dagger if he has one. He will be able to use it in his next attack. Both figures fall to the ground in the defender's hex.

On a 5, the defender does not drop his weapon, and the attacker immediately backs up to the hex from which he entered the defender's hex. HTH combat does not take place.

On a 6, the defender does not drop his weapon, and *automatically* hits the attacker. This hit happens immediately. The defender can still make an attack (or take other action) that turn. The attacker must retreat one hex as above. HTH combat does not take place. (If the attacker jumped the defender from behind, or if the defender is unarmed and does not have unarmed-combat skill, ignore a 6 and roll again.)

Since figures in HTH combat are on the ground and/or grappling with their foe(s), they always get the +4 "rear hex" DX adjustment.

A figure on the ground beneath a larger figure (see *Trampling*, below) may elect to attack HTH, rather than trying to escape. In this case, the large enemy does *not* get a roll to determine his defense; neither must he fall to the ground himself. The small figure is fighting HTH, but the larger one may continue to stand and fight normally. Otherwise, though, figures in HTH are assumed to be on the ground.

During the combat phase, HTH combat is rolled for like any other combat. Figures do bare-hands or dagger damage according to their ST, as described below. A figure may attempt to draw a dagger by picking option (u) and making its DX roll on 3 dice.

Pinning a Foe

A figure in HTH combat against a single foe may attempt a wrestling or judo-type 'pin.' If he succeeds, the enemy will be held helpless for two turns. On each succeeding turn, he gets a 4/ST roll to break free *unless* the pinner is stronger than he is – in which case he is held fast.

An attempt to pin is made instead of a normal attack. The attacker rolls a basic 3 dice, modified as follows:

For dexterity. Half the difference in dexterity (round down) is *added* to the die roll if the attacker has a lower DX than his foe, and *subtracted* if the attacker's DX is higher. For instance, if your DX is 4 greater than your foe's, subtract 2 from your roll when you try to pin him.

For unarmed combat skill. If either (or both) figures have unarmed-combat talents, modify the number of dice rolled according to the difference in talents. For example, if the attacker has UC 4 and the defender has UC 3, the attacker is one level better; he rolls one less die. If the attacker has UC 3 and the defender has UC 5, the attacker rolls two more dice. Obviously, a skill level much greater than your opponent's almost guarantees a successful pin.

A character cannot attempt a pin unless he has no ready weapon and is in HTH with a single foe.

It is quite possible for two figures to try to pin each other on the same turn. The one with the higher DX acts first and is the "attacker." If his attempt fails, the other figure makes his own attempt and is, in his turn, the attacker.

Multiple HTH Combat

When two figures are on the ground in HTH combat, any other figure(s) can move onto that hex and join the brawl, using option (a) or (j). No die roll is required.

Figures on the ground in HTH combat can *only* attack the enemies they are in HTH combat with. They may attempt to disengage according to the disengagement rules below.

If a standing figure attacks an enemy who is down in HTH combat with other figures, and misses, he then rolls for each other enemy in the HTH combat, and then for each friend, until he hits someone. *Example:* Two goblins have engaged Ragnar in HTH combat. He can only attack them (he must pick one or the other), and they can both only attack him. Bjorn comes up with his sword and hacks at one of the goblins. His DX for that attack will be at +4 (because the goblin is on the ground, it counts as a rear attack), plus Bjorn's other DX adjustments, if any. If Bjorn misses the goblin, he rolls again – same DX adjustments – to see if he hits the other goblin. If he misses again, he rolls – same adjustments – to see if he hits Ragnar. See *Hitting Your Friends*.

If a missile or thrown weapon is aimed at a pile of figures in HTH combat, *first* roll to see if it hit, and then roll *randomly* to see who it hit. It is not a good idea to fire arrows into a brawl!

Disengaging From HTH Combat

A figure in HTH combat may not automatically disengage, but must pick option (v), the attempt to disengage. During the movement phase it does not move, since figures in HTH remain in the same hex. During its attack phase, it does not attack, but rolls 4 dice against adjDX. If successful, it immediately stands up and moves to any adjacent, empty hex. It can take no other action that turn.

Defending and Dodging

The "dodge" option (for disengaged figures) and the "defend" option (for engaged figures) have similar effects. To hit a figure who is dodging or defending, a figure must make its "to hit" roll against adjDX on four dice instead of three. 4 and 5 are still automatic hits doing triple and double damage respectively; 20 and above are automatic misses; 21 and 22 are dropped weapons, and 23 and 24 are broken weapons.

Dodging is effective *only* against missile spells (and thrown and missile weapons). It is no good against other spells or attacks.

Defending is effective *only* against *non*-missile spells and attacks. A figure can defend *only* if it has a staff, sword, club, etc., ready to parry the attack with. In other words, dodging makes a missile likely to miss; defending is used against physical attacks from adjacent hexes.

A figure must have a physical weapon (staff, sword, club, etc.) in hand in order to defend; this weapon is used for parrying. You may "parry" with a bow or crossbow – but it will be ruined!

Neither of these options permits the casting of a spell or the making of any sort of attack. They are purely defensive.

Note: A magical image may dodge, but may not defend. It has no substance and vanishes if touched – so it cannot very well block a blow.

Forcing Retreat

A figure that put hits on an enemy figure by any physical, non-missile attack, and is *not* hit itself that turn, may force the enemy to retreat one hex at the end of the turn. The victor moves the enemy to any adjacent unoccupied hex. He then may choose *either* to stand still *or* to move into the hex from which the enemy retreated. If the enemy has no adjacent, vacant hex to retreat to, he does not have to retreat. If the only adjacent vacant hex is dangerous (e.g., fire, water, a pit), he must make a 3-die roll on DX to avoid stepping into it.

Reactions to Injury

A figure that takes 5 or more hits in one turn has its DX adjusted -2 for its next action (spell, attack, etc.).

A figure that takes 8 or more hits in one turn *immediately* falls down. If it has not already attacked, it may not attack that turn. It may do nothing *next* turn except stay down, stand up, or crawl 2 hexes. If it is in HTH combat it may do *nothing* next turn.

A giant (or any other creature with a beginning ST of 30 or more) loses 2 DX only if it takes 9 or more hits in one turn, and falls down on 16 or more hits in one turn.

A very large dragon, or other creature with a beginning ST of 50 or more, loses 2 DX only if it takes 15 or more hits in one turn, and falls down on 25 or more.

Any figure whose ST is reduced to 3 or less has an extra -3 DX for the rest of the combat. Any figure whose ST is reduced to 0 falls unconscious, and any figure whose ST is reduced below 0 dies . . . see *Death*.

For an optional injury rule, see *Crippling Hits*, p. 122.

Combat Conditions

Fallen Bodies

Fallen bodies are obstacles. To go over a hex with a body (or whatever), spend 3 MA to leap to the hex on the other side.

To move *into* a hex with a body, either spend 3 MA to move cautiously, *or* take a move-one-hex option, *or* follow a retreat, *or*, if you insist on moving quickly onto the body, spend only one MA but make a 3/DX roll to stay afoot. If you fail, you fall on top of the body or bodies.

If you end your movement in a hex with a body, you fight at a -2 DX penalty for bad footing (another -1 for each additional body in the hex).

Broken Ground and Other Obstacles

The GM may add a variety of obstacles, either in arenas or underground, just to keep things interesting.

- Pits (see below). They might be full (or half full) of water, lava, tar . . . or they might be bottomless.
- Permanent columns of Fire or Shadow, or permanent areas of Sticky or Slippery Floor, as described in the spells.
- Bad footing, such as sand, loose gravel, swamp muck, water-slick stone, ankle-deep brush, ice. Bad footing can reduce MA, penalize DX of those who fight, or even require a saving roll to stay afoot. Details are up to the GM, and the players should not know exactly what to expect when they first step in it.

- Columns or tree trunks. Figures must go around tall ones but might leap over short ones.
- Quicksand, or just very deep, wet swamp, will reduce MA drastically and might trap a lone wanderer who does not make an IQ roll (Woodsman will help) to escape.



Cliffs, Walls, Shafts, and Falling

This takes in all vertical surfaces which your characters may have to climb or descend. It is almost impossible to fight while climbing or descending . . . you have -4 DX if you are clinging to any kind of rope or cliff-face and swinging any kind of weapon. A two-handed weapon cannot be used at all. Make a saving roll (3 dice vs. DX) to avoid falling whenever you swing a weapon while climbing/descending.

Climbing and descending are risky, even without combat. Climbing skill helps! A Climber may go up a wall/cliff that provides handholds at a rate of 2 yards per minute; anyone else takes 2 minutes per yard. For every two yards traveled, roll against DX: 2 dice for the Climber, 4 for anyone else. Failure means you fall.

A Climber may, by using rope, spikes, and hammer, climb a sheer rock face or wall. Each spike takes about 5 minutes to place and advances the climber about 2 yards. Soft rock allows faster climbing. Make one 2-die DX roll for each 2 yards gained. A non-climber may attempt the same thing; his speed is halved, and he rolls 4 dice for each 2 yards gained.

A Climber going up a rock wall by an already-prepared path of spikes and rope ascends at 4 yards/minute with no chance of falling. Anyone else goes up at 1 yard/minute, with a 3-die DX roll each 2 yards.

A Climber or Acrobat can climb a freely-hanging rope at 2 yards/turn, or descend at 3 yards/turn, without chance of falling. Others climb at 1 yard/turn, or descend at 2 yards/turn, and must make a 2-die DX roll each turn to avoid a fall. The same speeds apply to figures on a rope ladder, but there is no risk of falling unless they try to fight.

A slope of over 45 degrees must be ascended via rope. Treat it as a sheer wall, but each saving roll is 1 die *easier* – in other words, a non-climber rolls only 3 dice for each 2 yards gained. Falls on this sort of ground are also less dangerous – see below.

Steep slopes of less than 45 degrees can be traversed without danger by Climbers and Acrobats. Anyone else makes one 3-die roll every 5 minutes to avoid a fall.

Falling causes injury. A vertical fall does 1 die of damage for every 5 yards you fell. Only cloth, leather, and chainmail are padded enough to protect against falling damage. Needless to say, you wind up at the bottom.

Rolling down a steep hill does 1 die for every 10 yards you roll. You also have a chance of stopping your fall. After you roll 10 yards, and take 1 die of damage, you may have a 3-die saving roll vs. DX. If you make it, you caught yourself. If you fail, you roll another 10 yards, and take another die of damage . . . and so on.

Climbers may rope themselves together for added safety. If a climber falls/slips, the weight will come on the next climber above (if there is no one above, it comes on the one below). The next climber then makes a saving roll vs. his ST. If he makes the roll, the climber who fell is stopped without injury. If he misses the roll, both fall, and their weight all comes on the *next* climber . . . and so on.

The number of dice rolled vs. ST is determined by the total weight falling. 50 lbs. or less: 2 dice. 61-80: 3 dice. 80-200: 4 dice. 100-200: 5 dice. Add one more die for each 200 lbs. Subtract one die if an incline, rather than a sheer drop, is involved, and two dice if the character making the roll has something really solid (e.g., a tree) to grab.

Any character can attempt to abandon his companions to their fate by cutting the rope. On a 3-die roll against DX (made *instead* of the ST roll) the rope is cut. If you try to cut the rope and fail, you will be off balance when the weight hits you; roll 1 *more* die vs. ST to avoid falling.

Of course, a rope tied around some very solid object at the top, such as a tree, will eventually arrest everyone's fall – unless the rope breaks. There is a 1 out of 6 chance of this happening. If the rope at the top is secured only by a grapnel, there is a 2 out of 6 chance that it will slip, break, or drop you. If the rope is being held by a number of people already on solid ground at the top, there is no chance it will break – the “give” when the weight hits will prevent that – and they can *combine* their strengths into one when they make their own saving roll to stop your fall and prevent their own.

The “labyrinth kit” contains several items needed by climbers: rope with grapnel, spikes, and hammer. Also of use is a rope ladder, especially if none of you have the Climbing talent.

A rope with grapnel can be thrown to hook on the edge of a shaft, a tree branch, etc. Treat it as a thrown-weapon attack; each yard of vertical distance subtracts 1 from DX. A lasso, for one who has the ability to use it, can also secure a thrown rope. A rope ladder cannot be thrown; it must be attached by someone at the top.

Darkness

A figure in complete darkness strikes at -6 DX and must make a 3-die saving roll vs. DX each turn he moves more than half his MA, to avoid falling, as though on broken ground. Broken ground in the dark means a 4-die roll. A figure that can see in the dark (for whatever reason) does not incur these penalties. Even starlight or a single torch nearby is enough to allow combat at normal DX.

A missile/thrown weapon or missile spell used in total darkness will always be at a dexterity of 5 (not a DX -5, but an actual adjDX of 5) for every possible target, friend or foe,

at any distance. Any hit will be by sheer luck. The GM may decree that a given attack cannot be made at all because the attacker had no way to know that his foe was there.

Creation spells are impossible in total darkness, since the mage cannot see any hex to cast the spell into. Special spells are unaffected by darkness. Thrown spells are treated like weapon attacks; darkness imposes a -6 DX. However, a wizard in darkness may cast a thrown spell on himself at no DX penalty.

Height

Everything else being equal, it is better to be above your foe. Therefore, if you are standing more than a half-yard higher than he is (e.g., on a table or chest) you receive a +2 DX adjustment when striking down at him, and he receives a -2 DX adjustment when striking up at you. Of course, this does not affect magical attacks, or attacks with thrown or missile weapons.

Adjacent hexes of a slope or stairway don't have enough height difference to give a combat modifier.

Combat on Stairs

There is no combat modifier for attacking or being attacked while on stairs. However, any attempt to keep your feet while on stairs – for instance, jumping over bodies, or dealing with a Slippery Floor – requires you to roll one extra die.

Narrow Tunnels

A few of the passageways on the labyrinth map are “narrow tunnels,” shown by a single colored line through the hex instead of a totally-colored-in hex. Where a regular tunnel is one megahex wide, these tunnels are only one small hex wide. Thus, figures must pass through them in single file.

To represent a narrow tunnel for combat purposes, use the single-hex tiles. A narrow tunnel may be either straight or winding.

The mechanics of combat are just the same in narrow tunnels, with two exceptions: “sweeping attacks” cannot be made by or against a character in a narrow tunnel, and creatures over one hex in width cannot enter a narrow tunnel at all. Contrary to popular belief, a polearm is perfectly good in such close quarters; it is naturally a jabbing, back-and-forth weapon.





Water

The difficulty of movement and combat in or under the water depends on the figure's abilities and water's depth.

Water up to about ankle-height reduces MA by 2.

Water up to the knees cuts MA in half.

Water from that height to about neck-high cuts a walker's MA to 2. Any non-Swimmer who falls must make a saving roll (see below) to avoid drowning. Combat is at -6 DX, and is highly unwise.

A figure may walk through water over his head at MA 2, holding his breath. The number of turns you can hold your breath underwater is equal to your ST. Add 10 turns if you have the Swimming talent, 20 if you have Diving. If you fall, you must make a saving roll (3 dice vs. DX) to avoid breathing water (see below) – and you do not move, regardless.

All the above assume the figures are heavily loaded enough to walk through the water. Figures carrying less weight (in lbs.) than twice their ST may dog-paddle at MA 2 (for nonswimmers) or swim (for those with the ability). Combat for a dog-paddler is treated just as though he were walking (above). Swimmers and Divers fight at -4 DX and swim at MA 6. Mermen swim at MA 10 and have no DX penalty in the water. Anyone except a merman can "fall" in combat while swimming. If someone gets a "fall" result, his head went under! Treat it as you would an ordinary fall in combat on land, after the saving roll vs. drowning is made – see below.

Drowning: A figure who falls while in water over his neck, or any figure who unexpectedly falls or is pushed into water that deep, must make a saving roll against adjDX. This is a 4-die roll for nonswimmers, a 2-die roll for Swimmers, and automatic success for Divers. Success means you don't drown. You can crawl out (if there's something to hold onto), stand up (if the water is shallow), or stay afloat (if you can't get out). A figure who makes the roll, but has to stay afloat, must immediately shed armor, drop weapons, etc., until he is carrying less weight than his ST. Failure to do this results in drowning. A figure who misses the saving roll also drowns. Drowning means death unless the figure is immediately resuscitated by a Diver or Master Physicker.

Rescue: An unarmored Diver may attempt to save another figure from drowning. The diver rolls 3 dice against his own DX unless the drowning figure is in plate or chain; then roll 4 dice. The attempt must be made *as soon as* the drowning

figure fails its own DX roll to stay afloat. Only one attempt may be made. If the diver fails his DX roll critically, he must make another roll (3 dice vs. DX) or be drowned.

A Diver or Physicker may also attempt resuscitation (see *Death*) on any drowned character if the body is recovered within 36 turns (3 minutes) of drowning. To succeed, the rescuer rolls 4 dice against his own IQ, or 3 dice if he is *both* a Diver and Physicker.

Aimed Shots – An Optional Rule

An ordinary fighter takes any opening he sees, and thanks the gods of war for it. A highly skilled fighter may be choosier.

As an optional rule, GMs may allow "aimed shots" – attacks at a certain part of a foe's body. An aimed shot is made at a lowered adjDX, but does special damage if it hits. If you allow aimed shots, you will probably want to use the *Crippling Hits* optional rule (below) as well.

A figure must announce that a shot is being aimed, and where it is aimed at, before it hits.

Aimed shots may be made by any attacker. Regular, bare-handed or HTH, missile or thrown weapon, or even missile-spell attacks may be aimed. The details depend on the attacker's weapon:

Bola and Lasso

Attacks are of necessity "aimed." See the description of those weapons.

Dagger, Sha-Ken, or Whip

An "accurate" throw may be attempted with a single dagger, a single throwing star, or a whip strike, as follows:

Head. A throw at the head may be attempted if the target is three hexes away or closer. The throw is made at a DX adjustment of -6. If it strikes, the target's armor does *not* protect (the weapon went in through the faceguard), and the weapon does *double* damage. Note that all doublings are cumulative. If a dagger is thrown at the head, and the "to hit" roll is 4 (also double damage), then the dagger does quadruple damage.

Hand. A strike at either hand may be attempted if the target is three hexes away or closer. The DX adjustment is -6. If it strikes, the weapon does normal damage, but the target drops any weapon (or shield) held in that hand. Shields do not protect against such an attack; neither does armor lighter than chainmail.

Other Weapons

For weapons other than the above, use the following DX penalties and results:

Head: DX -6, because the enemy will instinctively guard his head. Damage of more than 2 hits means automatic DX -4 next turn. Damage of more than 5 hits stuns the enemy; he falls unconscious.

Body: All “normal” attacks are considered to be aimed at the body anyway.

Weapon Arm: DX -4. 3 or more hits make the foe drop the weapon in that hand. 6 or 7 hits mean use of that arm is lost until healing occurs. 8 or more hits mean the arm itself is lost!

Shield Arm: DX -6, due to the shield. 3 or more hits mean the protection of the shield is lost. 6 or 7 hits mean use of that arm is lost until healing occurs. Furthermore, the shield will drag at him until he takes a “change weapons” turn to unstrap and drop it. While it drags at him, he has a DX -2 over and above the usual DX penalty for that shield. 8 or more hits mean the arm is lost entirely.

Leg: DX -4 to attack. 3 or more hits mean the fighter immediately drops to a kneeling position. He must “fight from the ground” for that turn and the next two; he may stand up again on the third turn, and take any other action he wants in that turn at no DX penalty. While kneeling, though, he attacks at -2 and is attacked at +2. 6 or 7 hits mean the use of the leg is lost. He fights kneeling (as above), and has MA 0 in combat and MA 3 with a crutch the rest of the time, until healing occurs. 8 hits mean the leg itself is lost; effects are as above, but use of the leg cannot be restored by ordinary healing.

Wing: An extra DX -2 if target is flying; -4 if target is on the ground. More than 4 hits mean the target loses flying ability, and falls if it is flying when hit. More than 8 hits of damage mean the wing is lost permanently. Double the above numbers for a dragon (or other creature) with ST over 40. Note: If a creature is wing-hit while more than 20 yards off the ground, it will have time to flop to a reasonably safe landing – unless the wing is lost permanently.



Special Situations

Ambush

Characters may occasionally ambush each other or the GM’s figures. More often, the players will walk into an ambush set by the GM. The ambushing creatures may be men, animals (such as a slime, scorpion, or giant turtle), or even plants.

If an ambush is detected, the ambushing creatures receive no advantage. If it is not detected, the ambushing creatures will get a free attack (of whatever kind they normally make) when their victims come within range. Alternatively (for instance, an ambush by slime dropping from the ceiling) the GM may give the ambushers an automatic hit unless the victims make a saving roll on DX. Combat then proceeds normally.

Normally, the only characters who have a chance to detect an ambush before it occurs are Naturalists (3 dice against IQ for any animal or plant ambush), and characters with the talent for Alertness (3 dice against IQ for any ambush at all). A Naturalist with Alertness rolls 2 dice against IQ for animal/plant attacks.

The GM, at his discretion, may give other characters a chance to detect an ambush in advance. If the ambushers are Prootwaddles, or if the figure being ambushed is a lone traveler with Acute Hearing, the ambush might well fail anyway! The GM may give victims a 3-die, 4-die, or 5-die roll against IQ, as he sees fit.

Automatic Hits

Under some circumstances, the GM may decree that a character hits automatically, without making a die roll. No matter what your DX is, you can slaughter a helpless foe, fire a crossbow through a tapestry to hit someone standing on the other side, or hit a “friend” when he’s walking down the tunnel in front of you. But the GM may always require a “to hit” roll when he feels it’s necessary. Automatic hits are the exception, not the rule.

Berserking

Some fighters may go “berserk.” A berserker appears to have increased strength and endurance, and will fight single-mindedly until he is killed.

If a fighter wishes to go berserk, he must make a 3-die roll on IQ. He berserks immediately upon making the roll. A berserk fighter gets +1 DX on all rolls, and suffers no reduced DX from weakness or wounds at any time. He gets +2 on his MA. He fights on until his ST is reduced to -1 – then he dies.

A berserker never flees, disengages, dodges, or defends. When the last enemy is slain, he must make *another* 3-die roll against his IQ to leave the berserk state. If he fails this roll, he will attack his own party. He may try again each turn to “snap out of it.” When the frenzy finally ends, the berserker immediately loses 2 ST to fatigue. This may kill him.

The berserker mushroom (and the potion made from it) produce somewhat similar effects, though they do not require an IQ roll nor cause the fighter to turn on his friends.

At the GM’s option, some character types (e.g., Viking fighters) may have the ability to go berserk at will. Snapping out of it should still be difficult.

Clubs

A club or bludgeon is nothing more than a heavy chunk of wood, possibly embellished with a spike. It is a comparatively ineffective weapon, being blunt and badly balanced – but wielding a club requires no special skill whatsoever. Anyone can do it. The club is thus the preferred weapon of giants, ogres, Neanderthals, and anyone forced to improvise.



The damage that a club does is based on the user's ST. Refer to the *Combat with Bare Hands, Daggers, Cestus, or Club* table (below). The damage shown on that table, plus 3, is the damage a fighter with a club does in regular combat. If the club is used two-handed, as a maul, add 4 instead of 3.

A character caught weaponless may try to improvise a club out of whatever is handy; the GM will have to use his own judgment in allowing this, depending upon the surroundings and the player's ingenuity.

Combat with Bare Hands, Daggers, Cestus, or Club

It is possible to fight without any weapon at all, either in hand-to-hand combat (e.g., kneeling and gouging) or in regular combat (punching and kicking). The damage a figure does in bare-handed combat is ruled by his strength.

In unarmed regular combat, a human or humanoid fighter does damage as follows:

	ST	DAMAGE	
	8 or less	1d-4	
	9 or 10	1d-3	
	11 or 12	1d-2	
	13 or 14	1d-1	
	15 or 16	1 die	
	17 to 20	1d+1	
	21 to 24	1d+2	
	25 to 30	1d+3	
	31 to 40	2d+1	
	41 to 50	3d+1	
	51 to 60	4d+1	
	and so on . . .		

Other kinds of bare-handed combat do more damage. A fighter in *hand-to-hand combat* does the appropriate amount of damage for his ST as above, plus 1 – that is, a ST 9 fighter does 1d-2 damage. A fighter with an Unarmed Combat talent does extra damage with bare hands. See *Talents*.

When a fighter uses a dagger or cestus in HTH combat, the damage done is also based on the table above. A fighter using a dagger, cestus, or main-gauche does the damage appropriate to his ST on the above table, plus 3 . . . so a fighter with ST 9, using a dagger in HTH, would do 1 die damage. When a fighter uses a club in regular combat, damage done is also ruled by the above table. Add 3 to the damage shown above for a one-handed club, or 4 for a two-handed maul, used by a fighter of a given ST. A giant of ST 35, with a one-handed club, would do 2d+4 damage when he hit.

Concealment

Sometimes a missile-weapon user will fire at an enemy who is partly hidden – or he may fire, himself, from partial concealment. Use the following DX bonuses and penalties:

-2 if *you* are vertically half-hidden (leaning out from behind a wall or tree and firing).

-4 if your target is half-hidden, or prone or kneeling behind a body.

-6 if only your target's head and shoulders were exposed (for instance, if he is peeking around a corner, or firing a crossbow from a ditch).

+2 if you are a standing/sitting/kneeling crossbowman firing from some kind of support, like a table or tree limb.

+1 if you are a crossbowman lying prone.

Note that this makes a crossbowman firing from cover very powerful – if he has something to rest his crossbow on, he is +2 and his foe is -4 or -6.

Crippling Hits – An Optional Rule

The “hits” in this game represent generalized injury, with a cumulative effect caused by shock and loss of blood. Although easy to play, this system is not realistic, because sometimes a single blow can strike just right (or wrong) to cripple a figure, without necessarily killing. To simulate this, you may use this optional system:

Whenever a figure hits with a roll of 3, 4, 5, or 6, figure damage is done as always (including triple or double damage on a 3 or 4). However, there is also the possibility of a “crippling hit.” The player who scored the hit rolls again on 2 dice. Results are as follows:

- 2 through 7** No crippling hit.
- 8** Target loses use of right leg.
- 9** Target loses use of left leg.
- 10** Target loses use of weapon arm.
- 11** Target loses use of shield arm.
- 12** Target is hit in head; his ST is reduced to 0, and he falls unconscious.

The “weapon arm” is considered to be the right arm, *unless* the figure has been stated to be left-handed before the combat.

The “shield” arm is the left arm if the figure has no shield. A figure who loses the use of a leg immediately goes to a kneeling position in that hex. He fights at a -2 DX (except with missile weapons or spells) and can be struck at with a +2 DX. A figure who loses use of a leg can hobble along with a crutch if combat is not going on – maximum MA 3.

For non-human figures, use common sense. An “arm” hit on a creature without arms is treated as a leg hit. If the creature has neither legs nor arms, it's hard to cripple it! A 4-legged creature does not fall if it loses a leg; its MA is reduced by 4. If it loses another leg, it falls. A multi-legged creature has its MA reduced by 2 for every leg it loses, and falls when half its legs are gone.

If a crippling hit is scored on a limb, and the hit does 8 or more points of damage, the figure will lose that limb permanently. Otherwise, the figure will regain use of the limb if and only if he/she is healed back up to full strength.

A limb which has been truly lost (either by a crippling hit of 8 or more points, or because it was removed in some other way, such as a foe hacking it off while the victim was helpless) can be replaced by the Regeneration spell. A Greater Wish used to heal a figure fully will restore all lost limbs, etc.

Delayed Actions – An Optional Rule

If the GM wishes, he may allow a high-DX character to delay his action in a given turn until after he normally would have acted. For instance, a high-DX mage might want to wait to see what spell his foe was going to throw – or he might want to receive an Aid spell from a lower-DX friend in that turn, before acting himself.

This rule adds realism – but it also complicates the game. It is suggested that, in normal play, GMs have characters go in strict DX order, no matter what. If a situation arises where some high-DX character genuinely needs to act out of turn, rather than waiting until the next turn, the GM may consider his request. Again: it's realistic, but can slow the game.

Dropped and Broken Weapons

A figure whose weapon is dropped may recover it by using the “pick up dropped weapon” option; the weapon will be ready for use *next* turn.

A figure whose weapon breaks may continue to use it; it will do only half damage, rounded down. Exceptions: a magic staff, wand, sword, or similar implement loses its magic power entirely when it is broken. A broken bow or gun is likewise of no use at all.

A dropped weapon counter should be placed in a hex where (a) a thrown weapon lands, (b) a figure is standing when it drops a weapon to ready a new one, or (c) a figure is standing when it drops a weapon because of a “drop weapon” spell or because it rolled a 17 on the “to hit” roll.

The counter for a dead or unconscious figure is assumed to include a dropped-weapon counter for each weapon it was carrying when it fell; bodies *can* be looted during combat.

Any figure can pick up a dropped weapon, regardless of who dropped it. When a dropped weapon is picked up, remove the counter.

Fine Weapons and Armor

A person who has the Master Armourer talent can make a sword, polearm, hammer, mace, or ax (but no other weapon) so well that it does extra damage, or effectively increases its user's DX, or both. A dagger may do extra damage, but not increase DX. This is not magic – just very good craftsmanship. A weapon could have bonuses both for being well-made *and* for magic, if it was made carefully and then enchanted.

Good workmanship can give a weapon such good balance that its user gets +1 DX (never more than +1). A cutting weapon can also be made of such good metal that it does either 1 or 2 extra hits of damage.

Multiply a weapon's cost by 10 if it does 1 extra hit of damage, and by 20 if it does 2 extra hits. Multiply its cost by 10 if it gives the user a +1 DX. These costs multiply; a weapon which adds 1 to DX and does +2 damage costs 200 times as much as an ordinary one.

A finely made weapon which does extra damage is also less likely to break, because of its superior metal. When a

Break Weapon spell is used, or a “break” result rolled on the dice, roll one die. If the weapon does +1 damage, a roll of 1, 2, or 3 means the weapon was not broken, but was dropped instead. If the weapon is a +2, it is merely dropped on a roll of 1 through 5, and breaks only on a 6.

A Master Armourer can also make “fine plate” armor. This is plate armor specifically tailored to the wearer; it hampers his movements much less than regular plate, so his DX is only -4 rather than the standard -5 for plate. A suit of fine plate costs \$5,000. If you should come into possession of a suit of fine plate made for someone else, it will be only as good as regular plate for you – the fit won't be perfect – but any master armourer's shop will pay \$3,000 for it in order to study it and eventually refashion the pieces to fit other customers.

To find the time it will take a Master Armourer to make any of these things, divide its cost by \$200; this is the time, in weeks, between your order and the delivery. Fine plate must be paid for in advance, and you must stay near the shop in order to come in weekly for a fitting.

To find the days it takes for an ordinary Armourer to make something, divide its cost by \$150. Note that he cannot make fine weapons or fine plate.

Neither an Armourer nor Master Armourer can work in silver without also possessing the Goldsmith talent, but a Master Armourer/Goldsmith can make fine silver weapons and armor!

Note that the extra cost of a silver weapon does *not* mean it takes ten times as long to make. It takes no longer to forge something out of silver than it would to manufacture its iron or steel counterpart.



Fire as a Weapon

Fire can be a very effective weapon. There are two major ways to use it: torches and molotails. Wizards can also create sorcerous fire.

Against most foes, a torch is a rather weak weapon; it does 1d-2 damage. However, against a foe that is especially vulnerable to fire (e.g., a green slime, a water elemental, etc.), it does *double* damage. Torches are impregnated with resin; they will not go out if dropped, though they will go out if *broken* in combat – that is, a roll of 18, when you hit with the torch. An intentionally dropped torch will not go out.

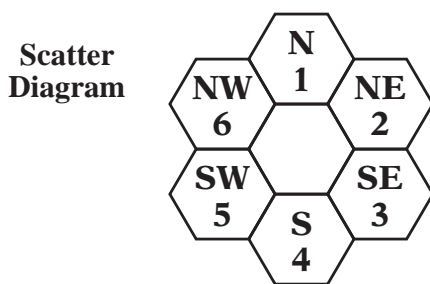
A torch may be tied to the end of a long pole and used like a pole weapon. It still does the same damage that a torch does, and does not get double damage on or against a charge. It's just longer.

An ordinary animal attacked with a torch will fight at -2 DX due to fear of the flame, and will not initiate HTH combat.

A molotail (or Molotov cocktail) is a fragile flask, filled with very flammable, sticky oil. Several can be carried on your belt. It takes one turn to “ready” (that is, grab and light) the molotail; you must have a torch in the other hand. On the next turn, you may throw it. Of course, if you are knocked down while holding a lit molotail, you must make a saving roll (3 dice vs. DX) to toss it away . . . otherwise, it immediately goes off in your hex. A molotail can also break if you fall while carrying it – see *Gas Bombs*, below.

The range adjustment for DX on throwing molotails and similar items is -1 for every *megahex* distance from you to the target. If your target hex is 3 MH away, your DX is -3.

If you *miss* your DX roll, the molotail falls in another hex. The *amount* it misses by is the number of hexes by which you missed your roll. If your adjusted DX for the throw was 11, and you rolled a 14, you missed by 3 hexes. The *direction* is determined by rolling a die, as per the diagram below. If a straight line between the figure and the hex where the molotail would hit intersects a *wall*, the molotail hits that wall instead. If it merely intersects a figure, it is assumed to pass over that figure.



On a roll of 17 or 18, a molotail explodes in the hand of the thrower. Otherwise, it explodes immediately in the hex where it lands.

When a molotail explodes, it puts 2 hits on every figure in an *adjacent* hex, and 4 hits on every figure in *its own* hex. The hex in which it explodes actually catches fire. This fire lasts for 12 turns, and does 2 hits damage to any figure moving through, or 4 hits to any figure which moves into the hex and stops (to attack, for instance). Animals will not pass through flame.

When a molotail explodes in a hex with a figure, he must make a saving roll (4 dice against DX) to avoid being soaked with the burning oil. If he fails the saving roll, *he* is on fire. His armor will protect him for 1 turn. After that, he takes 4 hits per turn for 11 turns, or until the fire is extinguished – for instance, by diving underwater, by a Magic Rainstorm, etc.

Armor *does* protect against other hits from fire (e.g., walking through flame). It does *not* protect you when you are actually soaked with the flaming oil.

Aimed Throws: The above rules for throwing flasks assume that you are making a hurried throw under combat conditions. If you have time to aim and gauge your throw, you can improve your accuracy. Add 1 to your adjDX for each turn (up to 3) that you spend aiming. If you are hit, or affected by an enemy spell, during this time, you get no DX bonus.

Gas Bombs

Several different kinds of potions (especially sleeping potion and poisons) can be made into gas bombs. Such a gas bomb looks like a thin-walled glass flask; it is carried on the belt and thrown exactly as though it were a molotail (above). When it breaks, any figure in the small hex where it breaks or any of the surrounding hexes must make a 4-die saving roll against DX to jump out of the affected area without breathing. Failure to make the saving roll means that figure is affected by the gas.

Since gas bombs and molotails are fragile, any figure carrying one in his hand or on his belt must make a saving roll (3 dice vs. DX) to avoid breaking it if he falls down for any reason. If the gas bomb is in his backpack, it is assumed to be cushioned, and the roll is only 2 dice vs. DX. Make a similar roll for each molotail carried. A broken molotail covers you with flammable oil.

Gunpowder Weapons

Gunpowder *is* known in this world. However, due to the presence of a sulfur-metabolizing microorganism, it is rare, expensive, and unreliable. Gunpowder weapons are expensive, because there is little demand. Gunpowder itself is *very* expensive, and, even when available, does not always work. However, a gunpowder weapon can be devastating.

The *arquebus* is a large musket. It fires a single ball for over 400 yards. It is considered a missile weapon, doing 3d+3 dice damage. It is very clumsy; it takes 4 turns to ready, and 12 turns to reload and ready after firing. It must be fired from a stand. Anyone without Guns talent has a -6 to use this.

The *blunderbuss* is a crude shotgun. It is a missile weapon, with a maximum range of 10 hexes. The roll to hit with the blunderbuss is at DX+2. All “rolls to miss” with the blunderbuss, against figures both in front of and behind the intended target, are at -2.

The blunderbuss does 1d+3 damage to the first figure it hits, and 1d-1 to everyone else it hits. Even when you hit something with the blunderbuss, continue to make rolls to miss or hit all other figures, as you choose, until you run out of targets or four figures are hit.

A blunderbuss takes only one turn to ready, but 12 turns to reload after firing.

There is always the chance that a given charge of gunpowder will be bad. Before firing any gunpowder weapon, roll 1 die. On a roll of 6 the gun does not fire. (If you bought very cheap gunpowder, the GM may make it a roll of 4, 5, or 6!)

On a roll of 18, a gunpowder weapon explodes. The explosion does damage like a grenade (see below), except that there is no significant concussion effect.

Gunpowder Bombs

There are two types of gunpowder bombs: petards and grenades. Anyone can use either one.

A *grenade* is a heavy earthenware jug filled with gunpowder and scrap iron. You light and throw it exactly as you would a molotail (see *Fire as a Weapon*). A grenade does 2 dice damage to every figure in the megahex where it explodes, and 1 die damage to every figure in an adjacent megahex. It also does damage from concussion. Every figure within 4 megahexes must make a saving roll: 3 dice against ST. If you miss the saving roll, you fall down.

A *petard* is like a grenade, but *much* bigger. It is mainly used for breaking down castle doors in a siege, or for aerial bombardment. If some madman brings a petard on an adventure, it does damage as follows: 6 dice damage to every figure within 3 MH when it goes off, 3 dice damage to everyone within 6 MH, and 1 die damage to everyone within 10 MH. Also, everyone within 20 MH (unless they are behind a door or wall) must make a saving roll against shock, as per grenades . . . and if the roof is not solid over the explosion point, the GM may decree that it falls in. If the petard is placed against a door, it does 12 dice damage to the door. *Note:* a petard cannot be thrown (unless by a figure of ST 30 or above . . .) You light it and run. Its fuse is good for 30 seconds (6 turns). You can light the fuse farther up so it burns quicker. The petard can be disabled by pulling the fuse – it takes a 4-die roll on DX to do so.

Whenever a grenade or petard is used, the GM rolls one die. On a roll of 6, it does not work at all – the gunpowder is no good.

Costs: Gunpowder is expensive. A grenade requires 5 charges of powder, and costs \$600. It weighs 2 lbs. A petard requires 20 charges of powder, and costs \$2,500. It weighs 12 pounds.

Long-Range Missile Fire

The maximum distance that a missile weapon may be fired is a function of the user's strength. Maximum range for any bow is $25 \times ST$ of the user. Maximum effective range is $20 \times ST$. Example: Preston the Prodigious (ST 20) could fire an arrow 500 hexes (or 500 yards, which is about the same thing) to deliver a message, irritate a sentry, etc. At this range, even if an arrow hits, it will do only half damage (rounded down). Preston's maximum *effective* range is 400 yards. At this range, anything he hits will take the arrow's full damage.

Of course, Preston's accuracy will be minimal at this range. At a range of 400 yards, his DX- (calculated in the normal way) would be around -65. Since a 3, 4, or 5 always hit, his adjDX cannot really go below 5. Still, this means that at ranges past about 60 yards, most bowmen will be down to adjDX 5: about a 4.5% chance of hitting. Not too good.

High-DX figures will do a little better. But the ones who are really effective at longer ranges are the high-DX figures who are also trained bowmen – in other words, the ones with the Missile Weapons talent.

A figure with this talent suffers the following DX penalties at long ranges:

Out to 25 yards: normal DX penalty

26-50 yards: DX -4

51-100 yards: DX -5

101-150 yards: DX -6

151-200 yards: DX -7

201-250 yards: DX -8

. . . and so on.



Even with this talent, a figure cannot fire beyond the range allowed by his ST.

Crossbows: The maximum range for a crossbow is given by the minimum ST to use it, rather than the user's ST. A light crossbow has a maximum effective range of 240 hexes, and a maximum range of 300. For a heavy crossbow, the ranges are 300 and 375 yards.

Missile spells: The maximum range of a missile spell is calculated by the same formula – but use the ST put into the spell. A ST 3 fireball has a maximum effective range of 60 hexes, and would reach (with half damage) to 75. A figure who knows a missile spell, and has the Missile Weapons talent, can use the long-range DX rules given above. A figure using a magical item to fire a missile spell could *not* use the Missile Weapon talent and DX modifications unless he *also* knew the same missile spell himself.

Poison

Armor never protects against poison; neither does Stone Flesh, etc. However, if the poisoned weapon does not break the skin, the poison does not operate. For instance, if a poisoned arrow strikes you for 3 hits, all of which is stopped by your chainmail, you will be totally unharmed. If it strikes you for 4 hits, putting 1 hit on you, the poison enters your body – and you suffer its effects in addition to the one hit of arrow damage. The same holds true for bites of poisonous creatures. If the bite itself puts no hits on you, the poison will not have a chance to work. If the bite breaks your skin, you're poisoned.

Some insect stings, blowgun darts, and other tiny weapons may do "zero hits" of damage. This means that the physical attack is so slight that any armor will stop it. But an unarmored man is in trouble – and an armored figure may have insects (or darts) coming through his visor.

An edged weapon may be poisoned with either manufactured (pp. 146-147) or natural poison. Natural poison (from a spider, snake, poisonous plant, etc.) can be put on a weapon if it is fresh. It will make the weapon do 1 extra die of damage the first time it hits an enemy. After that, the poison wears off. Natural poison typically does not keep well (not more than a day or so). But anyone who has encountered poison ivy knows that *some* natural toxins are long-lasting!

One dose of poison can be gotten from a dead rattlesnake, half-yard spider or scorpion, or similar creature. A gigantic poisonous snake, spider, or other creature might yield 3 to 5 doses. Ordinary-sized spiders, wasps, scorpions, etc., do not provide enough poison to use effectively.

A Naturalist, Expert Naturalist, or Vet may safely remove poison sacs from a venomous creature. Anyone else must make a 3-die saving roll on DX to avoid taking 1 die of damage themselves; armor is no protection!

Most civilized places have laws against possession of poisons.

Poison may also be encountered in food or drink. When a character eats or drinks something containing a poison (or other harmful potion), they should get a 3-die saving roll vs. IQ to notice the poison and spit it out. A double dose of poison means a 2-die roll vs. IQ. Triple or larger doses are automatically noticed. Chemists, alchemists, and animals roll 1 less die to notice poisons and potions in their food or drink.

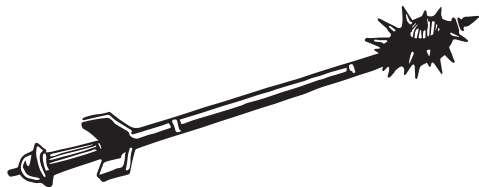
A gas bomb (above) may also be used to deliver poison or potions. Any figure in, or adjacent to, the hex where such a bomb breaks must make a 4-die saving roll on DX or suffer the effects of the potion.

Running Battles and Long-Distance Duels

It may happen that an encounter will stretch out over a long distance, as one party flees from another. If this takes place underground, you can track it on the labyrinth map. If it happens outdoors, you will probably want to use improvised counters to keep track of the figures' progress on a piece of small hex paper. This makes it much easier to handle several figures who may be fleeing in different directions, tripping, running in circles, and so on.

In a wilderness area or crowded city, anyone escaping pursuit for a few moments can effectively lose himself with just a little luck. In the desert it's harder, of course. If a character tries to do something cute (such as hide up in a tree), give his enemies a die roll against IQ to see through the trick – modifying the roll, of course, if either figure has a talent which bears on the situation. In a situation like this, the GM has to be creative. If he handles it well, everyone will have more fun.

A second situation which might require a large map is a long-distance arrow/spell duel – an assassination attempt in the village, for instance. Again, using improvised counters and playing out the whole combat on the small-hex village map is probably the best way to handle this. The alternative is to cover the whole floor with a large-scale village map – which can be fun, and a great way to handle a mass battle, but is also expensive and unwieldy.



Slaughtering Helpless Targets

A sleeping figure – or one chained to a wall, under a Freeze spell, etc. – is an easy target. Any attack against such a figure is an automatic hit. If the attacker has a turn to aim his blow (or if no combat is going on) he can just slit the throat/bash in the head/whatever of his helpless victim for an automatic kill. Slaughtering the helpless does not bring XP except to an extremely evil character and may have in-game repercussions.

Sweeping Blows

A fighter with a big weapon may sometimes wield it more like a broom than an instrument of war, striking two or three targets in quick succession. This is the “sweeping blow.”

To attempt this blow, a figure must have a two-handed cutting weapon – a bastard sword or larger, a battleaxe, or a pike axe. The attack is made at -4 DX, but affects *all three* of the figure's front hexes. Roll separately for each target figure, at the time of the lowest adjDX applicable to any of them.

This is one of the few ways that a fighter can attack more than one enemy in a single turn. If a friendly figure is in one of the affected hexes, the figure making the sweeping blow must roll to *miss* that figure.

Taking Prisoners

From time to time, the players may wish to take a foe prisoner rather than killing him – or they may wish to settle differences among themselves with a non-lethal brawl rather than a duel to the death.

If you wish to subdue a foe rather than killing him, you may “pull” your blows, strike with the flat of the blade, etc. Tell the GM that you are attempting to take the foe prisoner. All your blows then do half damage (rounded down). In addition, your blows will not kill your foe; any hits he takes which would drive his ST below 0 are simply not counted. *Exception:* If you are trying to take a prisoner, but roll double or triple damage on your “to hit” roll, your blow does the *full* double or triple damage, including crippling hits if that rule is being used, and may kill your prisoner.

Also, any figure attacking with bare hands may elect not to kill. His blows do full damage, but do not drive the foe's ST below 0 – unless double or triple damage is rolled.

If you enter HTH combat, you can try to subdue your foe by pinning him – see *Pinning*, under *HTH Combat*.

It is also possible to call for surrender at any time. A good GM will not always have his creatures fight to the death – after all, they like living, too! Characters who slaughter prisoners who surrendered should probably *lose* points, unless the characters have already been established as very evil. In that case, they might *gain* experience.

Trampling

When a large figure overruns a smaller one, the small figure is considered to be lying on the ground under the larger one, and may be trampled. Whether the small figure is actually trampled depends on luck, and the relative DX of the two figures.

Suppose that a giant has just advanced onto Eric the Emaciated to push him back. Eric misses his saving roll and falls underfoot. When his own turn to act comes, Eric can do one of two things. He can declare himself in HTH combat with the giant, and try to hit him or draw his dagger . . . or he can try to roll out from under. To roll out from under, he must make his DX roll on 3 dice. He is picking the “Stand” option. If he makes his roll, he rolls to the nearest open hex and stands. If no hex is open within 3 hexes, he may not attempt to roll out from under. If he misses the roll, he is still lying on the floor.

The giant, of course, will try to trample Eric. When the giant's turn to act comes, he rolls 3 dice. If Eric is still lying on the floor, and the giant makes his DX roll, Eric takes 1d+1 damage, or 2 dice damage if the giant has more than 3 times his ST. If the giant misses the roll, his stomp misses Eric.

The attempt to trample is essentially a "free" attack on any enemy underfoot. A large figure can trample its foes, regardless of what else it is doing, and suffer no DX penalty. (Similarly, a man beset by rats or spiders in his hex may have one DX roll a turn to trample; if he is successful, he kills one of them.)

In the case of Eric and the giant, note: If Eric's DX is higher than the giant's, his turn to act will come first, and he may very well roll away unharmed. He has lost the chance to strike or run that turn, but he took no damage. If he misses his DX roll, though, or if the giant has a higher DX, Eric may get stepped on.

A figure does *not* get a +4 DX when attempting to trample a figure on the ground. Stomping someone without losing your own balance requires attention. (If you roll a 17 or 18 while attempting to trample, *you* fall down!)

Waiting for an Opening – An Optional Rule

A fighter may spend up to two turns "waiting for an opening" to make a regular or "aimed shot" attack. He may not move, dodge, attack, disbelieve, etc., while waiting for an opening, though he may defend against the figure he is going to attack. He gets +1 DX if he waits for one turn, +2 if he waits for two.

For obvious reasons, this rule is optional; it is complicated in large battles! It is often fatal for a fighter to wait for an opening in the thick of battle, though it can be very worthwhile for an archer or thrower of weapons.

Example of Combat

This comes from the adventure described in the *Example of Map Narration* on p. 75. The battle begins when a party of four adventurers is surprised by a troll. The characters are:

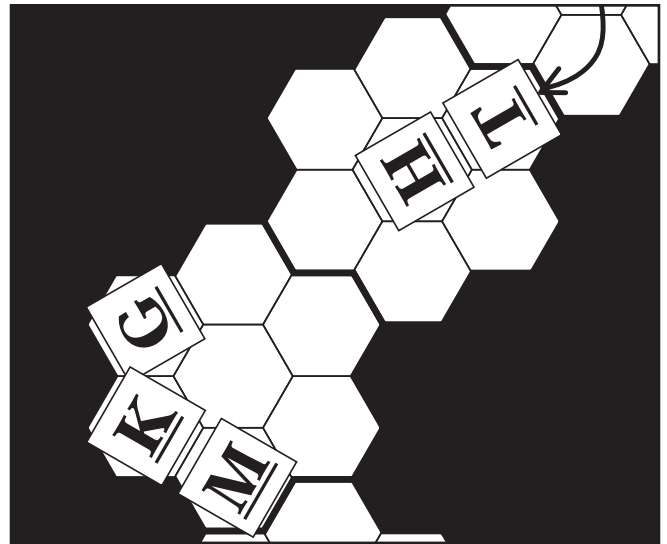
Melio Gloriosus – the leader. ST 9, DX 12, IQ 14. His ready weapon is a javelin; he carries a rapier by his side. He wears leather armor, reducing his adjDX to 10. He is also carrying a pack on his back, further reducing adjDX to 9.

Heniochus the Brave – a warrior. ST 13, DX 14, IQ 8. He carries a morningstar, and wears plate armor which subtracts 5 from his adjDX, making it only 9.

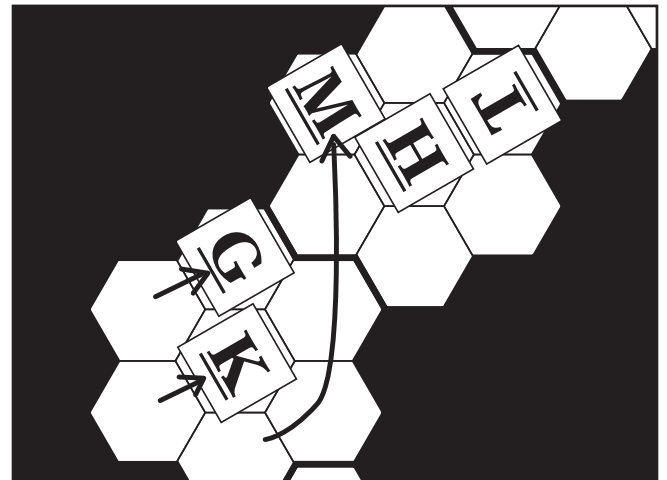
Grabivariko – a dwarf, by profession a thief, called "Grabby" by his friends. ST 10, DX 14, IQ 10. He carries a hammer and wears cloth armor which reduces his adjDX to 13.

Kov – a wizard. He is the only beginning character in the group, with ST 11, DX 12, and IQ 9. He wears no armor and carries a wizardly staff.

The troll has ST 30, DX 11, and IQ 8 – he's just a small troll. Each of the characters (and, for that matter, the troll) has a number of talents (and, in the case of the wizard, spells as well). These will not be listed here, but the ones that affect the combat will be mentioned.

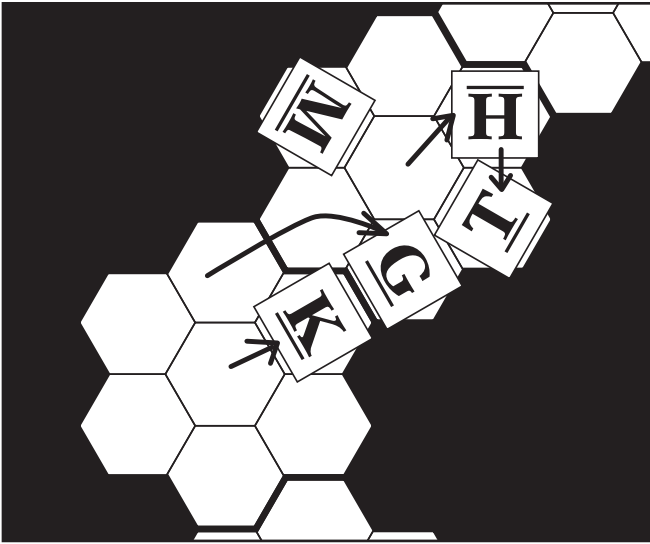


Turn 1. The party is facing a hidden door, arguing loudly among themselves as to the best way to get in, when the troll comes on them from behind. The GM decrees that the troll gets total surprise – he hits automatically. Fortunately for the humans, the troll struck at the heavily-armored Heniochus. Rolling 2 dice for damage, the GM gets a 7. Heniochus' armor stops 5 hits, so he only takes 2 hits of damage.



Turn 2. The GM rolls against the leader (Melio's player) for initiative. The players win, and choose to move second. The troll stands still. Heniochus turns in place to face him; Melio moves to two hexes from the troll and makes jabbing motions with his javelin; Kov and Grabby move one hex each. Kov will attempt a spell; Grabby has to ready his weapon, since he was working on the door. See the illustration for exact positions.

During combat, Kov (DX 12) decides not to try a spell after all; he's too far away from the troll. The highest remaining adjDX is the troll's 11. He swings at Heniochus, who is the only adjacent foe, but rolls a 13, which misses. Melio's normal adjDX is 9; he rolls a 13, which misses. (He could not in fact hit the troll at all, since a javelin is too short to jab. But he's out of the troll's attack range too! He worked this out in advance with the GM; he's going to pretend to attack, but stay out of danger if he can, and hope nobody spots it.) Heniochus (adjDX 9) swings at the troll; he rolls a 10, which misses.



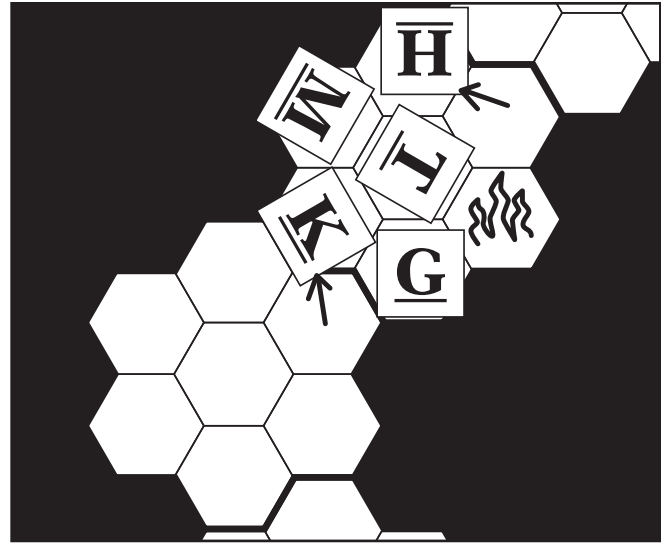
Turn 3. The troll wins initiative, and moves to place his back to a wall. Since he is engaged with Heniochus, he has to remain adjacent to him. Heniochus shifts one hex around the troll (the most he can move). Grabby, his hammer now ready, runs 2 hexes to engage the troll; since he moved less than half his MA, he can attack this turn. Kov steps one hex closer to the troll. Melio decides to spend the turn getting rid of his pack. It is mere accident, of course, that this also keeps him out of the fight . . .

In the combat round, the highest adjDX this turn is Grabby, with a 13. He rolls a 10, which hits. His hammer does 1d+1 damage. He rolls 1 die, getting a 3, and adds 1 to that – so he put 4 hits on the troll. The troll (adjDX 11) swings at Heniochus, and hits him. He rolls a 5 for damage; the armor stops all that.

Kov goes next. His DX is 12, and he wears no armor. He announces the spell he is attempting – Fire, in the troll’s hex – and rolls. This is a Creation spell, so his effective DX remains the same: still 12. He gets a 10, which works. The troll’s hex is on fire. This does 2 hits damage. Furthermore, although a troll normally regenerates 1 hit per turn, damage done by fire is permanent. Kov chose his spell well.

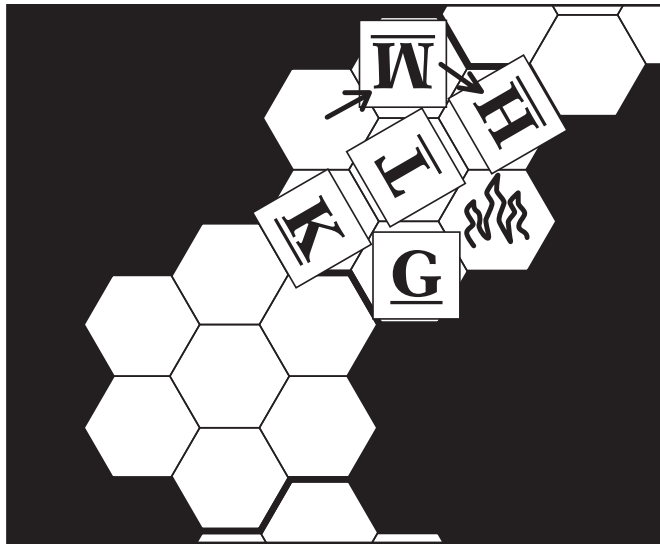
Heniochus (adjDX 8) swings his morningstar. His “to hit” roll is a 7, which hits. A morningstar does 2d+1 damage. Heniochus’ player rolls 2 dice. He gets a 6; adding 1 makes 7, so the troll takes 7 hits.

At this point, the troll has taken 13 hits, and regenerated 1, so its strength is 18. Heniochus took 2 hits when the troll first attacked him, and he was already wounded when the fight started; his ST is now 10. Kov put 1 ST into his spell; his ST is now 10. Grabby and Melio are unhurt.



Turn 4. The troll wins initiative. He steps forward, to get out of the fire hex. Since he remained adjacent to both the enemies to whom he is engaged, he is considered to have “shifted,” not disengaged, and he can still strike this turn. He reverses his facing. The players then move. Heniochus shifts one hex to attack the troll from the side. Grabby stands still. Kov steps up to strike from the side. Melio is caught with his pack half-off; fortunately for him, the troll is facing the other way. In combat, Kov strikes with his staff. The side attack adjusts his DX to 14. He hits, rolling a 4; the troll takes 4 hits. Grabby (adjDX 13) strikes next. He rolls a 14, which misses. Heniochus’ DX of 8 is adjusted to 10 because he strikes from the side; this is *still* worse than the troll’s 11. The troll strikes at Grabby (the only one he can hit). He rolls an 11, which hits. Rolling 2 dice for damage, the troll gets a 7. Grabby’s armor stops 1 hit; Grabby takes 6 hits. Heniochus then strikes. He rolls a 13, which misses. Melio cannot attack.

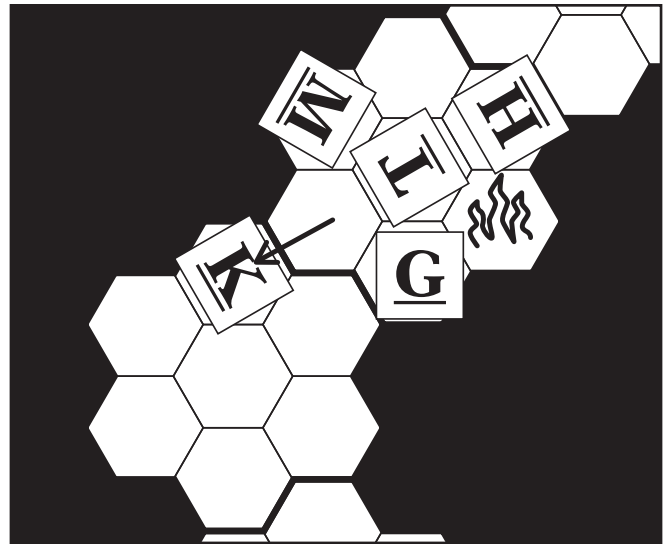




Turn 5. The players get initiative, and tell the troll to move first. He cannot move without disengaging. He turns to face Kov, who hurt him worst last turn. (The troll's ST is now 15.) Heniochus moves to get behind the troll. Grabby prefers not to move into the troll's side hex, because it's on fire; he stands his ground. Melio shifts a hex to the side; he has finished taking off his pack, and he readies his javelin again.

Heniochus, behind the troll, has a perfectly good adjDX of 13, but rolls a 14 and misses! The character and the player both make rude remarks. Kov attempts to Blur himself, rolls an 8, and succeeds.

The troll is striking at Kov. The Blur reduces his DX to 7, so his turn to strike comes after Grabby's. Grabby's DX is -2 because of his wounds. He needs an 11 or better. He gets a 4 – double damage. He rolls a 4, which would normally mean 5 hits damage. It is doubled to 10. This would knock a human figure down, but since the troll had a beginning ST of 30, it remains standing. It strikes at Kov, rolling a 6 to hit despite the Blur! The troll then rolls for damage, getting a 4 on 2 dice. Kov takes 4 hits. His ST is now 5 . . . 4 for the wounds, and 1 for the Blur spell, were lost this turn. Grabby's ST is 4. The troll's ST is 6; he took 10 hits and regenerated 1.

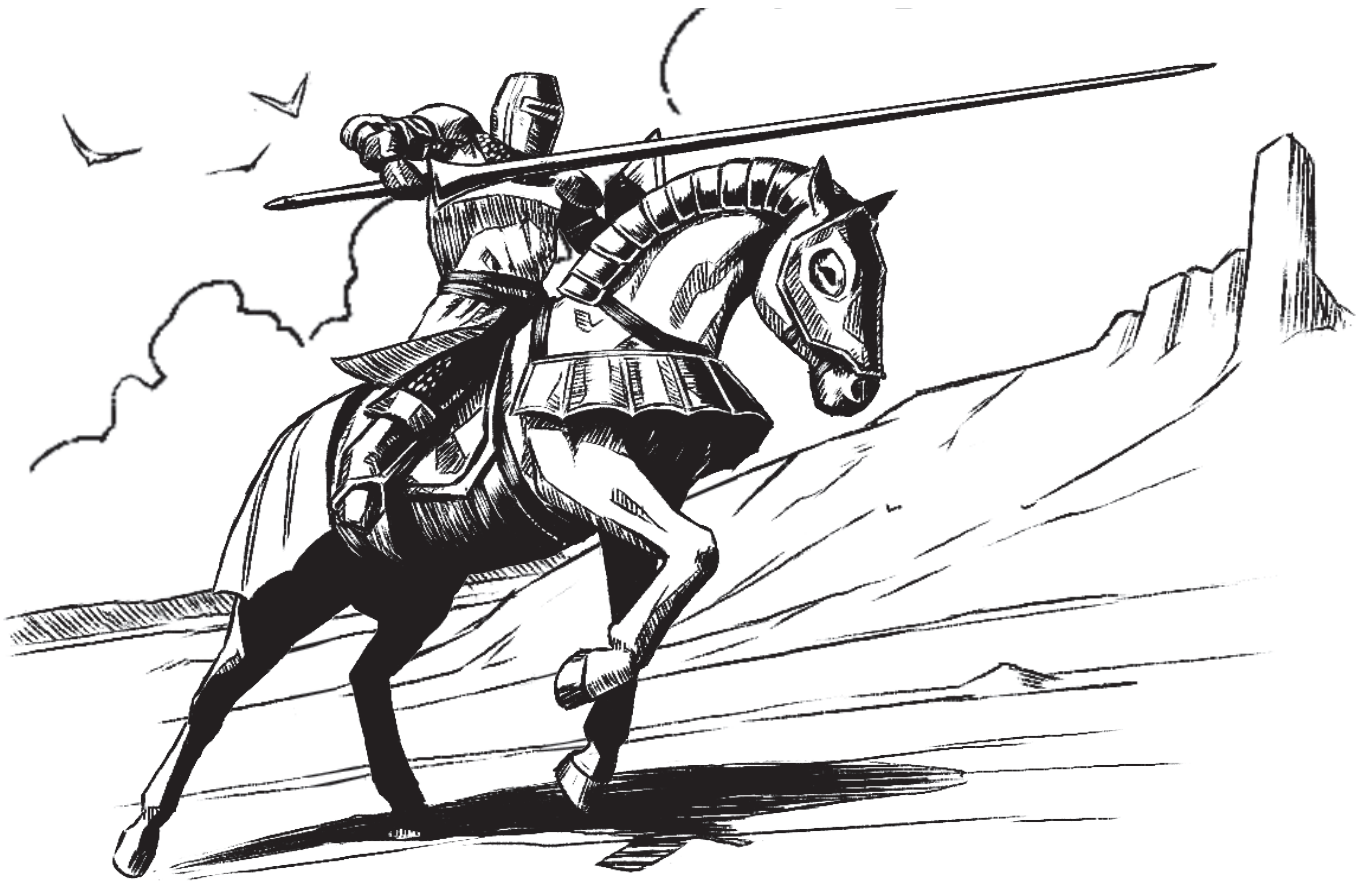


Turn 6. The troll wins initiative. He tells the players to move first. Melio shifts one hex, thinking the troll will turn to face Heniochus. Everyone else stands still. The troll does not move. Kov continues his Blur, planning to disengage. Grabby strikes (adjDX 13) and misses. Heniochus strikes (adjDX 13) from behind – and misses. Kov disengages. Melio makes an actual stab with his javelin (adjDX 10) and misses. The troll strikes at Melio (adjDX 9, because of his wound) and hits with an 8. He rolls 2 dice for a 7, putting 5 hits on Melio.

Turn 7. The players win initiative. Everyone ends up standing still. Grabby (adjDX 13) swings and misses. Heniochus (adjDX 13) swings and (finally) hits. His morningstar does 2d+1 damage. He rolls a 10, putting 11 hits on the troll and killing it. The adventurers quickly throw the dead troll into the fire to keep it from regenerating.

In passing out experience points for this combat, the GM gave each player 10 points for generally good cooperation. Melio *lost* 5 of those points again for out-of-character action (risking his own neck), since he was supposed to be cowardly. Kov got an extra 5 for timely use of Fire.





Mounted Combat

Underground jousting? Subterranean cavalry charges? Hah. However, situations can come up on the way to your intended destination . . . along the road, riding is faster than walking . . . and so on. Enough of our playtesters asked for mounted combat rules that, in the end, we gave in. Here they are. However, please note that these are intended to be fast and playable rather than super-accurate. Details about mounts, facing and riding are found beginning on p. 88.

Options for Riders and Mounts

The options available to a riding animal are:

- a. Move up to its full MA.
- b. Move up to half its MA, and/or attack.
- c. Stand still.
- d. Shift one hex (possibly trampling a downed foe) and/or attack.

Options (a) and (b) are not available to a riding animal which is engaged.

The options available to a rider include most of those available to a man on foot. However, *only* an Expert Horseman can pick up a dropped weapon. Additional options available to a rider include:

- a. *Mount*. Starting on foot, move not over two hexes and mount a riding animal. The animal must be standing still. (A non-Horseman must make a 3-die roll on DX. Failing this, he falls to the ground, taking no damage except to his dignity.)
- b. *Dismount*. Starting on the animal's back, get off and move no more than two hexes, ending in a standing, kneeling, or prone posture, as you prefer. The animal must be standing still.

c. *Jump off* (of a moving animal). The animal may be going at any speed. Make a DX roll: 2 dice for Expert Horseman, 3 for Horseman, 5 for anyone else. Failure means you take 1 die of damage. You end that turn prone, regardless.

Movement and Weight Carried

A rider and mount move as one unit. The rider's counter is placed on top of the animal's; the animal moves, and the rider rides. The distance the animal can move is governed by its MA, or movement allowance. An animal's basic MA is adjusted for the weight it is carrying; although a good riding horse (for instance) has a listed MA of 30, he will not go nearly that fast when carrying a rider.

A riding (or pack) animal's MA is affected by the weight it carries as follows:

Weight up to $2 \times$ creature's ST - MA reduced by 2.

Weight up to $4 \times$ times ST - MA -4.

Weight up to $6 \times$ ST - MA -6.

Weight up to $8 \times$ ST - MA -8.

Weight up to $10 \times$ ST - MA -10.

Weight up to $12 \times$ ST - MA -12.

See p. 66 for maximum loads for animals.

Engaged and Disengaged

Riding animals follow the same rules for engagement and disengagement as do foot warriors, with one exception: If a horse (normally a 2-hex creature) moves more than 8 hexes in a single turn and then engages a single man on foot, treat the horse as though it were a 3-hex creature. That is, the man on foot is engaged, but the horse and rider are not. This applies only to a single footman - two men on the ground *would* engage a horseman. The reason for this is the extra

momentum of a rider at high speed. A single man cannot reasonably hope to engage a charging horseman – but he *can* engage one who was trotting or standing still, without the momentum to carry himself right past. The same applies to any other 2-hex riding animal.

Leaning – The Rider’s Movement on the Mount

The rider on a horse or other 2-hex animal can occupy either of the animal’s hexes. During the movement phase, his counter is placed in whichever of the two hexes it is to occupy that turn, faced in any way (except backwards) the player wishes. The rider remains in that hex of his beast, with that facing, until the next turn, when he may again move. This represents the rider’s ability to lean different ways in the stirrups, guide his animal to one side, etc., and is an important advantage of a rider.

Similarly, the rider on any three-hex beast may occupy any one of its three hexes if the three-hex beast is represented by a triangular counter.

For permissible saddle positions on other three-hex counters, and on counters for larger riding animals, see the descriptions of the individual beasts. Note, though, that the rider of (for instance) a large dragon cannot move freely over the dragon’s back during combat. One point on the dragon must be picked as the location of his saddle; he can “lean” into any hex adjacent to that point, but no further.

Some very large creatures – e.g., elephants, giant saurian – might have palanquins (riding platforms) on their backs. Several figures can occupy such a palanquin and may move about normally – indeed, combat might occur between figures on the palanquin, if an enemy jumped aboard.

A rider may be tied to the saddle to make sure he won’t fall off if he becomes unconscious (not a bad idea, especially if you’re riding a flying creature) – but he then loses the ability to lean into different hexes.

Pulling a Rider From His Mount

If a rider takes 8 hits in one turn (enough to knock him down if he were standing), he will fall from his mount.

A rider may also be pulled from his mount by enemies on the ground; this is the bane of the mounted knight or cavalryman. To help pull a rider down, a foe must (a) be on the ground adjacent to the rider, and (b) make a 6-die roll on his combined ST and DX. Pulling at a rider *is* an attack, and is treated as one, except for the special 6-die roll. HTH combat skill helps neither party in this situation.

An ordinary rider can be unseated by one figure making a successful 6-die ST+DX roll. A figure with the Horseman talent cannot be unseated unless *two* figures successfully pull at him in the same turn; he falls when the second one makes his successful roll. An Expert Horseman does not fall until *three* figures successfully pull at him in the same turn.

Mounted Combat Attacks

Both an animal and its rider may attack, and both may attack in the same turn. A rider may attack regardless of how far his mount moved that turn, although the animal itself cannot attack if it moved more than half its MA. To determine whether the rider is making a charge attack, of course, you consider the movement of his animal.

A horseman can carry and use any weapon for which he has the ST, including missile weapons, thrown weapons, and polearms. A horseman may “jab” with a pole weapon, just as though he were on foot. A horseman charging does 1 die extra damage if he hits with a pole weapon, and takes 1 die extra damage if a pole weapon hits him.

A rider also gets a damage bonus if he is moving at a high rate of speed. On any turn where a rider moves more than 8 hexes and attacks, his weapon does an automatic +2 damage. This, of course, does not apply to missile or thrown weapons. It *does* apply to pole weapons, and is in addition to the extra damage for a charge attack. A spear used one-handed, for instance, does 1 die damage. If the horseman traveled 8 or more hexes that turn before striking, it would do 1d+2. Since this would also be a charge attack with a pole weapon, the damage is increased by one die, to 2d+2.

The Cavalry Lance

This weapon is 12 to 14 feet long and heavy; it can only be used by a mounted figure. It *is* a one-handed weapon. It does 3d-1 damage in a jabbing attack; since it is a pole weapon, it does extra damage in a charge, or after an 8-hex move on horseback. A hit from a charging lancer can do 4d+1 damage, and will stop practically anything it hits. The disadvantage of the cavalry lance is that, because of its length, it is almost useless except in a straight-on attack. If it is used to attack any figure that is not directly in front of *both* the rider *and* his mount, the only thing that can be managed is a clumsy, sweeping blow – doing 1 die damage if it hits, or 1d+2 if the rider moved more than 8 hexes that turn. A sweeping attack like this does *not* do extra damage for a charge attack. Furthermore, the rider must make a saving roll (3 dice on ST) or drop the lance when he hits with a sweeping attack . . . which makes an extra weapon on the saddle-bow a very good idea.



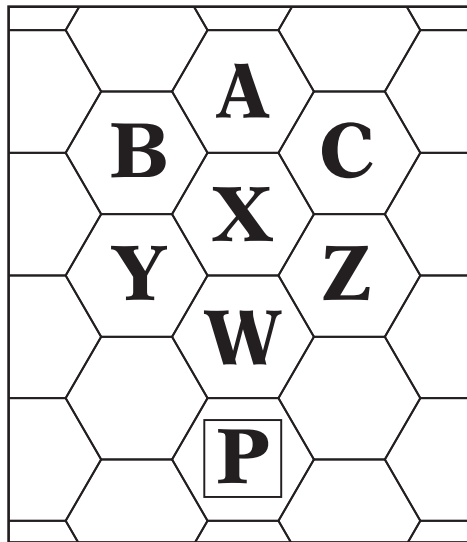
The Pike

The pike is a *long* spear – sometimes 15 feet long or better. Its main use is to stop charges – especially cavalry charges. Even an armored knight would sheer off from a line of pikes, grounded and awaiting his charge.

However, the pike is a very unwieldy weapon for any other purpose. It *cannot* be used as a normal weapon to attack someone in an adjacent hex. It may be used as a spear to jab-attack someone *two* hexes away, but its length gives the user a -2 DX, and it does damage as though it were a spear.

Used as intended, the pike is set into the ground; the pikeman supports it with one or both hands and leans it at a steep angle toward the foe. (Note that the +2 DX thus gained for a grounded pole weapon offsets the -2 penalty for attacking a mounted man from the ground.) The pike is considered to be a 2d+1 weapon, but used in this fashion it cannot hit a foe unless he is moving into one of its hexes of effect (see below). Thus, the foe will almost always be charge-attacking – either against the pikeman or someone else – and the pike will do 3d+1 damage if it hits. This terrible damage, like the damage of the cavalry lance, is due more to the momentum and shocking power of the horse than to the weapon itself. Thus, a pike is treated only as a spear (although with the 3-hex length) when it is used against humanoid figures on foot.

Just as a figure with a pole weapon strikes before other figures (regardless of DX), a footman with a pike strikes before a pole-weapon user even if his DX is lower. If the pole-weapon user (or other figure) moves through a hex the pikeman could have hit (see diagram), then the pikeman may take his attack *then*, during the movement phase. If he does so, he cannot attack again in that turn. Note that this means anyone (even a pole-weapon user) who charges a pikeman from in front will have to undergo an attack before he can strike at the pikeman.



P is the pikeman. He can hit a figure in hex A if and only if both hexes W and X are empty. He can hit a figure in B if Y is empty, and in C if Z is empty. He can use his weapon as a spear (DX -2) against hex X, Y or Z. To hit another hex, he must change facing.

If a pikeman himself charges (regardless of the target), his pike counts as a spear with -2 DX.

DX Modifications for Mounted Combat

Use the following modifications for dexterity. Like other DX modifications, these are cumulative in cases where more than one apply.

Expert Horseman engaged in combat while riding – no penalty.

Horseman engaged in combat while riding – DX -1.

Non-Horseman engaged in combat while riding – DX -3.

Unmounted 1-hex figure striking at rider or mount – DX-2. (Note: This is *not* cumulative with the -4 DX for striking at a flier, if you are attacking a man riding a flying creature. The total DX penalty for that is -4 for attacking a flier only, not -6.)

Grounded pike vs. cavalry – DX +2.

Pike used against foe only 2 hexes away – DX -2.

Armor for Riding Beasts

Horse-armor, or “barding,” is available in types equivalent to all the different kinds of human armor. Each sort of barding gives the same protection as its human equivalent, but subtracts 1 less from the DX of the horse. For instance, chainmail barding stops 3 hits from any attack on the horse, but only takes 2 from its DX.

If you have the money, you can have barding made for anything – a giant lizard or even an elephant. Note, though, that flying creatures will not wear barding; it hampers their movements, obstructs the airflow, and makes them very uncomfortable. Neither will a swimming creature (except an Octopus or Merman) wear armor.

To figure the cost and weight of barding, see *Armor*.



Using Magic from Horseback

Most magic spells may be cast as well on horseback as off. Even if a magician is not acquainted with horses, his years of mental training have accustomed him to ignoring far greater distractions than a horseback ride.

However, the motion does make it harder to read scrolls and books – therefore, any such spell cast from a beast in motion is at an extra -1 DX. Spells cast from magical Rods are at -3 DX for a wizard who is not experienced with horses, and -1 for a wizard Horseman, just as though an ordinary weapon was being used.

Panic

Any riding animal may panic except (a) one ridden by an Expert Horseman, (b) one with an IQ of 7 or better, or (c) one fully trained for war. When a riding animal is wounded, its rider must make a 3-die roll against his own IQ to keep it from panicking (2 dice if he's a Horseman). If the animal panics, roll 1 die to determine what it does:

- 1, 2 run at full speed away from the fight/source of injury.
- 3 berserk. No longer under rider's control, just like a human berserk (q.v.).
- 4 run blindly into enemy at full speed, not attacking.
- 5 stand stock still for 1 turn – roll for further reaction next turn.
- 6 try to throw its rider(s). A Horseman must make a 3-die roll vs. DX each turn to hang on. A non-Horseman must make a 4-die roll vs. DX.

Once a mount panics, it will stay panicked until it dies, gets *far* away from the source of the panic, or is controlled. To try to control a panicked mount, make a 3-die roll vs. IQ for a Horseman, or a 5-die roll for anyone else. A successful roll should be worth experience!

A rider may take no other action in any turn in which he attempts to control his mount. If you can't control the animal, it's time to think about jumping off.

Other things besides injury can panic an animal. Large fires or explosions will panic almost any animal. Dragons or other large fliers, big cats, etc., or even snakes can cause panic. When something of this sort takes place, roll dice against the animal's IQ – 3 dice for fires, dragons, etc., and 2 dice for smaller menaces. If the rider is a Horseman, subtract 1 die. If the animal panics, the rider does not get a chance to control it until next turn. Of course, if you *know* you are about to approach something that would frighten the horses, you can take precautions. If the GM feels you have the matter in hand, then the animals won't panic!

Aerial Combat

Combat involving flying figures (whether they have riders or not) is handled like any other combat. The addition of the third dimension does allow fliers to cross over fires, walls, shadows, and foes where there is enough room. Flying creatures do not engage each other if neither wishes to be engaged; if one wishes to be engaged, and the enemy is no more than three times as large, consider the figures to be engaged, just as though they were on the ground.

Flying creatures attack each other at -4; aerial combat is tricky. This DX penalty is negated by the +4 for HTH combat if they grapple each other. In almost all cases, HTH will cause both to fall. Assume that all falling takes place at 10 yards/turn, unless you want to get out your physics book and figure actual acceleration in feet per second squared.

In general, a flying creature can make any attack from or in the air that it could make on the ground.



Most flying creatures may attack foes on the ground. This attack will also be at -4 DX (the flier is either hovering or taking a swipe as it flies past; neither is especially accurate) unless the attacking flier is a small creature (Dragonet or smaller) attacking a much larger target. Dragon-fire and thrown spells may also be used from the air without DX penalty.

A few creatures (Gargoyles, for instance) will always land for a personal attack. They may land either beside or on top of their victim. Those who have seen a falcon stoop on its prey may imagine the effects of a similar strike by a Gargoyle. And what about a dragon . . . ?

Some fliers will drop rocks or weapons on their foes. Spears and axes may be dropped at -4 to hit but do +2 damage if they connect. Grenades, molotails, and gas bombs may be dropped at -4, but with no damage bonus. Other weapons are unlikely to do more than accidental or nuisance damage. Informal weapons (like boulders) do 1 die damage for each 100 lbs. weight (they're unlikely to hit squarely, but very likely to graze and bruise). They, too, are dropped at -4 DX.

Effects of Damage on Fliers. A hit which would knock a standing figure down will also knock down a flier; it will fall for two turns, and will hit ground if it is within 20 yards. If it is 20-30 yards from ground, it may make a saving roll (3/DX) to avoid a crash. If it is more than 30 yards up, it automatically recovers on the third turn, "pulling out" of the fall some 25 yards down. A flier whose ST is reduced to 3 or less, or whose wing takes 4 or more hits (see *Aimed Shots* and/or *Crippling Hits*) must land immediately. A flier crashes if it actually loses a wing.

Very small fliers (ST 5 or less) do not have to land because of reduced ST; they fight and fly until unconsciousness.

Any flying figure falls if it dies or goes unconscious. This may have severe effects on its rider, who falls with it. A creature takes 1 die of damage for every 5 yards it falls. If the rider of any beast becomes unconscious, make a saving roll against the beast's DX each turn (3 dice). A missed roll means the rider falls off. If the rider is tied in his saddle, of course, he won't fall – but if he's tied down, he loses the ability to "lean" into different hexes.



ADVANCED MAGIC



In *The Fantasy Trip*, magic is a powerful tool for those trained in its use. Most “magic” in this game might be explained by the application of psychic ability. However, some spells (e.g., the summoning of a demon to grant a wish) seem to fit only into the classic conception of “real” magic. Possibly there are wizards on Cidri who understand what magic really is; the rest of us are merely apprentices, using what we were taught. The magic in this game does have its own internal logic; when you understand this, you will be a better wizard.

Wizards on Cidri

On Cidri, magic is considered an honest trade – a bit more difficult than most, but not especially remarkable or sinister. Wizards are neither common nor especially rare. Perhaps one person in 50 will have some small ability with magic. Fewer

than 1 in 300 will be true “wizards” within the meaning of this game. This is due mainly to the length and difficulty of magical training. A good comparison would be to doctors or engineers on our Earth. They’re necessary, respected, and well paid – and there aren’t that many in any small group!

Of course, wizards tend to be more visible than some folk – and many players will want to play wizards. Therefore, there will be a very high proportion of wizards among the active personalities in your game. But keep that 1 in 300 ratio in mind when you populate a town or city.

Wizards are entitled to respect if they look respectable, and a little fear if they look scruffy or sinister – but not much more so than anyone else. There are some spectacularly evil people, and some very good ones, to be found in every line of work and among every people . . . but most folk are just average, and wizards are no exception.

How to Cast Spells

A wizard may cast one spell per turn, by choosing the “cast spell” option. He must know the spell (or have a scroll containing it), and he must have enough ST to pay the “cost.” If he cast continuing-type spells during any previous turn, he must energize them before the movement phase, or they will cease to operate. A wizard may energize any number of spells at once, provided he has enough ST, but may cast only one new one per turn. If he fails to energize any continuing-type spell, it goes off. If he wants to use it again on some later turn, he must cast it again.

Spells may also be cast from books. See p. 141.

Rolling to Hit

The “to hit” roll is the basic roll in *The Fantasy Trip*. It is a roll made on three dice, to determine whether a figure “hit” – that is, whether its spell worked, its staff or sword struck, etc.

In order to hit, a figure must roll its adjusted DX or *less* on 3 dice. All DX adjustments are cumulative. Starting with a DX of 11, for example, a figure might have -2 for range to the target, -2 for having been severely wounded last turn, and +3 because another wizard had cast a 3-point Aid spell on it . . . thus, its adjusted DX that turn would be 10, and it would need to roll 10 or *less* on the 3 dice.

After making a “to hit” roll, the figure rolls again for damage if it hit with a weapon or with a missile spell. Other kinds of spell have various effects when they hit – see below.

Critical Hits and Misses

Some rolls have special significance. When you roll to hit, a 3, 4, or 5 is an *automatic* hit, and 16, 17, or 18 is an automatic miss, regardless of DX. Furthermore:

A roll of 3 means triple effect. Missile spells and physical attacks do triple damage. Creation spells produce three of whatever you wanted. Other spells have triple effect in any one way the player chooses: three times as long, or three times as powerful, or any other tripling. (You cannot have a spell affect the original target figure and two others, though.) There is *no* extra ST cost then or later for the triple effect.

A roll of 4 means *double* effect – as above, but only doubled.

A roll of 5 is an automatic hit, whatever your DX.

A roll of 16 is an automatic miss, whatever your DX.

A roll of 17 is an automatic miss, and the wizard loses the full ST cost of the spell. The spell fizzles immediately, even if it was a missile spell.

A roll of 18 is an automatic miss/fizzle, as above, and the wizard still loses the full ST cost of the spell. In addition, the shock knocks him down.

For weapons and staffs: a roll of 17 is a dropped weapon/staff. A roll of 18 is a *broken* weapon/staff.

Types of Spells

There are four different types of spells: Missile Spells, Thrown Spells, Creation Spells, and Special Spells. Each type has different properties, explained below. The spells themselves are listed beginning on p. 18.

Missile Spells

There are only four missile spells: Magic Fist, Fireball, Lightning, and Wizard’s Wrath. To cast one of these spells, the wizard announces (1) its target, and (2) the amount of ST he is using for the spell. No more than 3 ST at once can go into a missile spell.

He then makes his “to hit” roll. Dexterity on a missile spell is adjusted as follows: For a target in the wizard’s megahex, or one or two MH away: no subtraction. For a target 3 or 4 MH away, DX -1. For a target 5 or 6 MH away, DX -2, and so on. If the wizard makes his “to hit” roll, the spell strikes. If not, it missed. It continues along the straight line drawn between the center of the wizard’s hex and the center of the target hex. If that line enters a hex occupied by another figure, make another “to hit” roll (refiguring DX for the new range) to see if that figure is hit. Continue in this way until the spell (a) hits a figure or wall, (b) misses all targets, or (c) travels a number of MH equal to the basic ST of the wizard who cast it. Spells do not bounce. The full ST is expended, no matter what (if anything) is hit.

Since missile spells travel in a straight line, they are blocked by walls. However, a Lightning spell can blast through a created wall hex. When the course of the spell passes through such a wall, roll for damage. If it puts more than 5 hits on the wall, that wall hex vanishes and the rest of the force goes through and can hit a target.

If the straight line between the center of the wizard’s hex and the center of the target hex passes through a hex containing a figure the wizard does *not* wish to hit, or if a spell misses and its course passes through a hex with a friendly figure, the wizard may “roll to miss” – that is, roll to see whether he successfully got the missile spell past that figure. Make your normal DX roll, adjusting for range to the figure you want to miss. If you roll your adjDX or *less*, you successfully missed and your spell continues. *Note:* On a roll to miss, a 14 is an automatic hit, 15 and 16 are double damage hits, and 17 and 18 are triple-damage hits.

When rolling to miss an enemy figure, a “miss on the miss” is not a hit; that would encourage players to say they are trying to miss when they want to hit. Instead, a missed “roll to miss” an enemy just fizzles in that hex.

When a missile spell strikes, it does damage as follows: Roll one die for each ST the wizard put into the spell. From the total rolled, subtract 2 for each die if the spell was a Magic Fist, 1 for each die if the spell was a Fireball, and nothing if the spell was lightning. *Add* one for each die if Wizard’s Wrath was cast! Thus, if you put 3 ST into a Magic Fist, roll 3 dice and subtract 6 from the total. If you rolled 14 on the 3 dice, your Magic Fist put 8 hits on the target. The same roll with a Fireball would do 11 hits damage; a lightning bolt would do 14 hits, and a Wizard’s Wrath 17 hits. Note also that a missile spell always does at least as much damage as the ST put into it, so if (for instance) a 3-ST Magic Fist rolls 5, the damage done is 3, not zero.

The Reverse Missiles spell will cause missile spells to turn and fly at their sender instead. The sender makes his normal roll as though the target were being attacked, but the spell flies to his target and then straight back to him. If he misses himself, the spell continues on behind him.

Thrown Spells

Thrown spells are those which act directly on a figure or object, but do not directly put hits on anything. Examples of thrown spells are Blur, Freeze, Slippery Floor, Invisibility, and Stone Flesh.

A thrown spell may be cast at another figure, at the wizard himself, or at some object, depending upon the spell and the desired effect. A thrown spell can be cast on the wizard's own hex, on any adjacent hex, or on any hex in front of the wizard at the time he casts it.

To figure the DX adjustment on a thrown spell, subtract 1 from DX for every hex from the wizard to his target. A wizard casting a thrown spell on himself (Blur, for instance) has no DX penalty for distance. If he is casting a thrown spell (Drop Weapon, for instance) on a figure in an adjacent hex, his DX is -1. Thus, thrown spells are unlikely to work at a great distance.

Some thrown spells (Slippery Floor, Megahex Sleep, and Megahex Avert) affect not one hex, but a whole megahex. To calculate DX adjustment for these, take the number of hexes from the wizard to the *center* of the megahex he wants to affect. Any 7-hex circle may be affected.

To try a thrown spell, the wizard makes his "to hit" roll against his adjDX. If he rolls his adjDX or less, the spell takes effect immediately, and the wizard loses ST equal to the spell's ST cost. If he *fails* to make his "to hit" roll, the spell has no effect; the wizard loses one point of ST.

Only one Blur, one Stone Flesh, one Shock Shield, etc., can be cast on any given figure at a time. These spells are not cumulative.

Thrown spells never miss their target and hit another, and never suffer a DX penalty for intervening figures. They take full effect or none.



Secret Protection

Some thrown spells (Spell Shield, Iron and Stone Flesh, Slippery Floor, Shock Shield, and Reverse Missiles) can act as "secret protection." When a wizard attempts any one of these spells, he does not have to say what he is trying – he just says "secret protection" and tries his "to hit" roll. If the roll is successful, he notes the magic protection (and which figure or area it's on) on his record sheet. He shows it to the GM (or a player opponent) only when (a) it affects that opponent, or (b) the opponent successfully casts Reveal Magic.

A player is permitted to use the "secret protection" method to mislead his opponent. He may say "secret protection" and either (a) roll the dice but cast no spell at all, conserving his strength, or (b) do another spell that produces no visible result, such as a Creation spell to produce something inside a shadow hex where the enemy can't see it.

It is a good idea to keep a turn-by-turn record of what spells are cast, especially if the players are using a lot of secret spells.

If the GM is acting only as a referee, and not as an opponent, he *must* be informed of all secret spells.

Control Spells

These are a subclass of Thrown Spells – the spells used to take over the mind of a living creature and make it do your bidding. There are three Control spells in this game: one for animals (works only on wolves, bears, snakes, and other "natural" animals), one for men (works only on men, elves, giants, gargoyles, and other humanoid), and one for elementals. There is no control spell to affect a dragon. Creatures with an IQ of 0 or 1 cannot be controlled except by a magic item.

Because a Control spell is a mental attack, the victim gets a saving roll: 3 dice against IQ. The procedure is this: the wizard announces that he is trying the control spell, and indicates the victim. If the "to hit" roll is successful (thrown-spell range), the victim must make his saving roll. If that roll is successful, the wizard loses 1 ST and the victim is unaffected; if the roll fails, the wizard loses the spell's full ST cost and the victim is under his control.

A controlled figure will obey the mental orders of its controller as long as the spell is on. The controller can see through its eyes. When the spell ends, it will not know who controlled it. A controlled figure will do *anything* that will not clearly lead to its own death. If ordered to kill itself, or to attack another figure of more than twice its basic ST, it gets another saving roll of 3 dice vs. IQ. A successful saving roll breaks the spell, and the victim remembers who controlled him. An unsuccessful saving roll means the order is followed.

Only a real being (summoned or otherwise) may be controlled by these spells. If a wizard takes control of a summoned being, the energy that he puts into the control spell goes to keep the being on this plane. The wizard who originally summoned that being no longer has to pay the ST cost each turn, and cannot get rid of the being by willing it away. When the being's new master stops energizing the Control spell, the summoned being vanishes.

A Control spell can be used on a being under the influence of another Control spell; control of a being may change hands many times.

Images and illusions *cannot* be controlled. If a control spell is attempted against an image or illusion, and the wizard makes his “to hit” roll, the image or illusion vanishes. This does not mean that a Control spell can dispel an illusionary fire, wall, etc. A Control spell will dispel only an image or illusion of a thing it could control.

Creation Spells

These are spells used to bring something into being – either to bring a magical fighter into being (Summoning spells), or to create fire, shadow, or walls, or to create an image or illusion of any of these things. Magic Rope is also a Creation Spell.

To attempt a creation spell, the wizard announces that he is trying a creation, but does *not* say specifically what. He then attempts the “to hit” roll. If he makes it, succeeding with (for instance) a wolf, he places a wolf counter on the map . . . but the opposing player does not know whether it is a real (that is, summoned) wolf, an illusion of a wolf, or just an image.

Creation spells have a limited range. A created being or object can appear anywhere in the “mega-megahex” – that is, in the space defined by the wizard’s megahex and all megahexes adjacent to it. It can appear anywhere in this space, as long as it appears in an empty hex (or hexes) that can be seen by the wizard. The wizard *must* see this hex with his own eyes – not through the eyes of a proxy, illusion, created being, etc. Exceptions: Fire, Shadow, and Rope may appear in occupied hexes, and anything may appear in hexes occupied by one or more of these things.

On the next turn, a created being can move away – or the wizard can move away from his creation. It does *not* have to stay within the original mega-megahex range.

A created being must appear in a hex the wizard can see into. You may not stand on one side of a wall, for instance, and attempt to create a being on the other side. However, you *may* attempt to create a being, fire, etc., in a shadow hex, if you can see that hex. (If you succeed, don’t put a counter down – your opponent will not know about a being or fire in shadow until he comes adjacent to it with one of his figures.)

There is no DX adjustment for range on creation spells, since they must appear within a limited area anyway. If the wizard makes his adjDX roll, the created being or object instantly appears wherever (within the mega-megahex) the wizard wishes. If the wizard *misses* his adjDX roll, nothing appears, and the wizard loses one ST point.

A created being *cannot* move or fight on the turn it appears. At the beginning of the *next* turn, it can pick an option and behave like any other figure.

A wizard can see through the eyes of the summoned beings, images, or illusions brought by his Creation spells. If he has Mage Sight, his creations have it too.

A Creation Spell for a given area includes all the spells of the same type for lesser areas. For instance, a wizard who knows 3-Hex Fire is also assumed to know the one-hex Fire spell, at no extra IQ cost. A wizard with 7-Hex Illusion automatically knows 4-Hex Illusion and Illusion . . . and so on.

This holds true for Illusion, Image, Fire, Wall, and Shadow.

Summoned Creatures

These are “real” beings created by magic to do the wizard’s bidding. They are completely under the control of the wizard who summons them, and vanish only (a) when they are killed, (b) before *movement* in a turn when the wizard who summoned them fails to re-energize the Summoning spell, (c) at any time their master wants them to vanish, or (d) at the *end* of the turn the controlling wizard dies or becomes unconscious. (Thus, your summoned creature has a turn, or part of a turn, to avenge you if you are killed.)

Since a summoned creature is real, it behaves in all ways like any other figure, except that (a) it cannot move, fight, defend itself, or do anything else on the turn it is created, and (b) it cannot try to cast a spell or to disbelieve an illusion, since it has no will of its own.

When a wizard summons a being, the player must make a record sheet for it, since it takes hits and dies like any other figure. The only way to get rid of a summoned being (unless you take it over with a Control spell) is to kill it, kill its master, or knock its master out. *Note:* If an Aid spell revives him before the end of the turn, his summoned being(s) will still be there and can be re-energized – unlike images and illusions (below), which vanish the instant their master loses consciousness.

No wizard can re-energize this spell except the one who cast it. (This is true of *all* continuing spells. Only the caster can re-energize them.)

Exception: A Control spell can be used to take over a summoned being. If it succeeds, and the summoned being misses his saving roll, treat it thereafter as though it had been summoned by the wizard who now controls it. The ST put into the Control spell is the power keeping the being on this plane.

No summoned being can cast a spell or use any kind of magic.

Images and Illusions

A wizard can create two types of “unreal” things: *Images* and *Illusions*. A wizard can create an image or illusion of anything real, as long as he knows the Image (or Illusion) spell.

Images are simple. An image has the total appearance (sight, sound, smell, etc.) of whatever it simulates. Different spells create images of different sizes. An image may be of a living creature, fire, wall, shadow, etc. – but must be of a single thing. A 7-hex Image spell will *not* create an image of 7 men.

An image follows the mental commands of its creator. However, it has no reality and can never do damage. If it hits or touches something, or something hits or touches it, the image disappears. (An illusion which hits an image destroys the image. If one image hits another, both vanish.)

An image can also be destroyed simply by moving through it. However, if a figure tries to move through an “image” which turns out *not* to be an image, its movement stops in the hex from which it tried to enter the other figure’s hex.

When a missile spell (or thrown/missile weapon) hits an image, the image vanishes and the missile goes on in a straight line, unaffected.

Illusions are much more versatile and dangerous. They are like images in that they come in different sizes and may simulate anything real. An illusion also moves, speaks and fights as its creator commands. However, an illusion can hurt or kill those who believe in it.

An illusion of a living being is treated just like an ordinary figure. Its creator should make a record sheet for it. An illusion has the exact characteristics of the thing it represents. An illusionary wolf has ST 10 and DX 14, just like a real one. It can be killed just like a real wolf, too; if it takes 10 hits, it's unconscious, and an 11th hit "kills" it. It then vanishes. You can combat an illusion on the physical level and triumph.

However, it is better to combat an illusion mentally, by "*disbelieving*" it. Disbelief is a psychic exercise – actually a magic spell so simple that anyone may attempt it. If *anyone* can truly disbelieve an illusion, the knot of forces making it up will unravel and the illusion will vanish. Any damage done by the illusion, though, is real, and remains.

To deliberately disbelieve an illusion, a figure must be intelligent (IQ 7 or above). Summoned beings (except demons), images, and illusions cannot disbelieve. To disbelieve, choose the Disbelieve option. This allows you to move one hex or stand still. The GM will then make a roll – your figure's IQ on 3 dice. A successful roll dispels the illusion, if indeed the figure being disbelieved *was* an illusion. An unsuccessful roll does not affect the illusion – and, of course, if the figure was *not* an illusion, it remains, leaving the one who tried to disbelieve in doubt as to what happened. (If the GM's character is trying to disbelieve one of *your* illusions, he tells you his character's IQ, and you make the roll and tell him what happened. Turn about is fair play.)

Obviously, in either case, the die roll must be a secret, so the person who tried to disbelieve will not know the number rolled and be able to deduce whether another attempt to disbelieve is needed.

Disbelief by Animals

Animals below IQ 7 cannot deliberately disbelieve an illusion. However, when an animal is confronted by an illusion, the GM may give it one roll against its IQ, to see if it "accidentally" disbelieves. Roll 3 dice against its IQ for any illusion of a natural thing, but only two dice for a dragon or other formidable and peculiar monster.

If a group of animals is involved, make *one* roll for the whole group, using the average IQ.

Illusions can also be destroyed by the Destroy Creation, Dispel Illusions, and Dissolve Enchantment spells, as well as by appropriate Control spells and magic items.

Illusions of inanimate objects are also possible. An illusory fire will burn, an illusory wall will block you, an illusory pool can drown you. Disbelief works on such an illusion just as it does on a real one. However, there are limitations. A single illusion cannot split in two – this is why an illusory fighter cannot use a thrown or missile weapon. Thus, an illusion of an explosive gem or Grenade would not be possible, though an illusion spear, thrown by a real person, would be possible.

An illusory pit presents special problems. You can't really fall into it – but you can *think* you're falling. Any figure stepping into an illusory pit will immediately trip and fall

on the floor. If the illusion is created under a figure, he gets a 3/IQ roll immediately. If he fails the roll, he trips. If he makes the roll, he remains standing and the illusion vanishes.

Since illusions are in part fed by the observers, an illusion will always act as the "average" type of the thing it is. An illusion of a fighter will fight as a standard *beginning* fighter, with ST, DX, and IQ adding to 32. A wizard cannot create an illusion of a highly-experienced fighter *unless* it appears to be some powerful fighter known to the enemy.

If they recognize him, they will think they are fighting that powerful hero – and in such a case, an illusion of a man might have ST of 16 and DX of 14, quite legally. Note, though: if the people who see the illusion do not recognize it, it won't get that extra ST and DX. If they do recognize it, they may try to disbelieve!

Likewise, an illusion may not behave in an impossible way. An illusion of a man may not fly, though an illusion of a Gargoyle could; men don't fly. Of course, if the illusion was of a wizard known to possess a Flight ring, it *could* fly – and a Flight spell, like any other thrown spell, would work on an illusion!

An illusion of an imaginary creature is possible, but the GM should limit this. An illusion of a winged wolf might be permitted, but some wholly imaginary beastie shouldn't be . . . nobody would believe it! The wizard himself must believe in an illusion to cast it – this is the kind of self-control required to become a mage – and therefore an illusion can never do impossible things.

Illusions affect animals just as they do people. However, a being with an IQ of 0 or 1 (which includes plants and most kinds of slime) has so little mind that it cannot be fooled. Thus, it cannot see the illusion and cannot affect or be affected by it.



Limitations on Illusions

An illusion cannot affect *any* inanimate object; its effects are wholly mental, and are the product of the wizard's mind and the minds of those who see the illusion. If you are killed by an illusion, your armor and clothes will seem to be hacked; wounds will appear on your body, and blood will flow. But after the fight is over and the attacking illusion is gone, all the apparent injury to your gear will vanish – and there you'll lie, hacked to bits inside your undamaged armor – a victim of the wizard's cunning and your own imagination.

Since an illusion cannot affect an inanimate object, it can never open doors, fetch drinks, spring traps, etc. It makes a useful scout – but that's all. True, it could fall into a pit trap if it (that is, its creator) knew the trap was there. But, having no real weight, it would walk blithely over a concealed pit. An illusion is stopped by walls, just like a real object – *but* it will always walk “through” or miss hidden trigger-wires and such dangers. When it approaches a Gate its master does not know about, it will walk through and be visible on the other side – whether reaching that visible “other side” means passing through the Gate, or not. Once its master knows the rule of the Gate (or part of that rule) the illusion will follow the rule. General rule for GMs in such cases: The illusion behaves as though the world were exactly as its master thinks it is.

Similarly, an illusion is not 100% effective in provoking ambushes. Intelligent ambushers would attack an illusion, unless they happened to disbelieve it first. Animals would attack, unless they “accidentally” disbelieved (see above). But slimes, plants, and other IQ 0-1 ambushers would not sense the illusion at all and would not attack.

Talents of Illusions: An illusion can have any IQ 7 weapon talent. It can have other weapon talents, or Unarmed Combat talents, only if it mimics a known person with such a talent. It can have *no other talents*. However, a figure who possesses Literacy, Alertness, Naturalist, or any other talent for observation can use that talent through the eyes of any illusion that he creates.

Magic: Illusions *cannot* use magic.

Illusions of Inanimate Objects: An illusion of fire, wall, or shadow will behave just like the real thing until it vanishes or is disbelieved. The same is true for an illusion of a hand-held weapon or a Magic Rope. Mages theorize this is true because these few inanimate objects are so often seen as illusions that they have somehow acquired extra power. No one really knows. At any rate, most inanimate illusions are quite intangible. If you come to an illusion of a bridge, your foot will go right through it (though the bridge won't vanish until you disbelieve). An illusion of a flying carpet won't take you anywhere. And so on. For this reason, most inanimate illusions have little combat value except as ruses and distractions.

If this sounds complex, it is. Relax; such situations will not arise often. The subject of illusions is complicated and subtle (even wizards do not understand it fully) but offers great opportunity for creativity on the part of both players and GM.

GMs should simply strive to be fair and logical – and players should remember that the GM has the last word.

Both Illusions and Images have the following things in common:

Like other created beings, they do nothing on the turn they appear.

They vanish the *instant* their creator dies, goes unconscious, or wills them away.

Illusions or images of walls, fire, or shadow can be created. Illusions work just like the real thing until disbelieved or destroyed by a spell. Images *look* real, but vanish when hit, touched, or walked through.

An illusion of a Rope spell can be created as above. An image Rope could be created, but would vanish as soon as it touched its “victim.”

All spells affect illusions/images as though they were real, except Invisibility and the Death spell. An Invisibility spell destroys an image or illusion; the Death spell destroys an image at a cost of 1 ST to the caster, but affects an illusion as though it were alive. Other spells (Flight, Slow, etc.) affect an image/illusion normally.

Images and illusions last 12 turns, unless renewed by a new casting of the spell. This gives them a further 12 turns, and so on. Once cast, an illusion or image can be renewed at any distance at no DX penalty. However, renewing any image or illusion outside the original “creation spell” range (that is, outside the MH its creator occupies, or an adjacent MH) costs *double*. Furthermore, regardless of renewals, an image or illusion cannot last more than five minutes outside this range.

A wizard may create an *Image or Illusion Duplicate* of any figure present, including himself. Such a “double” may even be created in the hex occupied by the original. Either the original or the duplicate then immediately moves one hex in any direction, confusing the foe.

An image/illusion double cannot throw spells of any kind. It can make only physical attacks (and cannot use a thrown or missile weapon – that would require the image/illusion to divide in two). However, a double can *pretend* to cast a spell!

A double has the same DX as the original, and the same ST if it is an illusion. If the original was blurred, the double will be, too. Other protective spells do not carry over onto a double, since their effect is not visual.

Fire, Walls, and Shadow

Three types of magical barrier are possible – Fire, Wall, and Shadow. Each starts at a 1-hex spell and works up to advanced spells which create barriers 7 hexes in size.

A solid *Wall* is just that – a magically created wall, about 10 feet high. It cannot be placed in a hex occupied by a figure. It can be placed on a fire, to put the fire out.

Shadow is insubstantial darkness, and can be walked through. It extends about 10 feet high. A figure inside a shadow can see nothing, unless he has Mage Sight. He has -6 DX. A figure attacking or casting a spell *through* a shadow is also at -6 DX; an attack or spell cast *into* a shadow is at -4 DX. Shadow can be cast over a figure, fire, or wall. It totally conceals its contents. A thing can be created inside an existing shadow, as well.

Fire puts 2 hits on anything passing through, or any figure in the hex when the fire appears. It puts 4 hits on anything ending its move in the hex. See *Fire* in the Spell List for examples. Fire can be cast into any hex not occupied by a Wall.

Each of these spells lasts 12 turns, unless renewed.

Special Spells

These are the spells that do not fit into any of the other categories, like Teleportation, Dazzle, and so on. Each one is fully described in the Spell Table.

If a special method of DX adjustment for the spell is described, use it. Otherwise, treat range as for Thrown spells.

If a wizard attempts a Special spell, he tries his "to hit" roll. If the roll succeeds, the spell works immediately and the wizard pays the appropriate ST cost from the Spell Table. If the roll fails, nothing happens and the wizard loses one ST point.

Continuing Spells

Many of the spells (especially Thrown ones) have two ST costs: one cost to cast, and another cost paid *each turn* if the wizard chooses to keep the spell energized. For instance, Eyes-Behind costs 3 to cast, and 1 per turn thereafter. If the spell is not re-energized at the beginning of the turn, it turns off.

These costs refer to casting the spells on a man or other one-hex creature. Used on larger creatures, the ST cost goes up. To put Eyes-Behind on a two-hex creature, the costs would double: 6 to cast, and 2 per turn thereafter. A 3-hex creature would triple the cost, and so on.

Iron, Silver, and Magic

Cold iron inhibits magic. The reason is not known; it appears to have something to do with magnetism. The result, though, is simple. Iron (as well as steel, nickel, and cobalt) interferes with the casting of spells. A wizard (or anyone else attempting magic) must avoid having iron on or about his person. A wizard wearing ordinary iron or steel armor, or carrying an ordinary weapon, will suffer a -4 DX on any spell he attempts to cast.

Oddly enough, this effect does not extend to spells cast *on* an iron object. A wizard can enchant an iron sword as easily as he can anything else, and iron armor is no protection against hostile magic. But a wizard who wishes to wear armor had better find something besides iron.

Silver is the material usually used. Certain processes known to the smiths of Cidri can make a silver alloy which does not interfere with the working of magic, and which is almost as strong as steel. Silver blades and armor, then, are usually fashioned for warlike wizards and magic-using fighters. The only real drawback is the expense; silver weapons and armor cost ten times as much as their steel counterparts.

Gold, bronze, and copper may be used for armor or edged weapons. They do not interfere with magic, but are inferior to silver. Gold weapons and armor cost ten times as much as silver. Copper, bronze, and other non-ferrous alloys of common metals cost the same as ordinary iron or steel weapons. All gold, bronze, etc., weapons do one hit less damage than normal weapons, and weigh the same.

Armor made of gold, bronze, etc., stops one less hit than its steel counterpart while giving its wearer the same DX penalty.



Casting Spells From Books

In combat, a wizard will use only the spells he knows – the ones that he can attempt just by pointing his finger, making his DX roll, and *ZAP*. However, a wizard can attempt *any* spell of his IQ level or less (as long as the spell is IQ 14 or below) if he has access to a magic book which contains that spell.

A book is simply a set of written instructions for spells. It has no magic about it (unless its owner wanted to protect or enhance it somehow). Unlike a scroll, it is not destroyed when used.

In order to cast a spell from a book, a wizard must *have* the book, right there. It must be in a language he can read. (An illiterate wizard is handicapped!) The wizard must also be in a fully-equipped laboratory, or have his magician's chest with him.

It takes 5 minutes (60 turns!) to cast a spell from a book. The ST cost to the wizard is normal; he is at DX -2 because he is unfamiliar with the spell.

Spells of IQ 15 and above *cannot* be cast from a book; they are too complex. They can only be cast by a wizard who has actually memorized them. Non-wizards cannot use either books or scrolls.

Obviously, casting a spell from a book is not a combat tactic. It can be useful, though. You can cast spells at home . . . or, down in the labyrinth, you can cast a few spells before you open that hazardous door . . . or just take your time about working up that Knock spell that you don't have memorized. A magician's chest is heavy and expensive, but sometimes worth carrying along.

Books of magic are available at the Wizards' Guild, or from magic shops. The price will depend on the spells it contains. Each IQ 8 spell usually costs \$160, each IQ 9 spell \$180, and so on . . . though the price may be higher if a book contains an unusual spell of some sort. "Reference books" are also available, containing information about spells over IQ 14. These books cannot be used to cast the spells, but are prized by powerful wizards who are learning or studying the spells.

Books of magic are often large and bulky. Consider: for each spell, a book must give a complex incantation (often with several variant forms); a list of magical ingredients and acceptable alternatives; general instructions; and something about the history and theory of the spell! To figure the size of a book, assume that an IQ 8 spell takes 8 pages (one side only) to describe, an IQ 9 spell takes 9 pages, and so on. Each page, extensively calligraphed and illuminated, weighs about an ounce. This isn't much – but it adds up. The bindings will weigh a pound. If they are especially heavy, made to lock, waterproof, etc., they will weigh 2 pounds or even more. A magical library is a massive thing, and not to be hidden in your pouch.

Books are also required for alchemical and chemical potions and for the instructions on making each magic item with the Greater and Lesser Magic Item Creation spells. The instructions for any item or potion are five pages long for each week required to create it. A 20-week item needs a hundred-page book.

If you want to have a magic book copied, you can; no arcane ability is required. Cost for a copy will be about the same as buying an ordinary original . . . about \$20 per page.

The owner of the book may charge an additional fee, ranging from \$1 to \$10/page; make a reaction roll. If his reaction is very good, of course, he will lend you the book without cost.

Each page is a day's work for a good calligrapher. At each day's end (that is, for each page finished), the calligrapher must make a 3/DX roll (to see if he made some blot or error requiring him to start over) and a 2/IQ roll (for the chance that he neatly, carefully, and beautifully *miscopied* somehow). A DX mistake will be instantly obvious; an IQ mistake will not be noted unless a wizard tries to use the spell, or spends an hour or so looking over the page.

Any literate wizard may also write down any spell he knows, following just the same rules. The wizard's familiarity with the spell makes up for his lack of calligraphic skill.

Scrolls

A scroll is a piece of parchment. The words of a spell have been written on it and other enchantments performed, so that when the scroll is read aloud the spell will actually be cast. Use of a scroll is the one way a wizard may cast a spell of an IQ level higher than his own. Each scroll contains only one spell.

It takes one turn to remove a scroll from its protective casing and unroll it, ready for use. It takes one turn to read it. When the wizard finishes reading, the spell is cast. The scroll immediately bursts into flame and is lost.

Since a scroll is a device for patterning a wizard's mind, a wizard cannot begin to read a scroll and then stop; it "takes over his mind" while he reads it. It is possible to try to "glance" at a scroll to determine what is on it without beginning to read it. If this is attempted, a wizard must make a saving roll of 4 dice against IQ. If he succeeds once, he has an idea what the scroll is about; if he succeeds again, he is told exactly what it will do. If he fails either attempt, he begins to read the scroll, and only if he is killed or rendered unconscious before his DX turn to act will he not complete the reading of the scroll and the casting of the spell. Note, though, that he would not cast it blindly – if, for instance, it contained a lightning bolt, he could direct it. He just could not choose to leave it uncast.

Only a wizard may attempt to read a magic scroll. It must be in a language he knows. If the scroll is for a spell requiring a higher IQ than the wizard possesses, he may still attempt to read the scroll and cast the spell, but he is at -2 DX for every IQ level by which he is too low for that spell.

If a wizard misses his DX roll on a scroll-cast spell, the effect is just as though he had tried to cast that spell normally and had missed – and the scroll is still lost. If the wizard makes his DX roll, the spell comes off normally and the wizard is charged the full ST cost for that spell. The knowledge comes from the scroll, but the strength still comes from the wizard. A wizard cannot cast a spell (from a scroll, or any other way) requiring more ST than he has available.

It requires two hands to hold a scroll for reading.

For information on creating scrolls, see the Write Scroll spell (IQ 16).

Cost of Scrolls

The cost of a scroll is determined by the time a wizard had to spend making it – which in turn is governed by its IQ level. Usual prices for scrolls are:

IQ 8	\$300	IQ 15	\$800
IQ 9	\$350	IQ 16	\$900
IQ 10	\$400	IQ 17	\$1,000
IQ 11	\$475	IQ 18	\$1,100
IQ 12	\$550	IQ 19	\$1,250
IQ 13	\$625	IQ 20	\$1,500
IQ 14	\$700		

Magical Equipment and Laboratories

Some wizards have no more “equipment” than their hands and possibly a staff. Others have flasks, alembics, grimoires, vials of arcane substances . . .

Two sorts of “equipment” will be dealt with in this game. The first is the “wizard’s chest,” which is used with a grimoire or book of spells. This chest contains all that a wizard needs to cast spells using a book. It may take the form of an actual chest, suitcase, or small trunk; it may be a symbol-decorated carpetbag, or just a big leather sack. Its contents will be totally mystifying to anyone but another wizard; some will have been made by the wizard himself and may be of no use even to another wizard.

Whatever form it takes, a wizard’s chest will weigh about 10 pounds and will be the size of a large bag or small suitcase. Such a chest is worth about \$2,500 – though after the wizard buys the materials, he will spend time working on them, customizing equipment, etc. Wizards are (naturally) very protective of their gear, and often guard it in strange ways.

More complicated and extensive is the full-scale wizard’s laboratory or workshop. This comprises at least \$10,000 worth of equipment, books, etc. It is needed for the work of an Alchemist (q.v.), or to make magic items of any variety. A laboratory will be a medium-sized (at least) room, full of incomprehensible equipment. To the layman’s eye it will look much like a Chemist’s laboratory – but, while a chemical lab is similar and costs as much to set up, neither can substitute for the other.

A wizard who uses a wizard’s chest must spend around \$10 per week in maintenance; a wizard who is using a lab must spend about \$50 per week. This goes to repair and replace equipment, chemicals, etc.

A wizard’s chest or laboratory must be attuned to him. A wizard may not use a lab until it is so attuned; this takes 50 ST, one week, and a successful 3/DX roll. A lab may be attuned to any number of wizards, which is why so many wizards rent lab space rather than buying. Rental runs about \$150/week, plus \$50/week for supplies and maintenance.



A wizard’s chest is attuned to him and him only.

Gestures and Incantations

Casting spells is a mental exercise. However, a wizard may use certain physical rituals to properly pattern his mind for the spell. The better the wizard knows the spell, the less physical rigmarole is required.

If a wizard does not know a spell at all, he can cast it only with the aid of a scroll or book. A scroll must be opened (2 hands) and read. It is all right for someone else to hold a scroll open, for the wizard to pin it to a wall, etc. It must be read *aloud* unless the wizard’s IQ is at least 2 points higher than the IQ level of the spell.

It requires 5 minutes (60 turns) to cast a spell from a book. The wizard must have his laboratory or wizard’s chest available. The wizard must read the spell in a loud voice, make gestures with both hands, sprinkle powders, draw symbols, etc. If he misses his DX roll, he must start over.

If a wizard knows a spell (that is, if it is one he has memorized) the ritual he must go through to cast a spell depends on the difference between his own IQ and the IQ required for the spell.

Spell IQ the same as the wizard’s, or one less: The wizard must speak and gesture with both hands. A staff does not impede his gesturing; anything else does.

Spell IQ 2, 3, or 4 less than the wizard’s: The wizard must either speak or make some gesture with one hand. Thus, he is capable of casting a spell *silently*.

Spell IQ at least 5 less than the wizard’s: The wizard may cast the spell without appearing to move a muscle.

This means that a beginning wizard would require both hands and his voice to cast a simple spell, even if he knew it . . . a more experienced one could cast it with his hands full . . . and a true adept could cast it even while blindfolded, gagged, and tied to a tree. (The blindfold would make it hard to aim a thrown or missile spell at a figure more than 1 hex away, though!)

The only time these rules become important is when a wizard tries to cast a spell while tied up, heavily encumbered, or otherwise handicapped. The rest of the time, you may just assume that the wizard does what he needs to cast the spell.

This also means, naturally, that it is sometimes possible to tell what a wizard is doing. If a wizard makes visible hand motions or speaks aloud, another wizard who sees or hears will know what spells are being cast. (Language does not matter; almost all wizards cast their spells in the Sorcerer’s Tongue.) However, an observer more than 3 hexes away will not be able to see/hear clearly enough to recognize the spell, unless the wizard is cooperating (speaking loudly, etc.)

A non-wizard who knows a spell will also recognize it if he sees or hears it cast. If a non-wizard who does *not* know the spell wishes to try to recognize it, give him a chance: 5 dice on IQ, plus one more die for each IQ point the spell’s level is above his. The GM should lie creatively if he misses the roll very badly.

These provisions become important (and a lot of fun) when one character wishes to mislead another about the spell that has just been cast.

Wishes

There are two types of wish: the Lesser Wish and the Greater Wish.

The Lesser Wish is fairly easy to acquire, and players may purchase one at a time, between adventures, with XP. The Greater Wish is far more powerful but also far rarer, and is unlikely ever to be found for sale for mere gold, let alone XP.

The Lesser Wish

There are certain specific things that a Lesser Wish is good for:

(1) It can control any one die-roll if the wish is used *before* the dice are rolled. The player tells the GM that he is making a wish. He then dictates the die-roll result. For instance, a player wearing a wish-ring strikes at a dragon. Before he swings, he makes a wish for triple damage. He does not have to make his “to hit” roll; he is automatically granted a roll of 3 and gets his triple damage. A wish can be used to affect any die roll made by any player or by the GM . . . it can insure a saving roll, make a weapon break, guarantee good reaction, etc.

(2) A Lesser Wish can also *erase* any one die roll that has just been made. If an unfavorable roll is made, a player can use his wish to set time back a second so that the roll may be made over again. This can also apply to any roll made by another player or the GM – but it must be a roll that has *just* been made. *Example:* A figure wearing a wish-ring is attacked by a swordsman. The swordsman makes his “to hit” roll and rolls again for damage. The ring-bearer does not use his wish. The swordsman rolls a 10 – enough to kill the ring-bearer. Immediately (with his dying breath?) the ring-bearer uses his wish. The swordsman’s roll of 10 is erased; he must make his damage roll over again. Since the wish was used *after* the roll, the figure who made the wish cannot dictate what the new roll will be – he only gets to erase the old one.

(3) A Lesser Wish will counteract another Lesser Wish that has just been made.

(4) A Lesser Wish will instantly heal all a living character’s wounds, diseases, etc., bringing him back to full ST and health. It will not restore lost limbs, but see the Regeneration spell! (Note that if a Greater Wish is used for healing, it *would* restore all lost limbs and heal all disfigurements.)

(5) The character may wish for the answer to any yes-or-no question. If the GM chooses to reply, the querent will soon get an unmistakable answer. The GM does not have to reply, though. If the character does not get a reply, the Wish remains unused.



The Greater Wish

This is the stuff of fables. A Greater Wish is far more powerful, and far harder to earn. It can do anything a Lesser Wish can do, or:

(1) A Greater Wish can bring one figure back to life if that figure was killed within the last hour of game time, and if the body is reasonably intact (see *Death*) and available to the wisher. The figure brought back to life will have ST 0 (that is, unconscious). In addition, they must lose a total of 5 from their attributes . . . ST, DX, IQ, or any combination.

(2) A wish can summon a demon to perform one service, at the GM’s discretion – see p. 80.

(3) A wish can add 1 to any attribute of any character, as long as it does not raise that attribute over 14.

(4) A Greater Wish will counteract another Greater Wish that has just been made.

GMs may, at their option, allow wishes to be used for other things. However, wishes should not be too powerful. Wishes should never be allowed to directly grant treasure or magic items, to grant more wishes, to bring back a long-dead character, to magically kill a character, or to perform other such super-powered feats.

Gaining a Wish

A wish may be found “bound into” an object such as a ring – or it may be granted by the Sorcerers’ Guild as a reward for some service. However, all wishes originally come from one source: demons. Wishes can therefore be as fickle and tricky as their creators.

To bring a Wish into the world, a wizard must use a Summon Demon spell (p. 32). Once the demon is summoned, the wizard may demand a Lesser Wish from a lesser demon, or a Greater Wish from a greater demon. This is very risky, though – even riskier than summoning a demon in the first place. The demon does not automatically grant the wish just because it was summoned; the wizard must engage in mental battle with the demon and force it to grant the wish. This is a Contest between the wizard’s IQ and the demon’s IQ. Fortunately, demons don’t have a terribly high IQ, but considering the wizard’s life is at stake, it’s chancy!

The wizard must roll against his *basic* IQ. Potions, aid spells, magic items, etc., won’t help.

A successful roll means the wizard wins his wish. Double and triple-effect rolls will give extra wishes. Failure means the demon attacks him! If the wizard is killed, try the same IQ contest again. If this roll succeeds, the wizard may be revived after the demon leaves (see *Death*). However, if this roll is also failed, the demon will blast the wizard to ashes, permanently and totally killing him.

Note also that if the wizard already had a wish, and attempted to use it to affect his attempt to get another one (in any way) it would not work. He would lose the wish to no effect.

Pentagrams will not protect the wizard in this battle of wills – though a good pentagram would prevent the demon from smashing anything else after he finished off the wizard!

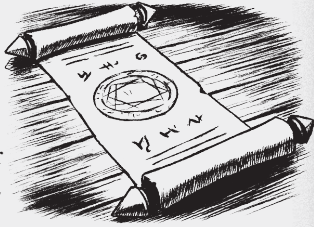
If a wizard succeeds in getting a wish, he may have it granted on the spot. He may also instruct the demon to bind it into some object. The first person to hold that object and utter (or think) a wish . . . will get it.

Using Magic – A Summary of Methods

If you are a wizard, you may use magic as follows:

From Memory – The spell must be one you have memorized – either one you started with, or one that you bought with XP. Make your adjDX roll. Pay the regular ST cost if spell succeeds, 1 ST if it fails.

From a Scroll – The spell must be in a language you know, and you must be literate. If the spell's IQ level is higher than yours, you are at -2 DX for every IQ point difference. Pay the normal ST cost for casting the spell, or 1 ST if you fail. The scroll is destroyed upon reading, whether it succeeds or fails. See *Scrolls*.



From a Book – Again, you must be literate, and the book must be in a language you know. The spell must be at your IQ level or less. You must be in your laboratory, or have your magician's chest with you. It takes about 5 minutes (60 turns) to cast a spell from a book; make your DX roll at the end of this time. Your DX is at -2 because the task is unfamiliar. Pay the normal ST cost for casting the spell, or 1 ST if you fail. Only spells of IQ 14 or less may be cast from books. See *Casting Spells From Books*.

Using a Magic Item – As per the description of that item.

If you are not a wizard, you may still use some kinds of magic, as follows:

From Memory – Like a wizard, except that memorizing a spell “costs” triple the IQ points or XP. Non-wizards never know many spells.

From a Scroll or Book – Forbidden. Only wizards can use scrolls and books.

Using a Magic Item – As per the description of that magic item. Most magic items work for heroes as well as wizards. Some (e.g., staves) work only for their maker; some items work only for wizards. Consult description of the item you wish to use.

Learning New Spells

As has already been discussed, the spells a wizard can start with are limited by his IQ, and the wizard's starting number of spells cannot be greater than his IQ. Talents or extra languages also subtract from the number of spells they may memorize. Furthermore, a wizard may not take any spell of an IQ level higher than his own; an IQ 13 wizard is limited to knowing the spells of IQ 13 and below on the Spell Table.

When a player creates a new wizard figure, he does not have to “pay” anything for the spells he begins with. As the wizard gains experience points (see p. 45), he may learn more spells as long as they are of his current IQ level or less.

This assumes that the wizard has access to books and can teach himself. The GM may instead require wizards to find a teacher for each new spell, or at least the high-IQ ones. The teacher may ask for payment, or a quest or service, or a period of apprenticeship, or for the PC to teach *them* a spell. If a teacher is required, the Wizard's Guild is the normal place to start looking.

It is assumed that the wizard has been practicing the new spells as he goes along; they may be used immediately.

Researching New Spells

It is possible for a wizard to invent new spells through research. However, this is a difficult and time-consuming task, as most of the obvious spells were perfected long ago.

If a player wishes to create a new spell, he must first work it out with the GM. The GM need not consult with other players, since one of the advantages of a new spell is surprise. However, before allowing a new spell, the GM should make absolutely certain that it is not so powerful in some way as to unbalance the game. Although the player may make suggestions, it is up to the GM to determine what the exact properties, duration, IQ level, ST cost, etc., will be.

Once the properties of the new spell have been worked out with the GM, a player may have his wizard character “research” the spell. To research a given spell, the wizard must:

- (a) have an IQ at least 4 points higher than the IQ level of the desired spell;
- (b) have a fully-equipped magician's laboratory, or at least access to one, and
- (c) devote twice as many weeks of work as the IQ level of the spell to uninterrupted thought and experiment.

At the end of each week of work, the wizard must make his IQ roll on 3 dice. If he makes the roll, he may work for another week. If he misses the roll, he must start over completely . . . and on a roll of 18, an accident destroys the workshop and the wizard must make the same saving roll again to avoid death.

Research is also expensive. A wizard cannot do any other work while he is researching, and must spend ten times the IQ level of the desired spell in silver each week before researching, in order to buy materials.

However, the rewards are great. If a wizard successfully completes the research, he may spend 500 XP and know the spell. If he informs the Wizards' Guild of the spell, he will be granted 1,000 GP × the IQ level of the spell, one wish, and high honors; the spell will then be available for learning by any wizard who can pay the price. If the wizard chooses to keep the spell to himself, he may do so – but *only* if he was using his own workshop, and not one borrowed from the Guild or another wizard. However, a wizard who keeps a spell to himself runs the risk of Guild displeasure.

If a wizard invents a new spell and does not reveal it, other wizards may research it once the spell has been used in their presence. All research rules are the same, but the time required is only half as long (round up). A wizard who rediscovers a spell in this way may sell it to the Guild for the same reward, or keep it secret under the same risks.



Chemists and Alchemists

The alchemist is a magician, while the chemist is a student of physical processes. However, both operate in very much the same way. Each can manufacture a number of different kinds of potions, but he must have the proper materials and a well-equipped workshop.

Several chemistry workshops will be found at the Scholars' Guild of any good-sized town, just as there will be alchemical laboratories at a Wizards' Guild. For a moderate fee (\$150 per week, plus \$50 for materials) any qualified worker will be allowed to use such a shop.

A chemist or alchemist may also set up his own shop. The cost of the equipment involved is 1,000 gold pieces – that is, \$10,000. The two types of lab are very similar to anyone not a specialist. Both require precision measuring and distilling equipment, many jars of ingredients, and a specialized library. If a shop cannot be found for sale, a chemist or alchemist can make most of what he needs, and buy the rest a piece at a time, in about six months, spending only \$5,000. See *Magical Equipment and Laboratories*.

Manufacture of any potion will require a number of ingredients. Most are fairly ordinary (salt, iron, copper sulfate, virgin's blood, etc.) and may be bought anywhere – these are not listed. One or two, though, may be unusual. If an unusual ingredient is listed, anyone wishing to make that potion must obtain it – either by buying it at the price listed or by getting it during an adventure. GMs are free to raise the price on special ingredients, or to rule that some things are locally unavailable (or illegal), thus providing a ready-made quest for the players.

The quantity of ingredients listed for each potion will make one dose. Note that this is a total quantity . . . the amount needed for the whole process, *not* the amount per week. Up to 10 doses of any potion may be made in a single "batch," if enough ingredients are available.

It does take a certain number of weeks to make each potion (usually only one, but sometimes more, depending on the potion). At the end of each week, the manufacture will reach a critical point; the GM, rolling for the potion-maker, attempts his DX roll on 3 dice. If each weekly roll is made successfully, the potion is finished. If any roll is failed, the potion (and ingredients) are ruined. A roll of 16 means the potion is faulty . . . it may be totally inactive, poisonous, or produce the opposite of the desired effect. The GM determines which. A roll of 17 or 18 means the potion explodes, doing 2 dice injury to its maker and 1 die times \$1,000 damage to the laboratory. *Note:* If the potion is faulty, only the GM will know . . . until someone uses it. A Chemist or Alchemist can detect a faulty potion of their type on a 4-die roll against IQ – but only one roll per potion can be made, and the maker himself cannot detect anything wrong.

To make any potion, a chemist or alchemist must possess a book (q.v.) containing all the instructions for that potion. It takes 5 pages per week to adequately describe each potion. The worth of such a book is usually about \$20 per page.

Only one kind of potion may be made by each chemist or alchemist each week; it occupies almost all his time each day.

A player wishing to sell any potion may do so in any civilized area; there is always a demand. The "going price" for each potion is shown on the table below.

Players wishing to buy a potion may go about it three ways: (1) Go to a magic shop and see what he has in stock. He'll probably have something (the GM will make a random determination what), and you can buy it at the going rate. If you want to buy a specific potion, you can (2) look for it as described under *Finding Magic Items for Sale*, or (3) acquire all the ingredients, take them to a chemist or alchemist (as appropriate) and ask him to make the potion for you. If his reaction to you is good, he will do the job; the price he charges you will be based on his reaction, as under *Finding Magic Items for Sale*. He will probably credit you with the worth of all ingredients you bring him, and may take extra ingredients in trade. Be sure you agree in advance on who pays for any ingredients your alchemist ruins!

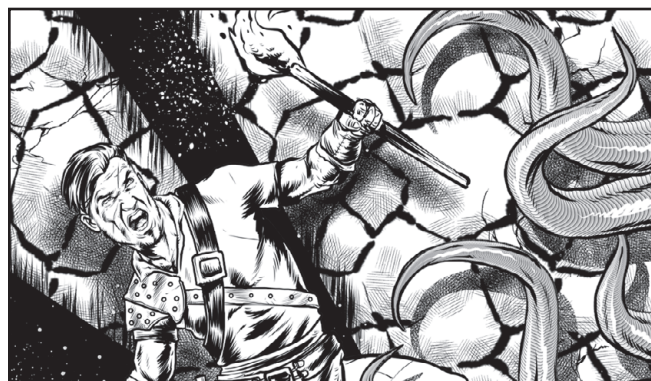
A single dose of any potion will produce the listed effects. Multiple doses will have no extra effect, except:

- Poisons always have full effect. Two doses of poison do twice as much as one, and so on.
- Any number of hits can be cured with Healing Potion at 1 hit/dose. Any number of years may be removed from your age by Youth Potion at 1 year/dose.
- The potions to increase and decrease ST, DX, and IQ are effective up to 3 per day. For example, 3 doses of Increase ST potion would raise your ST by 3 for a day. The fourth dose that day would have no effect. Note also the risk of side effects from overuse of DX and IQ potions.

Gas Bombs

Any potion marked by an asterisk (*) can be used to make a gas bomb. Five doses of a given potion are required to make a bomb of that potion. A chemist or alchemist (as appropriate) must do the work; the fee is \$25. A gas bomb consists of a thin-walled glass flask (like a molotail) filled with the potion in compressed gaseous form. When the flask is thrown (exactly like a molotail), it breaks. Any figure in the affected hex or an adjacent one must make a saving roll of 4 dice vs. DX. Success means the figure held its breath or jumped away; failure means the figure is affected by the potion just as though he/she had drunk one dose.

See p. 124 for an explanation of Poison, Gas Bombs, and Fire in combat.



Developing New Potions

An Alchemist may research in hopes of developing a new potion of a magical nature, and a Chemist may work at discovering a new drug-type potion. The GM is the judge of whether an idea for a new potion falls under chemistry or alchemy.

Such research is carried on just as described below under *Researching New Magic Items*. The player and GM work out what potion is being researched, what its effects might be, etc. The GM decides (keeping it to himself), how many weeks of successful research will be needed to create the potion, and the researcher starts work. Since a 16 is a failed experiment (requiring a fresh start), and a 17 or 18 means a lab explosion, probably there will be few new potions invented.

Of course, if the players can invent a logical new potion, and convince the GM that it should have been in the game all along, he can let them find the formula in an old book . . .

This presents interesting possibilities. If the GM himself invents a good potion, he can tell the players that the formula is the property of the priests of a peculiar cult whose temple is many miles to the south. If they want it, they'll have to go get it. And when they get it, they may find that one of the ingredients is missing . . . Think of all the possible ingredients you might have to try! To be fair, the GM ought to give clues – and so on.

Chemists' Potions



Berserker Potion: User suffers same effects (good and bad) as from eating one berserker mushroom (q.v.). Requires 6 dried berserker mushrooms (\$10 each) plus \$49 common ingredients and two weeks. Costs \$200.

***Corrosive Poison:** Does 4 dice damage, taken internally or breathed. Not for weapons. Both this and the Simple Poison will affect any living being. Requires 9 giant wasps (\$10 each), \$120 common ingredients, and 5 weeks. Costs \$500.

***Decrease DX:** Reduces victim's DX by 1 for 30 minutes. Requires 4 lbs. of Giant hair (\$40). This is about all the hair the average giant has. Takes 1 week to make; costs \$80.

***Decrease IQ:** Reduces victim's IQ by 1 for one hour. Requires 2 lbs. Prootwaddle hair (about three Prootwaddles' worth – \$5), and \$104 in common ingredients. Takes 2 weeks to make; costs \$200.

***Decrease ST:** Decreases user's basic ST by 1 for 1 day. Requires \$60 worth of common ingredients and 1 week; costs \$100.

Fish Poison: One dose, poured into water, does 4 dice damage to every aquatic creature within 5 MH. The circle of poison spreads at 1 MH/turn until it reaches the full 5 MH. It dissipates one minute after that. Requires 5 teeth from Uncle Teeth (\$5 each), plus \$40 in common ingredients and 4 weeks. Costs \$250.

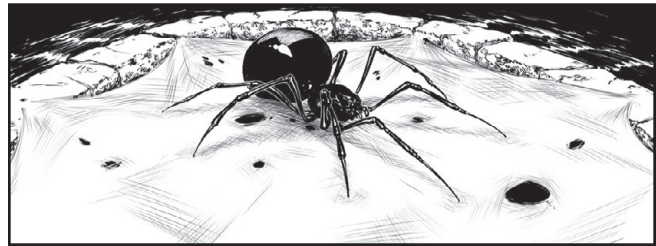
Gunpowder: One dose fires an arquebus or blunderbuss once. Requires an ounce of dragons' dung (\$40), \$20 common ingredients, and 1 week. Costs \$100.

Increase DX: Adds 1 to user's basic DX for one day. Requires 4 lbs. of Am Bush leaves (\$80) and \$205 in

common ingredients; takes 5 weeks to make. Those who use this potion more than a few times in one month are likely to suffer unpleasant and unpredictable side effects. Costs \$600.

Increase IQ: Raises user's IQ by 1 for one hour. Taking more than six doses of this in one month is risky; make a 4-die roll against your ST each time you take an extra dose. If you fail the roll, you lose one point from your *basic* IQ. Requires one fresh humanoid brain (\$200), \$30 common ingredients, and 6 weeks. Costs \$600.

Increase ST: Adds 1 to user's basic ST for one day. Requires two gargoyle gallbladders (\$50 each) and one bear heart (\$40), plus \$32 in common ingredients. Takes 5 weeks to make; costs \$450.



***Insect Poison:** Does 4 dice damage to any bug-type creature; does not harm other life. Requires one octopus eye (\$30), plus \$35 common ingredients and two weeks. Costs \$150.

***Mammal Poison:** Does 3 dice damage to any mammalian creature that breathes or ingests it; affects nothing else. (All the humanoid races described in this book, except the Reptile Men, are mammals.) Requires the liver of an orc (\$30), \$78 in common ingredients, and 3 weeks. Costs \$250.

***Plant Poison:** Does 5 dice damage to any plant when poured or thrown on it. Requires the hearts of three Bloodtrees (\$30 each), \$64 worth of common ingredients, and 1 week. Costs \$200.

***Reptile Poison:** Does 3 dice damage to any reptile when breathed or ingested. Requires the brain of a stone beetle (\$20), \$40 common ingredients, and one week. Costs \$100.

***Simple Poison:** Does 2 dice damage, taken internally or breathed. Not for weapons. Requires a pound of Am Bush twigs (\$20), \$18 common ingredients, and 2 weeks. Costs \$120.

***Sleeping Potion:** Puts victim to sleep for a number of minutes equal to 30 minus his ST – that is, a person of ST 13 would sleep for 17 minutes, while a being of ST 30 or more would not be affected at all. Requires \$65 worth of common ingredients and two weeks. Costs \$150.

***Slime Poison:** Does 4 dice damage to any slime or similar creature when poured or thrown on it. Does not affect other creatures. Enough for *ten* doses can be gotten from one living red slime (\$100) and \$25 in common ingredients. Takes 1 week. Costs \$50.

Smell Booster Potion: Gives its user a heightened sense of smell (as good as a wolf's) for one day. Requires brain of one wolf (\$40) plus \$26 in common ingredients and 3 weeks. Costs \$200.

Weapon Poison: May be used on any edged weapon, adding to the damage done by that weapon. One dose treats one weapon; extra poison has no effect. Affects any living being, doing 3 dice extra damage the first time the poisoned weapon hits, 2 dice the next time and 1 die the third time; after that, it has all worn off. Requires a living poisonous snake (\$50), to be killed for its poison, \$59 in common ingredients, and two weeks. Costs \$200. *Note* that this, and the magical Contact Poison, are the only poisons that will have worthwhile effect on a weapon.

Alchemists' Potions



Acute Hearing: Gives user the equivalent of the Acute Hearing ability for one hour. Requires the brain of any large feline beast (\$40), \$114 common ingredients, and two weeks. Costs \$250.

Contact Poison: This magical poison can be placed on anything; it will last until touched, and then will do 2 dice damage to the being that touched it. It then vanishes. It can be wiped off if seen, but it is very inconspicuous – 5 dice vs. IQ to see it, as for a trap – Alertness or Detect Traps will help. Looks like a single drop of milky, slightly greenish fluid. Requires 6 doses Weapon Poison (\$200 each) and \$126 common ingredients; takes 8 weeks. Costs \$2,500.

Dark Vision: Lets user see in dark, as per Dark Vision spell, for 1 hour. This is *not* Mage Sight, and will not avail against invisibility, etc. Requires 30 bats (\$10 each), \$19 common ingredients, and 3 weeks. Costs \$500.

***Fear:** When ingested or breathed from a gas bomb, this potion makes its victim into a total coward for a number of minutes equal to 20 minus his ST. Requires one sabertooth tusk (\$20), plus \$45 in common ingredients and 2 weeks. Costs \$150.

Fireproofing: Gives user the equivalent of the Fireproofing spell for one full day. Requires one gargoyle gallbladder (\$50), \$104 in common ingredients, and two weeks. Costs \$250.

Flight: Works exactly like the Flight spell, with no ST cost to take off but 1 ST lost for every turn you fly; effects last for 1 hour. Requires 5 bats (\$10 each), one gargoyle gallbladder (\$50), \$555 in common ingredients, and 6 weeks. Costs \$1,200.

Healing: Each dose cures 1 hit of damage or restores 1 ST lost through spell-casting or other fatigue. Cannot restore lost limbs or raise the dead. Requires \$107 common materials and 1 week; costs \$150.

Imprisonment: This potion quells a wizard's powers for slightly more than 24 hours. Its main uses are:

- to hold a wizard prisoner without having to bind, gag and shackle him
- as part of an assassination or coup attempt against a wizard
- as a really expensive and nasty practical joke

It is mildly poisonous, and can be detected and cleansed like other poisons. This is a good thing for wizards!

The Wizards' Guild disapproves of anyone making the Potion of Imprisonment without their specific permission and a very good reason.

Cost is \$1,000 per dose if you can get it through approved channels, but much higher if you have to go to the black market. For an Alchemist to make it: spend \$585 in common ingredients and add a bit of your own hair. Takes five weeks.

Invisibility: Gives invisibility for 1 hour. Requires two fresh human eyes (\$100), two small emeralds (\$150 each), \$194 common ingredients, and 8 weeks. Costs \$1,500.

Pyrotic Ability: Gives user the ability to set fires mentally like a 1-hex Fire spell; costs 1 ST each time it is attempted. User rolls 3 dice against IQ, rather than DX, to see if he succeeds. Ability lasts 2 hours. Requires 4 oz. dragon's dung (\$200), \$10 common materials, and 4 weeks. Costs \$500.

Revival: Can be used in an attempt to revive one dead character, as per the *Revival* spell. On a 3-die roll against the corpse's original ST, the revival is successful. Two doses at once guarantee revival. Requires 4 doses of Universal Antidote (\$2,500 each); 20 doses of Increase ST potion (\$450 each); 1 dose Increase IQ potion (\$600), and \$400 of common materials. Takes 20 weeks to complete; costs \$65,000.

Speed: Adds 4 to the drinker's basic MA; effects last for 12 hours. Requires 2 centaur hooves (\$100 each), \$385 in common ingredients, and five weeks. Costs \$1,000.

Telekinesis: Gives the equivalent of the Telekinesis spell for one hour, at ST cost of 1 per turn it is used. Requires 10 lbs. of elves' toenails (\$32/kilo), \$103 common materials, and 4 weeks. Costs \$500.

Telepathy: Gives the equivalent of the Telepathy spell for 10 minutes at no ST cost. Requires one more-or-less complete large dead amphibian (\$150), plus \$464 common ingredients and nine weeks. Costs \$1,500.

Treasure-Smelling Potion: Gives its user the ability to smell gold, silver and gems up to 2 MH away; ability lasts for 1 full day. Requires about a third of an ounce of jewel dust (\$140), plus \$14 common ingredients and two weeks. Costs \$250.



Universal Antidote: One dose of this potion will cure any damage or harm from any poison or potion, if taken within 12 turns of the time the poisoning occurs. Also renders its drinker immune to any poison or noxious potion for one hour *after* it is taken. If a character is killed by poison, a dose of the Universal Antidote poured in his mouth may revive him – see *Death*. Requires 5 doses Simple Poison (\$120 each), 1 dose Corrosive Poison (\$500), and 10 weeks. Costs \$2,500.

Universal Solvent: This potion comes in two parts; one is customarily kept in a black vial and one in a white one. Individually, they have no effect. Combined, they produce a cloud of gas which *instantly* eats everything in an area 1 megahex around, and about 1 yard straight down and 2 straight up. The cloud then vanishes. By using only one drop of each type (there are 20 drops in a vial), smaller areas – like door-locks – can be dissolved. However, the Solvent is *very* dangerous. Whenever a character uses it a drop at a time, in any way, he must make a 3/DX roll to avoid spilling more. Anyone who spills the Solvent is *gone*.

Any other character in range when the two vials combine must make a 5/DX roll to jump out of the way, because the effect is so sudden.

Solvent is good for many things – eating doors, killing dragons, cutting bridges – but it is always risky to use it.

Each part of the Solvent must be made individually, using the same ingredients and time. Each component requires 2 oz. dragon’s dung (\$100), 1 ounce jewel dust (\$400), and \$610 in common ingredients, takes 8 weeks to complete, and costs \$2,000.

Water Breathing: Gives its user the power to breathe water for 10 minutes. However, his DX will still be at -4 underwater, and MA will be 2 unless he can swim. Requires three octopus eyes (\$50 each), \$113 common material, and 4 weeks. Costs \$500.

Youth: Takes one year from the physical age of any character. Can work any number of times; will not “youth” you past about age 12. Requires four dragon hearts (\$2,000 each) and \$4,000 common ingredients; takes 20 weeks to complete. Costs \$40,000.



Magic Items

The wizard’s staff (detailed below) is the most common type of magic item. The wizard can strike with it to do magical damage without casting a spell himself or otherwise expending strength.

All magic items work this way (more or less). They are enchanted, and allow their users to do things that would be difficult or impossible without them. There are hundreds of different kinds of magic items; some will be listed below. Most can be used by anyone. A few can only be operated by wizards; these are noted.

Some magic items put thrown-type spells on their wearer. A few of these work with no ST cost to the wearer. Most require an expenditure of ST each turn they are used. These, and the ST they use up each turn, are also noted below. Such an item may be worn at all times without functioning or draining its wearer’s ST; it only begins to work (and use up ST) when the wearer wills it to do so.

For instance, you might be wearing a Reverse Missile belt as you quietly walk down an alley, minding your own business. Suddenly, a rock strikes you. The belt was no help; it wasn’t working then. Quickly, you will it to protect you (spending 1 ST) and charge at the crowd of footpads at the end of the alley. They release a shower of rocks, which flies right back at them – and they flee. You will the belt off again. End of encounter.

The Wizard’s Staff

There are five levels of the Staff spell, of increasing power. At the second level, the staff gains a Mana stat.

A staff starts with 0 mana. By spending 200 XP, the wizard may add 1 to the mana of the staff, up to a limit equal to the wizard’s current IQ stat. Each point of mana can be spent like a point of ST to power spells.

Once spent, the mana must be replaced. To “recharge” a staff, the wizard must either spend 5 ST points, or spend a half-day in contemplation, for each ST point replaced. (An

exploit is clearly possible here using the Drain ST spell and a lot of prisoners. It will at least encourage evil rulers to keep their prisoners alive so their evil wizards can farm ST. Maybe good rulers would do it too, at least as part of some punishments.)

If a staff is lost or destroyed, the wizard’s next one will have the same Mana stat. The XP was spent, not to enhance a stick of wood, but to improve the wizard’s understanding of the spell. However, the new staff will contain no actual ST until the wizard puts it in.

A wizard may have only one staff at a time. If he loses his staff, the act of making another will disempower the old staff. Most staves are wood, but bone, ivory, silver, and combinations are allowable, and gem decorations are common for wealthy wizards.

No one but the creating wizard himself may ever draw ST from a staff.

The wizard must be holding or wearing the staff for it to be useful.

A “staff” does not have to be a literal staff, but it has to be of that general shape. Common forms include:

- An actual staff. Advantage: has other uses, including walking, whacking foes, and poking questionable items. Disadvantage: bulky, visible.
- A wand. Advantages: light, stylish, can be concealed. Disadvantage: does no damage of its own if you strike with it.
- Sword (must be silver, or it’s just a club). Advantages: deadly weapon, can be enhanced by staff-strike power. Disadvantage: of less use unless you have Sword training.
- Dagger (must be silver, or it’s just a stake). Advantages: last-ditch weapon, cleaning fingernails, gesturing emphatically. Disadvantage: less effective if you don’t buy Knife talent.

You cannot have a “staff” in the form of a ring, shoe, false tooth, or whatever; the symbolism is all wrong.



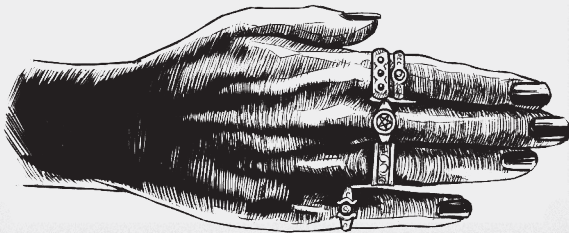
The Rule of Five: Wearing Several Magic Items

The Rule of Five states that one person cannot use more than five magic items at one time. However, any one item can contain up to 5 spells. This means that a person can have up to 25 spells going for him at once – which ought to be enough.

If you carry more than 5 items, the ones that operate will be the first ones put on. Thus, if you are carrying a staff and wearing four magic rings, and you take a fifth ring from your pocket and put it on, it will not work. However, if you put down the staff, the fifth ring will work – and the staff will *not* work when you pick it up once more.

In some cases, wearing more than one magic item gives an advantage; in other cases, it doesn't. The effects of *different* kinds of spells which stop hits are cumulative – for example, magic armor which stops 3 hits, magic shield to stop 2 hits, and a Stone Flesh ring to stop 4 hits would add, to stop a total of 9 hits per attack. However, two Stone Flesh items – or a Stone Flesh and an Iron Flesh one – would *not* add; and casting a Stone Flesh spell on someone already using a Stone Flesh ring would not provide any extra protection. Similarly, two Blurs would not add to take 8 from an attacker's DX, any more than two Flight spells would make you fly better. Generally, use the same guidelines for magic items that you would for spells.

Items that act directly on attributes, increasing ST, DX, or IQ, are a special case. Only the most powerful one works; if you had a ring granting +2 DX and another granting +1, only the more powerful one would work. And you may get only a total of +5 to all attributes from magic items.



Creating Magic Items

The magic swords, protective amulets, wish rings, etc., that you find on your adventures didn't just "appear." They had to be created by powerful wizards. If you, as a player, can advance a wizard character to a high enough level of experience, you may create such items yourself.

The commonest magic item is the wizard's staff, created by the Staff spell. Explosive Gems are created by a specific spell, and items containing Wishes must be obtained through a demon – a risky process. Scrolls are produced with the Write Scroll spell. Other magic items are created by using one of the three "general-purpose" spells described below.

Weapon/Armor Enchantment

This IQ 14 spell is used to increase the damage done by a weapon, or the DX of its user. It can also be used to enchant shields and armor to stop extra hits.

The Rule of Five governs this spell. Thus, armor or shields can be enchanted to give up to 5 hits/attack extra protection, and a weapon can be enchanted to give its user bonuses in DX and damage that add to 5. A sword could do 2 extra hits of damage and add 3 to your DX, for instance.

Armor must be enchanted as a whole. You could not have a helm that stopped 5 hits, a breastplate that stopped 5 more, gauntlets that stopped 5 more apiece, and so on.

Similarly, although arrows and crossbow quarrels may be enchanted, they may not be fired from enchanted bows to get a doubled magic effect. When an enchanted bow and arrow are used together, the total magical bonuses to DX and damage cannot total more than 5. If there are several possibilities as to the DX/damage combination chosen to add to 5, the player may choose what he wants to use.

Magic weapons and armor, like regular ones, must be made of silver if they are to be worn, carried, or used by a wizard without reducing his spell-casting DX.

Lesser Magic Item Creation

This is the spell that is used to create other magic items of the "simpler" variety. A magician's laboratory is required, with all of its equipment, books, etc. When a wizard learns this spell, he is not learning how to create every item on the lists below – he is learning a basic technique that lets him use the books and materials to cast the exact spell he wants into an item. He will need the magical book (q.v.) with the instructions for the particular item he is making.

The Lesser Magic Item Creation spell is used to make items using spells of IQ 14 and below on the Spell Table, and to make the "special" items shown on the Lesser Magic Item list. It is an IQ 18 spell.

Greater Magic Item Creation

This spell (IQ 20) is the one used to create the more elaborate magic items. A magician's laboratory is required. The principle behind this spell is the same as behind the Lesser Magic Item Creation spell. It is used to make items containing spells of IQ 15 and above on the Spell Table, and to make the more complicated "special" items, all of which are shown on the Greater Magic Item list.

Any or all of these spells may be needed to create a single magic item. For example, a sword that added 2 to its user's DX, put Reverse Missiles on him, and gave him Iron Flesh would require Weapon/Armor Enchantment for the first spell, Lesser Magic Item Creation for the second, and Greater for the third.

The Process

To enchant an object, a wizard must first know the appropriate item-creation spell. He must then do the actual work. Each week, he will have to use certain spell ingredients; each *day*, he will have to spend a certain amount of strength, most of which will probably come from his apprentices. The exact time, materials, and ST/day are different for each spell and are shown on the *Magic Item Creation Table*, below.

Each week that a wizard works, he must make his DX roll once. This roll comes at the end of the week, and represents a crucial stage of the work. If he misses the roll, no damage is done, but the week's work is lost. He does not have to start over – unless he rolls an 18. An 18 ruins the entire spell, and the wizard must start again from the beginning.

The weekly roll is made against the wizard's basic DX. Potions, Aid spells, magic items, etc. cannot help. One exception: A Charm can help him on this roll.

A wizard may only work on one Magic Item Creation Spell (Weapon/Armor, Greater, or Lesser) each week. He may, if he wishes, set a project aside and return to it later; the weeks he puts in do not have to be continuous. When he returns to a project after leaving it for a week or more, though, his first week's DX roll must be on *four* dice; getting the spell

moving again is harder. Once a successful 4-die roll is made, he returns to the normal procedure. The same applies to a group of wizards in cooperation.

A magic item must be finished by the wizard (or group) who started it. If a wizard dies, any items he was enchanting (but not finished with) lose all their partially-completed spells. If one member of a team of wizards dies, another wizard can try to step in. That wizard must make a successful *five*-die roll (on his basic DX, unaided except for a Charm if he has one). If he makes it, he has taken the missing wizard's place; otherwise, the entire project must start over.

A wizard (or coven), therefore, can only work actively on one item at a time. If a wizard is away from his lab for more than two days in one week, or any two days in a row, he loses that week's work.

Magic Item Creation Table

Magic Item	Price (\$)	Notes	Weeks to make	ST/day	Cost/week of ingredients (\$)	Ingredients required weekly (and starting item required)
Magic Fist	2,000		3	35	–	–
Blur	3,000		5	75	15	–
Slow Movement	500		1	15	40	–
Drop Weapon	500		1	20	40	–
Detect Magic	5,000		3	100	1,013	2 doses IQ+ potion (\$500); \$13 ci
Light	500		1	10	40	–
Clumsiness (-1)	1,000	A	1	70	430	5 doses DX- potion (\$80); \$13 ci
Confusion (-1)	1,000	A	1	70	430	2 doses IQ- potion (\$200); \$13 ci
Weakness (-1)	1,000	A	1	70	430	4 doses ST- potion (\$100); \$13 ci
Avert	2,000		3	25	190	1 dose Fear potion (\$150); \$40 ci
Detect Life	4,000		4	50	450	1 dose each Smell Booster (\$200), Acute Hearing (\$250)
Darkness (1 hex)	2,000	A	4	20	25	–
Dark Vision	3,000		3	25	515	1 dose Dark Vision potion (\$500); \$15 ci
Detect Enemies	6,000		2	50	2,425	2 doses Smell Booster (\$200); 2 doses Acute Hearing (\$250); 1 dose Telepathy (\$1,500); \$25 ci
Lock	500		1	15	40	–
Knock	1,000		2	15	40	–
Trip	1,000		2	20	38	–
Speed Movement	1,500		1	25	1,020	1 dose Speed Movt. potion (\$1,000); \$20 ci
Dazzle Gem	250		1/2	10	20	1 \$20 gem; takes only 3 days.
Shock Shield	5,000		6	125	100	1 dose gunpowder (\$100)
Shadow	1,000		1	175	230	1 dose Sleep potion (\$150); \$80 ci
Far Vision	2,500		4	70	45	2 fresh hawk's eyes (\$20); \$5 ci
Sleep	1,000		1	125	330	2 doses Sleep potion (\$150); \$30 ci
Reverse Missiles	5,000		6	175	15	–
Rope	1,000		1	50	480	6 doses DX- potion (\$80)
Destroy Illusion	2,000		2	270	25	–
Silent Movement	2,000		4	25	25	–
Persuasiveness	12,000		5	175	1,500	1 dose Telepathy (\$1,500)
Freeze	5,000		6	100	150	Fresh basilisk brain & eyes (\$150)
Fireball	5,500		4	200	500	1 dose Pyrotic potion (\$500)
Invisibility	6,500		3	100	1,500	1 dose Invisibility potion (\$1,500)
Mage Sight	6,000		6	200	120	–
Magic Rainstorm	4,500		6	125	35	–

Magic Item Creation Table (continued)

Magic Item	Price (\$)	Notes	Weeks to make	ST/day	Cost/week of ingredients (\$)	Ingredients required weekly (and starting item required)
Eyes-Behind	3,000		3	50	465	1 dose Acute hearing (\$250); one pickled dragonet (\$100); \$115 ci
Flight	10,000		5	125	1,235	1 dose Flight (\$1,200); \$35 ci
Stone Flesh	4,000		5	175	–	–
Slippery or Sticky Floor	2,000	C	4	20	26	–
Curse (-1 to all rolls)	3,500	A	4	25	380	1 dose each ST-, DX-, IQ- potions
Fireproofing	5,000		5	25	500	2 doses Fireproofing potion (\$250)
Telekinesis	5,000		4	120	540	1 dose Telekinesis (\$500), \$40 ci
Lightning	15,000	D	10	375	150	1 Silver Slime, live (\$150)
Dispel Illusions	5,000		6	175	–	–
Spell Shield	6,000		6	225	–	–
Telepathy	20,000		5	100	3,600	2 doses Telepathy (\$1,500); one dose IQ+ potion (\$600)
Glamour	4,000		5	160	–	–
Fresh Air	3,000		3	25	515	1 dose Water Breathing potion (\$500); \$15 ci
Gems: Summon Wolf or Myrmidon	500	C	1	25	–	(Must start with a \$40 gem)
Summon Bear/Gargoyle	1,000	C	2	25	–	(Must start with an \$80 gem)
Summon Giant/ Small Dragon	2,000	C	3	75	–	(Must start with a \$285 gem)
Summon 7-Hex Dragon	4,000	C	4	200	–	(Must start with a \$600 gem)
Quiver of Replenishment	1,000		2	20	35	–
with silver arrow	5,000		6	150	60	(must start with silver arrow)
giving DX +1	15,000		10	150	600	1 dose DX+ potion (\$600)
Amulet vs. Drunkenness	1,500		2	150	30	1 good bottle of wine (\$30)
Amulet vs. Drowning	2,000		1	210	1,100	1 dose each DX+ potion (\$600) and Water Breathing (\$500)
Amulet vs. Creature	3,000		3	125	300	2 doses Fear potion (\$150)
Amulet vs. one elemental	3,000		3	125	300	2 doses Fear potion (\$150)
Amulet vs. all elementals	5,000		4	175	480	3 doses Fear potion (\$150); \$30 ci
Amulet vs. Disease	10,000		5	25	1,420	3 doses Healing (\$150); 1 dose each Simple Poison (\$120), Plant Poison (\$200), Insect Poison (\$150) and Pyrotic (\$500)
Pentagram (per hex)	2,000	B	3	125	–	–
Maintain Illusion	3,000	B	5	75	–	–
Maintain Image	1,400	B	3	20	–	–
Ring (etc.) of Control	10,000	E	18	25	–	–
2-hex Magic Carpet	10,000		5	75	1,200	1 dose Flight potion (\$1,200); must start with a \$500 carpet
4-hex Magic Carpet	20,000		[Takes two wizards, casting the above spell on a \$1,000 carpet]			
7-hex Magic Carpet	50,000		[Takes five wizards, casting the above spell on a \$2,000 carpet]			
Serpent Torc	2,000		3	75	95	\$95 ci; starts with \$55 worth of silver beads and one snake's backbone
For restringing broken torc	500		1	20	40	\$40 ci; starts with one snake's backbone
Limiting Spell	1,000		2	25	35	[Cost is the same whenever spell is used]
Expunge	2,000		3	125	–	[Cost is the same whenever spell is used]

Magic Item Creation Table (continued)

Magic Item	Price (\$)	Notes	Weeks to make	ST/day	Cost/week of ingredients (\$)	Ingredients required weekly (and starting item required)
Iron Flesh	16,000	D	10	250	366	1/20 of the hide of a 14-hex dragon (\$1,600)
Teleport	15,000	D	10	400	25	–
Giant Rope	2,000		1	275	960	12 doses DX- potion (\$80)
Astral Projection	20,000		6	175	2,200	1 dose Flight potion (\$1,200); two doses Telekinesis potion (\$500)
Hammertouch	5,000		6	75	100	1 dose Gunpowder (\$100)
Unnoticeability	5,000		2	200	1,540	1 dose Telepathy (\$1,500); \$40 ci
Long-Distance Telepathy	20,000		5	125	3,000	2 doses Telepathy (\$1,500)
Insubstantiability	21,000		5	125	3,200	1 dose each: Invisibility (\$1,500), Flight (\$1,200), Telekinesis (\$500)
Cleansing	50,000	D	10	75	3,770	1 each Universal Antidote, Pyrotic, Simple, Plant, & Insect Poison; 2 Healing
Spellsniffer	20,000	D	10	125	1,020	1 dose IQ+ potion (\$600); \$420 ci
Little Death	10,000		5	75	1,200	8 doses Sleep potion (\$150)
Geas	5,000		6	100	150	1 dose Fear potion (\$150)
Shapeshifting	10,000	D	10	175	35	–
Wizard's Wrath	40,000	F	25	375	–	–
Long-Distance Teleport	50,000	F	25	500	65	–
Word of Command	20,000	F	25	50	25	–
Crystal Ball	50,000	G	40	175	–	(Must start with a \$250 crystal sphere)
Flaming Weapon	10,000	C	5	50	1,270	1 dose Fireproofing (\$250); 2 doses Pyrotic (\$500); \$20 ci
Flaming missile weapon	[a second-level version of the above; see Note C]					
Wards	6,000		5	250	125	Each of the five wards must be made from a \$125 gem or carving
Powerstone (1 point)	1,000	B	1	40	380	2 doses Healing (\$150); \$80 ci. Must start with a gem worth at least \$1,000.
Powerstone (5 points at once)	5,000	B	2	50	1,800	8 doses Healing (\$150). Must start with a gem worth at least \$1,000.
Charm (+1)	30,000	D	10	245	1,650	1 each ST+, DX+, IQ+
Charm (+2)	100,000	F	25	225	2,150	1 each ST+, DX+, IQ+, Telekinesis
Increase one attribute (+1)	2,000	A	3	75	–	–
Magic Fist rod (1 point)	1,000	B	1	225	30	–
Fireball rod (1 point)	2,000	B	1	225	1,000	2 doses Pyrotic potion (\$500)
Lightning-bolt rod (1 point)	5,000	B	4	250	190	1 live silver slime (\$150); \$40 ci
Wizards's Wrath rod (1 point)	10,000	B	6	450	125	–
Unicorn Horn	6,500		2	75	2,520	1 dose Universal Antidote; \$20 ci
Gate-Key	10,000		4	170	1,500	1 dose Telepathy potion (\$1,500). Must start with \$100 silver key.
Gate-Lock	5,000		4	75	500	1 dose Telekinesis potion (\$500). Must start with \$140 silver lock.
Gate-Seal	10,000		4	75	500	1 dose Telekinesis potion (\$500). Must start with \$100 silver seal.
Bound Small Demon	20,000	E	18	200	–	– Requires one large (\$1,000+) gem or statue. Wizard must have IQ 24+.
Amulet of Skepticism	4,000		5	100	55	1 well-rotted zombie's eye (\$30); \$25 ci
Hand of Glory	4,000		4	75	35	\$35 ci. Must start with hand (\$1,000).

Magic Item Creation Table (continued)

Magic Item	Price (\$)	Notes	Weeks to make	ST/day	Cost/week of ingredients (\$)	Ingredients required weekly (and starting item required)
Lens of Translation, for each original language	6,000	B	6	200	10	Must start with crystal lens (\$200)
Adding 1 language to lens	8,000	B	6	350	10	–
Zombie Ring	3,000	4	100	10	–	–
Proxy	cannot be bought		20	25	1,500	1 dose Telepathy potion (\$1,500)
Weapon/Armor Enchantment (+1)	1,000	A	2	75	40	–

The notation “ci” stands for “common ingredients.” Where no specific ingredients are listed, all of the ingredients required are common.



Notes to Magic Item Creation Table

A. These are spells that come in two or more strengths. Such spells take twice as many wizards for each added increment of strength. Thus, a cloak of Darkness with a 2-hex radius would take 2 wizards and cost \$4,000, one with a 3-hex radius would take 4 wizards and cost \$8,000, and so on. If you cast the 3-hex Darkness on an item with one spell already on it, it would take eight wizards.

The same principle applies with weapon/armor enchantment (doubling for each point up to a maximum of five), attribute-boosting items, attribute-reducing items, and Curse. Therefore, a DX +5 enchantment on an ordinary weapon would require 16 wizards, 32 apprentices, and \$640 in ingredients each week for two weeks. But to add that as a third spell on a weapon that already had two others (for instance, Flaming Weapon and Trip), you would need 64 wizards and 128 apprentices! It is best to put the most expensive spells on first.

B. These spells are similar to the ones above – but you *add* one wizard for each additional point or hex of effect. Thus, a ST 10 fireball rod would take 10 wizards, 80 apprentices, and 20 doses of Pyrotic Potion, starting with a plain rod. A 6-hex Pentagram would require six wizards. The two versions of the Powerstone spell are compatible, and can be cast simultaneously – e.g., 5 wizards, 3 apprentices, and 12 doses of potion to make a ST 17 stone.

Note that languages can be added to a Lens after it is complete (at a higher cost), but this does not count as casting a separate spell on it. It is cheaper, if you can, to put all the required languages into it at once. Other spells where a later enchantment can merge with an earlier one are Curse, attribute-boosters, attribute-reducers, weapon/armor enchantment, and Powerstone.

C. Each of these spells comes in two versions and requires twice as many wizards for the second version. Thus, starting with a plain, nonmagical item, it would take two wizards in tandem to create a flaming-arrow weapon, a mobile Sticky or Slippery Floor, or a 12-turn summoning gem.

D. This spell takes 10 weeks. Add 10% to the value of the underlying item (including the value of the spells already on it, if any) *before* adding on the value of this spell.

E. An 18-week spell. As above, but add 20%.

F. A 25-week spell. As above, but add 30%.

G. A 40-week spell. As above, but add 50%.

H. A 70-week spell. As above, but add 100% – that is, *double* the underlying value.

The “team” approach is the most efficient way to perform multiple enchantments. But it’s not the only way. A lone mage, if he has time enough, can do anything a team can do. If one wizard is putting a second spell on an item by himself, it takes him twice as long (rolling every *other* week). Thus, his material and apprentice costs are the same, but spread over more time.

Similarly, a lone wizard can do an item’s third spell (taking four times as long and rolling every fourth week), a fourth spell (taking eight times as long) and even a fifth (16 times as long). Or two wizards (instead of the normal four) can do an item’s third spell. This would take twice as long as the normal 4-wizard procedure, but only half as long as if one of them were to do it solo. And so on.

However, it is not permitted to use more wizards than a spell calls for, to try to cut down the time. You could not, for instance, halve the normal time for a first spell by putting two wizards on the job – nor halve the time for a second spell by using four instead of two. It just doesn’t work. Fewer wizards and more time – yes. More wizards for less time – no.

Exceptions to the General “Doubling” Rule

The Limiting spell always takes the same time and ingredients, and requires only one wizard, whether it’s the first spell on an object or the last. The same is true for the Expunge spell.

A self-powered item – one that uses less of the wearer’s ST than normal – is very costly in terms of ingredients, ST, and number of wizards. If it provides 1 ST/turn of its own power (for instance, a self-powered Spell Shield ring, or an Astral Projection cloak that drew only 1 ST from its wearer each turn), it requires *ten times* as many wizards (with apprentices and ingredients) as it would otherwise. If it powers itself at 2 ST/turn, it requires 20 times as many wizards; for 3 ST/turn, 30 times as many.

A large item – a bed, for instance, or a whole building – can be enchanted like anything else. Again, it takes more wizards. Each hex of the item requires its own wizard(s) with gear and apprentices. If a jade throne two hexes in size is to be enchanted, and if the spell would normally take four wizards . . . the throne will require eight wizards, or twice as long for four, because it’s twice as big as the “normal” area of enchantment. Note to GMs: Be reasonable. To cost double, an item must be massive as well as large. A 4-yard statue would cost double – but not an ordinary pole weapon.

A spell which comes in more than one strength may require more wizards if it is cast in the stronger form. See Notes A, B, and C to the *Magic Item Creation Table*.

Some spells take so much time that they require a percentage addition to the value of the underlying item. See Notes D-H to the *Magic Item Creation Table*.

A Note on Apprentices

Even the most powerful wizard needs apprentices to help him with his creations. Not only do they fetch and carry – they also provide ST through Aid spells. The creation of a magic item is a full-time job, requiring all a wizard’s attention and a great amount of strength each day. This ST is not used all at once; it is expended in small bits as the wizard does the thousand-and-one thaumaturgical operations required to prepare for a permanent enchantment. Apprentices are a must.

The Guild regulates apprentices, just as it does other wizardly affairs. A wizard must pay his apprentices Guild scale (\$25/week), and is obliged to train them – see *Learning New Spells*. The apprentice must be treated reasonably well (though different mages have different ideas of “reasonable”). He may be invited to volunteer for unusually hazardous tasks, but may never be coerced into such an undertaking against his will. An apprentice may not be called on for more than



“Hail, brother!”

Grymaug returned the greeting with an absent nod. He saw at a glance that the other seven were assembled. Good; the bat-blood unguent wouldn’t keep. He gestured to his chief apprentice to begin arranging all they’d brought.

As Grymaug made nervous shop-talk with the other mages, the apprentices set up the alembics and burners, drew lines with chalk-dust and jewel-dust, arranged crucibles, and distributed incense-sticks. They had been long at this work; tonight would see an ending, one way or another.

“It is ready, Masters.”

Young Posthen moved to the center of the pentagram. He was young – very young for a Master Sorcerer – and his understanding was shallow, but his hands were the most skillful. Grymaug led the chanting apprentices in an eerie counterpoint to Posthen’s incantations. Gesturing at first one, then another, he signaled when Aid spells were needed. Once an apprentice fumbled. Another quickly took up the slack. The boy who had missed his spell flushed, but his voice never wavered as he picked up the chant once again. *Good lad*, thought Grymaug. *Everybody fails occasionally. To go ahead through small or great – that leads to Mastery.*

Faster and faster Posthen spoke. His hands moved independently of each other and of his voice – combining, shaking, gesturing. The powders and lucifers that he and his colleagues had spent the week making, the rune-carved tools built for this one occasion, the precious potions bought so dearly from the Order of Aurelius – all merged under the mage’s fingers.

Suddenly, his voice broke – seemingly in mid-sentence. Smoke spouted from beakers – from glowing rods – from Posthen’s very fingers as they traced an intricate design. A heartbeat of silence. Two heartbeats. Then each of the eight Masters shouted the same awesome Word. Eight staves struck the marble floor as one.

The smoke cleared. Posthen sat down heavily. Two of the apprentices had fainted. But it was done.

“Well, brothers,” spoke Grymaug. “We have succeeded again. Our circle gains honor.” *And influence*, he thought. *And no small sum of gold*. He gestured at the glowing circlet on the dais before Posthen.

“Regard it well, you apprentices. The Circlet of Dyskor Rhost. It turns missiles away from its wearer. It lets him see into others’ minds. It gives him flesh of iron. And by what we have wrought tonight, it lets him sap another’s will to make that one as much a puppet as any illusion!” Aware he was speechmaking, he stopped. But the apprentices were not smiling. Their eyes were wide as they gazed at the jeweled band. Even his fellow Masters seemed impressed by what they had accomplished.

And well they should, thought Grymaug as he began to direct the packing of his tools. *Nearly ten months we worked – and not the easiest way, either. It was well done. Dyskor will tax his satrapies heavily to pay for this little toy – but we learn, and we profit. It was well done, indeed.*

25 ST/day in Aid spells. Thus, the ST a wizard needs daily to perform a creation will govern the number of apprentices he needs.

A Note on Ingredients

The Magic Item Creation Table shows the ingredients for each magic item. These are the ingredients needed *per wizard, per week*. Some of the requirements are “common ingredients” available anywhere; others are more arcane. If a player is creating something that requires a gargoyle gall-bladder every week, and he runs out, then his project comes to a screeching halt. He can’t resume work until he has the right ingredients. Some ingredients are rare, some are expensive; many are magical or chemical potions. Creating magic items requires time, money, and great forethought. Many quests begin because a wizard can’t find all the ingredients for his pet project!

Cost of Magic Items

The cost for each item is shown on the Magic Item Creation Table. This is the cost for a totally ordinary item, with that spell as the *first and only* spell. Since the costs double for the second spell, the price of an item with two spells on it is [the price of the item, itself] plus [the cost of the first spell put on] plus [*twice* the cost of the second spell put on]. If a third spell is to be added, the price increases by *four* times the “usual” cost of that third spell. And so on.

Keep in mind when you calculate costs that the intrinsic value of the enchanted object, its ability (if any) to power its own spells, and its size, will all add in.

Example: You wish to cast a self-powered Spell Shield as the third spell on a 3-hex item. It takes four wizards (for a third spell) *times* ten (for 1 ST/turn self-powered ability) *times* three (a 3-hex item). It will take 120 wizards in cooperation to do that spell. And the value it adds to the object will be 120 times the “basic” Spell Shield cost of \$6,000 – \$720,000 for that one spell!

A second example: the Circlet of Dyskor Rhost. It is a platinum coronet, jeweled; its intrinsic value is \$15,000.

The first spell placed on it was Telepathy. Cost: \$20,000.

The second spell was Iron Flesh. Normal cost: \$16,000. Doubled, to \$32,000.

The third spell was Reverse Missiles. Normal cost \$5,000. Quadrupled here, to \$20,000.

The fourth spell was Control Person. Normal cost: \$10,000. Octupled, to \$80,000.

The total price is computed as follows: Intrinsic value plus first spell: \$35,000. The second spell, Iron Flesh, is marked “D” on the table. For a spell of this type, add 10% to the value of the underlying item – *then* add spell cost. \$35,000 plus 10% is \$38,500, plus the doubled Iron Flesh cost is \$70,500. The third spell adds \$20,000, bringing the total to \$90,500. The fourth spell, Control Person, is marked “E” on the table. 20% is added to the underlying cost before the spell value is added. \$108,600 is the value with 20% added. Adding the \$80,000 for the Control Person itself brings the final “fair market value” of the circlet to \$188,600.

Note: The Weapon/Armor Enchantment spell counts as only *one* spell, no matter what combination of DX and damage bonuses it gives a weapon, or how many hits it lets armor stop. Four other spells can be put on an enchanted weapon. The “Create Staff” spell is also one spell; a wizard’s staff can be given up to four other properties.

A temporary “Light” spell can be thrown on any object, even if enchanted, at no more cost than usual. “Conceal” spells which hide the magical nature of an object are counted separately; thus, one object may have up to five permanent spells, plus up to five “Conceal” spells, on it at once.

The *form* a magic item takes usually depends on the sorcerer who created it. Most of the information below refers to “items,” but this is only for convenience. Common items which often carry spells are amulets, weapons (especially swords), staves, jewels or jeweled carvings, belt-buckles, cloaks, boots . . . and so on. Many wizards prefer to keep some relationship between the spell and the item enchanted. Mage Sight might be placed on a crystal lens; boots could endow their wearer with Silent Movement, or a cloak with Invisibility. Where the table refers to “item,” the spell can be cast on *anything*.

Where the table does not refer to an “item,” but instead to some specific thing (e.g., the key for Knock, or the gem for Dazzle), the spell *must* be cast on such a thing. Similarly, a magic scroll always looks like a scroll and a rod looks like a rod.

A magic item will work for *anyone* who wears or carries it – including an animal – unless it has been specifically “limited” so that only certain beings can use it. Most items are not so limited. However, some items may require an act of will to operate them – and these will *not* work, except accidentally, if you don’t know what they are. For instance, a Blur ring would blur anyone who put it on . . . but a Wish ring would not work until the wearer made a wish, and a lightning-bolt rod would not fire until its holder willed it to fire. No die roll is required to use a magic item, and no ST cost is involved, unless specifically mentioned.

Rings, cloaks, etc., must be worn before their magic power works; weapons must be ready before their power works. One interesting magic item is an enchanted arrowhead. If the arrow puts hits on someone (i.e., sticks in them), then the enchantment on it takes effect . . . maybe a Trip, Slow Movement, or Clumsiness spell.

Multiply Enchanted Items

In accordance with the Rule of Five, up to five spells may be cast on a single object. However, each succeeding spell is harder to cast. The general rule is this: To put a second spell on an already-magic item takes *two* wizards, working together. Each must know the appropriate spell, and have his own laboratory. Each will use the same ST/day (and the same ingredients) that a single wizard would require to cast that spell into an ordinary item. The number of weeks does not change.

To put a third spell on the same item would require *four* wizards’ cooperation, four sets of apprentices for ST, and four times as much of each ingredient. The fourth spell would require eight wizards; the fifth level, sixteen . . . each with his own lab, apprentices, and materials.

No matter how many wizards are working together, though, only one DX roll is made each week – usually by the wizard with the highest basic DX, who is assigned all the really tricky parts. If a weekly roll is failed, that week's work is lost. If an 18 is rolled, the spell is ruined, and all the ingredients and work put into it to date are lost. However, the original item, with whatever completed spells it possessed, is not harmed.

Enchanting Objects with Immunity Spells

An item may be enchanted to give its wearer Immunity to any one specific thrown spell, or to a given strength of one specific missile spell. For instance, a shield might give immunity to 3-die lightning bolts; it would stop 1, 2, and 3-die bolts, and subtract 3 dice from the effectiveness of larger ones.

Items may be made with immunity to any missile spell, and most thrown spells. To enchant an object with Immunity, a wizard must know the Greater or Lesser (as appropriate) Magic Item Creation Spell, and proceed substantially as though he were casting, not immunity to a given spell, but that spell itself, on the object. For instance, the time, materials, etc., to make an item immune to Drop Weapon would be just the same as to enchant an arrow to produce the Drop Weapon effect. If there is no magic item to produce an effect, no item can be made to give immunity.

For an item conferring Immunity to a missile spell, use the time and costs appropriate to production of a Rod of the same strength. To give Immunity to fireballs of up to 5 points, use the time and materials for a Fireball rod with a capacity of 5.

Self-Powered Items

A wizard may make an improved version of any item that normally costs ST each turn it is used. Such a "self-powered" item uses less ST, or none at all, each turn. It draws its ST from outside energy, rather than its wearer's life-force. At the maker's option, such an item may be "on" all the time or under the control of its wearer.

Such items are harder to make, requiring (at a minimum) ten times as long, or ten times as many wizards, to create. Details are given on the *Magic Item Creation Table*.

Missile-spell and Hammertouch items cannot be self-powered.

Lesser Magic Items

The following items may be created through use of the Lesser Magic Item Creation spell (q.v.) The first group produces effects similar to those of spells from the Spell Table. Note that knowing (for instance) the Blur spell is neither necessary nor sufficient to let a wizard create a Blur Ring. He must know Lesser Magic Item Creation.



Lesser Magic Items

IQ 8 Magic Items

Blur: Item subtracts 4 from DX of any attack against its wearer. Only one Blur spell may affect any one figure at a time.

Detect Magic: Item vibrates when it touches a magic item, if a 4-die roll against the wearer's IQ is successfully made by the GM. If the roll fails, no magic is detected, whether magic is really present or not. An item may only be checked once per day per person or per Detect Magic item.

Drop Weapon: Item (again, often an arrow) makes victim drop his weapon.

Light: Puts a permanent Light spell on any item.

Magic Fist: Item gives wearer the power to use this spell, exactly as though they had learned it in the normal manner – including ST cost. User must still roll to hit; non-wizards are at -4 DX unless they know the spell.

Slow Movement: Item halves its wearer's MA. May be any item; often an arrow.

Staff: The regular Staff spell (see *Spell Table*) is already a spell for creation of a magic item; Lesser Magic Item Creation is not required. Note, though: if you put a couple of spells on a piece of wood and *then* make it your staff, you'll have a powerful tool that only you can use. Staff always costs the same, even if it's the 5th spell on an item.

IQ 9 Magic Items

Avert: Item lets its wearer use Avert, just as if he knew it.

Clumsiness: Item gives effect of Clumsiness spell. The degree of clumsiness (the amount of DX lost) depends on the time and ST put into making the item. DX cannot be lowered past 6. The effect of this (or any similar) item is never noted by the wearer unless he uses Detect Magic . . . *until* he tries to do something involving the affected attribute! At the wizard's option, such an item may be unremoveable without the Remove Cursed Object spell.

Confusion: Exactly as above, subtracting from IQ. IQ cannot be lowered below 6.

Dark Vision: Places this spell on wearer while item is worn. No ST cost.

Darkness: Item produces darkness (as per Darkness spell, but always solid rather than controllable) when worn. Range depends on time and ST used when item is made.

Dazzle: Gem, when thrown to the floor, breaks, producing Dazzle spell. Does not affect the one who threw it.

Detect Life: Item grows warm when any life (not already known to its wearer) approaches within 2 MH. Not affected by flies, worms, germs, etc.

Weakness: As Clumsiness, but subtracting from ST. ST cannot be lowered past 6, so this item cannot kill. Fetters with this spell are used for holding strong prisoners.

IQ 10 Magic Items

Detect Enemies: Item makes a warning sound, audible only to its wearer, when any hostile creature comes within 2 MH.

Far Vision: Puts this spell on its wearer; no ST cost.

Knock: Magic key acts as a Knock spell – works only once. Illegal to possess in many cities!

Lock: Magical seal acts as Lock spell when placed on door, chest, etc. Can only be used once.

Shadow: Item creates one hex of Shadow around it.

Shock Shield: Item puts this spell on the wearer. No ST cost.

Speed Movement: Item doubles its wearer's MA, at a cost of 1 ST/turn.

Trip: Item trips its wearer. Usually in the form of an arrow, bola, etc. If it is an item of clothing, wearer gets 3/DX roll each turn to avoid falling.

IQ 11 Magic Items

Destroy Illusion: Item destroys any 1-hex illusion it touches, and produces a flash of light when it touches a larger illusion, thus warning of its nature.

Persuasiveness: Puts this spell on its wearer. No ST cost.

Reverse Missiles: Item puts this spell on wearer, at cost of 1 ST per turn power is used.

Rope: Only rope-like objects (including neckties, bolas, etc.) can be enchanted thusly. Such a rope will grab at anyone coming within 1 hex; a 4/DX roll is required to dodge it. If it grabs someone, it has the effect of a Rope spell. If the item is a bola, it has the normal bola-type effects as well.

Silent Movement: Puts this spell on wearer, at cost of 1 ST each turn the power is used.

Sleep: Item puts wearer to sleep; effect lasts until item is removed. Item may be very hard to remove, too . . .

IQ 12 Magic Items

Eyes-Behind: Gives this power to its wearer at no ST cost.

Fireball: Item gives wearer the power to use this spell as though they knew it, including ST cost. User must still make "to hit" roll; non-wizards are at -4 DX unless they know the spell.

Freeze: Item puts a powerful version of this spell on its wearer. All thought and metabolism are stopped until item is removed. Again, this may be an item that cannot be removed by normal means.

Invisibility: Makes its wearer invisible, at cost of 1 ST/turn.

Mage Sight: Gives its wearer this power at no ST cost.

Magic Rainstorm: A vial containing 10 drops of ensorcelled water. Each drop, when spilled from the vial, becomes a regular Magic Rainstorm under the control of the person who released it. Any number of drops may be used at once.

IQ 13 Magic Items

Curse: Item operates as per Curse spell, and will *not* come off once picked up/put on; nor can it be destroyed save by lightning, volcanic fire, or similar catastrophe. The degree of the curse depends on the ST and time put into its manufacture. Absolutely the only way to get a Cursed item off is with a wish, the Remove Cursed Object spell, or the Dissolve Enchantments spell, unless you are willing to undergo amputation.

Fireproofing: Item fireproofs wearer and all he carries; no ST cost.

Flight: Item lets user fly as per Flight spell. Costs 1 ST per turn of flight.

Slippery Floor: Either puts a permanent Slippery Floor (q.v.) on one MH, or (harder to do) produces an item which may be carried about, producing Slippery Floor in whatever MH it is in.



Sticky Floor: As above, but for Sticky Floor spell.

Stone Flesh: Item puts this spell on user. Only one Stone Flesh or Iron Flesh item can be worn at a time. No ST cost.

Telekinesis: Gives its wearer this power at cost of 1 ST per turn.

IQ 14 Magic Items

Dispel Illusions: Item dispels all illusions within 5 MH at any time, whether it is worn by someone, thrown, or just left lying around.

Fresh Air: Mask or helm gives wearer Fresh Air as per spell, at cost of 1 ST/turn.

Glamor: Item puts one specified sort of Glamor (q.v.) on whoever wears it; maker specifies the Glamor when item is made. Wearer's apparent size cannot more than double. Wearer does not acquire powers of the object he seems to be.

Lightning: Item gives wearer the power to use this spell, just as though they knew it – including ST cost. User must still make "to hit" roll. Non-wizards are at -4 DX unless they know the spell.

Spell Shield: Puts this spell on wearer, at ST cost of 1 each turn.

Telepathy: Gives wearer this power, as per spell, at 1 ST/turn.

Other Lesser Magic Items

The foregoing spells are only variations of those on the Spell Table, listed in IQ order for convenience. Other kinds of magic items can be made . . . items that incorporate other principles. To make one of the items listed in the next group, a wizard must also know the Lesser Magic Item Creation spell. See the Magic Item Creation Table for time, costs, materials, etc.

Brand: This magical torch requires as raw material a stick of well-aged wood about 2 feet long.

When it is lit – and even a spark will light it – it burns like a torch over about half its length, and remains burning until it breaks or is broken, or a holder commands it to go out, or it is extinguished by a surfeit of any element:

- Earth – bury it in earth for at least five minutes.
- Air – blow it out with a force greater than all but the greatest storm, which is impractical.
- Water – just immerse it completely in water for a few seconds. Regular rain won't affect it, but a Magic Rainstorm will douse a brand instantly.
- Fire – a brand, placed in a greater fire, will burn like common wood.

When it goes out it's just a burned stick, worthless for anything except a bit of firewood.

The flame from a brand is smokeless, and may be tinged with whatever color the wizard chose when the spell was cast. A brand can be used as a weapon like a torch.

The Brand enchantment, cast on an arrow, creates a reliable flaming arrow which will remain burning for a minute after it is fired.

A Brand does not require a regular Magic Item Creation spell. It can be made by any wizard who knows 7-Hex Fire. Casting the spell that way requires 4 ST. A Brand usually sells for \$60, but prices may go up if the wizards are busy or a big adventuring party is buying up the supply.

Gems of Summoning: These are gemstones, often carved into the shape of the creature they summon. When a Gem of Summoning is thrown to the floor or otherwise shattered, it has the effect of a Summoning spell. The creature summoned will obey the person who shattered the gem, just as an ordinary summoned creature obeys the wizard who brought it; see the appropriate Summoning spells for more information. It will remain 6 turns (counting the turn the gem is broken), or 12 turns for a more powerful gem. Each gem will summon one of the following creatures: wolf, Myrmidon, bear, Gargoyle, giant, 4-hex dragon, or 7-hex dragon.

Holdfast Spike: An enchanted spike of solid silver. It is much smaller than a regular spike, but must look like a spike in order to work. Its basic power is that, once driven in place, it holds until the person who placed it touches it and says "Free." It has three main uses for the adventurer):

In dungeoneering, it can be placed under a door to spike it closed or open. This can be done quickly, with one hand, unlike regular spike-driving. Each such spike, to a maximum of 5, counts as a Lock spell and adds 10 to the door's ST against other attacks. If the door is forced anyway, the spikes(s) are ground against the dungeon floor, ruined, and become inert silver.

In climbing, a Holdfast Spike can be driven into any material . . . even soft earth, as long as it will hold the weight of the spike itself! It will then hold up to a ton of weight. Up to five spikes can be used together. Should they pull free, they are undamaged.

In journeying, a few spikes driven into the ground will hold any but the largest riding animal. (But don't try to stake out a horse with just one spike; horses are strong and heavy and can easily put more than a ton of stress on their picket.) Again, if they pull free anyway, they are undamaged.

Clever adventurers, not to mention architects, will think of many more uses for this physics-defying little device.

Cost: Lesser Magic Item Creation, starting with an elaborately engraved 4-inch silver spike (\$1,100 from a goldsmith); thence, as for the Amulet against Drowning.

Limiting Spells: A "limiting" spell is one put on an already enchanted object in order to limit those who can use the item's magic. A spell may exclude a certain class of creature – or all but a certain class of creature. A ring might be made that would produce invisibility, for instance, only for orcs. Or for anybody *but* orcs. Or for anyone under six feet tall. Or for anybody named Fred. Or for some one specific person. A limiting spell can only be put on a magic item; you cannot have an ordinary sword (for instance) which can only be used by orcs. A wizard's staff is naturally limited to its maker. Only one limiting spell may be placed on an object; the time and ST cost is the same, whenever it is applied. A limiting spell may be removed by Remove Curse – but if the wizard misses his DX roll, he removes the wrong spell from the item! When a limiting spell is on an item, that item looks and acts perfectly ordinary until a creature of the proper class attempts to use it. The limiting spell and the other magic may still be detected by Analyze Magic, etc.

Magic Carpet: A magic carpet will carry its rider(s) at flying speed of MA 16 in an indoor situation. Outdoors, up high, they go much faster. A flying carpet is under the mental control of one (and only one) of its riders. A 3-die roll vs. IQ is required to make the carpet take off and obey; non-wizards get a -4 on this roll. A 2-hex flying carpet will carry up to 200 lbs.; a 4-hex carpet will carry 600 lbs., and a 7-hex carpet will carry 1,200 lbs.

Maintain Illusion: An item carrying this spell will make an illusion "permanent" once cast. This does not mean the illusion is immune to dispelling, disbelieving, etc., but only that it may last indefinitely instead of only 12 turns. The illusion must stay within 5 MH of the object, but cannot carry the object (or anything else!) If the illusion is killed or disbelieved, any wizard (unless there is a limiting spell on the object) may cast any new illusion spell onto the object, and that illusion will be maintained indefinitely.

Maintain Image: As above, but for an image – and the image must stay within *one hex* of the item. If the image is dispelled, any wizard (unless there is a limiting spell on the object) may use Image to cast a new image onto the object, and that image will be maintained indefinitely.



Permanent Pentagram: This is the spell used to draw a Pentagram that will last indefinitely. Its powers are just like those of one constructed with the Pentagram spell, but it lasts until destroyed. Record the IQ of the wizard that drew the Pentagram, and make a 3/IQ roll against it the first time each new being attacks the pentagram. A failed roll destroys the pentagram, but a successful one means that that being can *never* break that pentagram. A “pentagram” may actually be any group of contiguous hexes. A 1-hex, 3-hex, and 7-hex group look most like the layman’s image of “pentagram.” Permanent pentagrams are standard features of wizards’ towers and workrooms; they are also often found around the thrones or beds of rulers who fear sorcerous attacks.

Quiver of Replenishment: This magic quiver always has an arrow in it when you reach inside. It is always the *same* arrow, so you can’t use it to open up a fletcher’s shop – but it is very useful in battle. The arrow may be enchanted to +1 DX when its quiver is produced, but may *not* be enchanted later.

An advantage of this little toy is that your arrows can’t be fired back at you. As soon as you reach into the quiver, the arrow simply vanishes from the floor (or wound) and reappears in your hand ready for use. Neither quiver nor arrow can be broken except by magical means, but fire will destroy either. The quiver is useless without the arrow, and vice versa.

Red Ladder: In appearance, this is a wooden ladder, no more than 12 feet long, and painted bright red. Its magical property is that, when placed on the floor or ground at an angle, it will stay in place as though it were leaning against a solid wall.

Such a very useful item would be common if it were not so hard to make, but the going rate is \$10,000! As it is, most builders find it easier to use a mundane stepladder.

But the Red Ladder is superior, when you can get one. It is always completely stable and will never fall by accident. It will hold at least 350 pounds; if loaded to more than that, it will slowly sag to the ground rather than falling or breaking. (The actual break strength of the Red Ladder depends on the mundane wood from which it is made.) Anyone standing on the Red Ladder rolls 1 fewer die for any attempt to stay standing – if, for instance, a wind comes up or an arrow strikes them.

To take the Red Ladder down, you must simply take hold of it with the intent to move it. You cannot do this if someone is on the ladder, of course.

Creation is as per a 2-hex Magic Carpet, except that it requires a dose of Flight potion (\$1,200), four soft-boiled Bare Owl eggs (\$50 each, to be eaten by the wizard, so don’t neglect the spices), and \$300 in common ingredients.

Rings of Control: These are magic rings (or, occasionally, other objects) giving the wearer the ability to control certain types of beings. Each spell affects a single species of creature (e.g., men, goblins, bears, snakes, green slime). A ring which controlled (for example) oak trees would be possible – but would affect nothing except the tree’s normal growth!

A ring for controlling an intelligent species (IQ 8 or over) allows control of one at a time, as per Control Person. The victim must be in the same MH as the ring-user, or an adjacent MH. He gets a 3-die saving roll vs. IQ when control is attempted: if he makes the roll, he is not controlled, and another attempt cannot be made that day. He will know that *something* strange happened to him. A controlled person ordered to kill himself, attack a powerful foe, etc., gets another saving roll, as per the Control Person spell. A ring for controlling an animal species (IQ 3-7) allows the user to control up to two creatures at once. They must be within range, as above; they also get a saving roll against IQ, and a second roll if ordered to kill themselves.

A ring for controlling an unintelligent species (IQ 0-2), such as Green Slime or an Am Bush, will control up to 5 at a time; they get no saving rolls. They must be within the same range when control is first attempted.

Note: Up to five such spells could be put into one object, each one requiring twice as many wizards, as explained under *Creating Magic Items*. Thus, a ring could have spells for controlling five different sorts of creature – or it could have five spells for the same kind of creature, allowing control of five times as many. Each is a separate spell under the Rule of Five (see p. 149).

Serpent Torc: This is a small necklace, made from many long cylindrical beads strung onto the dried backbone of a snake. The clasp usually looks like a snake's head. When the wearer takes it off and throws it to the floor, it immediately turns into a snake which will fight under the control of the torc's user, just like a summoned creature. It remains until it is killed or willed to stop; then it turns back into the torc. If the snake is killed, the torc will be broken when it reappears, and must be re-strung with the backbone from another snake. If the snake was wounded, it will retain all wounds when it reappears unless brought back to full ST with healing potion.

The type of snake the torc will become depends on the type of backbone used to string it. You cannot tell just by looking what kind of snake it might be; the process of making the torc shrinks the spine to fit the beads. Any snake may be used to make a serpent torc.

If a torc is being re-strung with a new backbone, all the beads (usually about 50) and the clasp must be present. If even one is missing, the torc cannot be remade.

Protective Amulets

An object may be enchanted to become an "amulet" against any one of a great variety of hazards. An amulet protects against one specific thing – though of course up to five different spells could be put on one item, to make it an amulet against five different dangers, if one were willing to pay the cost.

Amulets Against Living Creatures: An amulet may be made to repel creatures of any one race or species – e.g., men, orcs, wolves, slimes, etc. The amulet acts as an Avert spell whenever a creature of the appropriate type comes within 3 hexes. Any creature gets a 3/IQ roll, made when it first approaches, to resist the amulet's power. If it makes its saving roll, it may ignore (or even pick up and wear) the amulet. If the saving roll is failed, the amulet will have full effect. This means that intelligent creatures are less affected. A slime would almost never get past an amulet; a human might or might not; a dragon almost always would. Therefore, anti-dragon amulets are not much in demand. A Zombie resists with its master's IQ. Once a creature has been affected by an amulet, it cannot attack the wearer, even from a distance, for the next 24 hours. Such amulets work constantly, even if not worn, and take no ST from their wearers.

Amulet Against Disease: Does not cure existing diseases, but will prevent its wearer from catching anything – including vampirism, lycanthropy, plague, etc.

Amulet Against Drowning: Gives its wearer the same saving roll a Diver (q.v.) would make if suddenly dunked – and gives a Diver a second chance. No other powers.

Amulet Against Drunkenness: Lets its wearer (sometimes) drink any quantity of liquor without ill effects. To make it work, the wearer must make a 3/ST roll (the GM makes this roll for him). A failed roll means the amulet didn't work this time!

Amulet Against Elementals: An amulet may be made as for some type of living creature (above), but it will repel all the four kinds of elemental spirit.

Amulet Against Fire: A different name for a Fireproofing item.

Amulet of Last Effort: Normally, when your ST reaches 0, you fall unconscious. This amulet allows you to stay conscious at ST 0, though you still die if you take one more hit. Any warrior or combat wizard will appreciate the advantage of – just possibly – getting in one more shot at the foe. Or, at the least, going down shouting defiance with your very last breath.

In appearance, this amulet is simply a stone with a single hole in it. It may be an elaborate jewel on a necklace, an elegant jade ring, or a mere river pebble worn on a thong around the neck.

Cost of the enchantment is \$2,000. To this, add any cost for the jewelry that you started with. River pebbles, of course, are free.

There are two cautions with this item. First, if you reach ST 0 while wearing this, there is a 1 in 3 chance that the amulet will break. If you survive, you will probably be so happy that you won't mind! Second, there is no way to test it without Reveal Magic, and many credulous travelers have been sold ordinary river stones or cheap jade rings with no powers at all.

Creation stats are the same as the Silent Movement item.

Other Amulets: Wizards may research new amulets like other new magic items – or GMs may simply introduce new kinds. Costs and powers should be commensurate with those of the types described.



Greater Magic Items

The following items may be made with the Greater Magic Item Creation spell:

IQ 15 Magic Items



Astral Projection: Item gives this power to wearer. ST cost: 2 for each turn the projection continues. Works only for wizards.

Giant Rope: Must be cast on a large rope, vine, cable, etc. Will grab at anyone coming within 2 hexes; a 4/DX roll is needed to avoid it. If it catches someone, it has the effect of a Giant Rope spell.

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Hammertouch: Usually in the form of a glove or gauntlet. For each point of ST the wearer expends, he can make *one* punch of that many dice effect. Using 4 ST would allow one 4-die punch.

Iron Flesh: Item puts Iron Flesh on wearer. Only one Iron Flesh or Stone Flesh item can be worn at a time.

Teleport: Item lets wearer teleport himself (and only himself) as per spell. No DX roll required. ST cost: 1 per MH traveled.

Unnoticeability: Gives wearer this power, as per spell. Costs ST each turn it is used.

IQ 16 Magic Items

Long-Distance Telepathy: Item lets its wearer send a 30-second message to anyone he knows (ST cost 5). Wearers of 2 or more items made to be “in tune” can converse normally at short ranges (1/2 mile or less) at *no* ST cost. At longer ranges, wearers of 2 or more such items can converse at a ST cost of 2 (apiece) every 30 seconds.



IQ 17 Magic Items

Cleansing: Wearer of item is immune to all diseases and attacks of vermin. This item will also cure most diseases within a day, but has no effect on an existing case of vampirism or lycanthropy.

Geas: Puts any legal Geas (set by the maker) on the first person to pick it up (or, if it is an item of jewelry or clothing, to put it on). Works once. The secret of making a permanent geas-object – one that will affect anyone who touches it – has, perhaps fortunately, been lost.

Insubstantiality: Item makes its wearer insubstantial, at cost of 2 ST/turn.

Little Death: Puts a standard Little Death spell on the wearer. It may or may not (depending on the intentions of its maker) be possible to remove this item without Remove Cursed Object or amputation.

Spellsniffer: Item gives wearer Spellsniffer power, at cost of 3 ST per turn.

IQ 18 Magic Items

Shapeshifting: Item turns wearer into some other creature (as determined by wizard who made it), as with regular Shapeshifting spell. Effect lasts until item is removed – sometimes for a few minutes afterward, too, depending on the wizard's wishes when he made it.

Wizard's Wrath: Item gives user the power to cast this spell, just as though they knew it. DX roll must still be made to hit; non-wizards are at a -4 DX unless they know the spell.

IQ 19 Magic Items

Long-Distance Teleport: Item gives wearer exact power of regular Long-Distance Teleport spell, including ST cost and die-roll risks.

IQ 20 Magic Items

Word of Command: A Word of Command may be written on parchment, inscribed in stone, etc. Any being who can read the language in which it is written (or *any* being with an IQ over 2, if the Word is written in the Sorcerer's Tongue) must make a 5/IQ roll to avoid obeying when he sees the Word. It may be written large or small, in any language the wizard knows. Civilized areas have been known to use this technique to make self-enforcing traffic signs, et cetera.

It is almost impossible to deface a written Word of Command. Paint will not stick to it, chisels will not chip it; nothing short of a bonfire or 10-die lightning bolt will burn a parchment Word, and acids, tearing, etc., simply have no effect. Even if a Word is merely written on a plaque leaning against a wall, it would take a 4-die roll on IQ (one try only), by a character *already* unaffected by the word, merely to tip it over or turn its face to the wall.

The effect of a Word lasts until the victim can no longer see it, and for one minute thereafter. The victim then gets one 5/IQ roll each turn. When he succeeds, he breaks free.

Other Greater Magic Items

The following Greater Magic Items use principles not found on the Spell Table. The ST cost and time to produce them are given on the Magic Item Creation Table. These treasures are powerful, expensive, and *very* rare.

Amulet of Skepticism: This item enables the wearer to subtract 4 from his roll whenever he tries to disbelieve something, thinking it an illusion. It does so, however, by making him very skeptical about everything, rather than by increasing his IQ. The wearer gets the same 4-point advantage whenever confronted by anything that attempts to fool him – but, because he is obnoxiously skeptical, he gets a -2 on all reaction rolls made while the amulet is on his person.

Attribute Enhancers: Magic items can be made to increase the ST, DX, or IQ of their wearers. They are most valuable. A magic sword will increase its owner's DX while he fights with it . . . but a ring giving a DX bonus works whenever it is worn. *These are thoroughly useful items, and GMs may wish to limit their availability drastically.*

There are three separate spells – one for each attribute. Each can be cast at any level from +1 to +5; any attribute can be magically increased by 5, but no more. However, Increase ST (for instance) is only one spell on an item, whether it is +1 or +5. A ring could increase its wearer's ST by 5 and still have up to 4 other spells on it.

But – and this is very important – attribute-enhancing items cannot increase a character's final adjusted DX past 14. Example: if you have a DX of 14, a +5 ring of dexterity would not seem to help you at all. But if you wear plate armor, which would normally reduce your DX by 5, the ring would cancel out that penalty and your adjDX would still be 14.

Similar items do *not* add. If you wear two rings – one giving you DX +3 and the other DX +2 – the lesser one will have no effect. A figure always has the highest DX that any of his magic items give him, but no more – and never more than +5. The same goes for ST and IQ.

Furthermore, the total of ST, DX, and IQ enhancing items cannot be more than 5.

Other effects – like potions and Aid spells – are cumulative with magic items, but only to the limit of 5. You could have a DX +3 ring, and have a +3 Aid spell cast on you – and both would help, but increasing your DX only to +5.

Bound Demon: A lesser (1-hex) demon, trapped in a gem, carving, or statue. It may be released by anyone touching it and willing the demon to be freed. The demon will perform one service for its rescuer, as described under the Summon Demon spell, but cannot grant a wish. If asked to fight, it will do so for 12 turns, then vanish. If any roll is missed during the 18 weeks it takes to bind a demon, it will attack.

It cannot be denied that sometimes a bound *greater* demon, of the type described in Summon Demon, is found. However, no mage known today is capable of binding a greater demon; certainly the project would be dangerous. If a greater demon is found and unbound, the GM makes a reaction roll. On a 6 it grants *two* wishes; on a 5 through 2 it behaves as though successfully Summoned, and will grant a wish without a battle of wills; on a 1 it attacks.

Charm: An item which makes its wearer luckier. In effect, it is the exact reverse of a Curse: it adds to all die rolls where a large number is needed, and subtracts from those where a small number is needed. Naturally, Charms are rare and in great demand. A charm can be +1 or +2, but no more.

Crystal Ball: The traditional divination tool. A Crystal Ball can be used to see other places, as well as the recent past and (sometimes) the near future.

To use a crystal ball, a wizard concentrates, uninterrupted, for at least 5 minutes. At the end of that time, the GM rolls against the wizard's IQ: 3 dice to see elsewhere in space, 4 to see the past, 5 for the near future. If the roll is successful, the GM will describe a scene giving the wizard some bit of information to aid him toward his goal – the better the roll, the more information. An unsuccessful roll means no vision. A badly failed roll means a false vision – the GM lies to the wizard. A Crystal Ball will not reveal doings inside a pentagram or by an astral body, and almost never penetrates a Conceal spell. Cost to use a crystal ball: 2 ST.

A crystal ball is heavy (2 lbs. for the very smallest) and fragile.

Flaming Weapons: A weapon may be enchanted to “flame” at the mental command of its wielder. The flame adds +2 damage if the weapon normally does 1 die or less damage, +3 if it normally does more than 1, up to 2 dice damage, and 1d+1 if it normally does more than 2 dice damage. A flaming 2-handed sword, for instance, would do 4 dice damage! A weapon will not flame unless commanded to, so an ignorant person would not benefit from it.

A missile weapon may be enchanted so the arrows from it will flame. The flame adds 1 point to the damage from an ordinary bow, and 2 points to that done by a crossbow.

Gate-Key: A large and elaborately decorated silver key. When it is brought within a yard of any Gate, the edges of the Gate begin to glow, and the other side of the Gate can be seen dimly. The holder of the key can travel through the

Gate, regardless of the rule that governs it. However, the key cannot pass through the Gate unless it is carried, and it cannot give information about the rule or change the rule.

Gate-Lock: A large and elaborately decorated silver padlock. If it is brought within a yard of any Gate, that Gate is closed until the lock is taken away.

Gate-Seal: A large and elaborately decorated silver seal, decorated with ribbons of spider silk. If it is brought within a yard of any Gate, that Gate will begin to flicker. If the seal is not removed within a minute, the Gate will close completely! Many cities forbid gate-seals, since they interfere with trade.



Hand of Glory: The mummified and enchanted hand of a hanged man. When the candle on the palm is lit, anyone entering its hex or an adjacent one will be under a Freeze spell lasting until the candle burns down (at least an hour under normal circumstances). The candle can only be put out by dousing it with milk or by melting it; one hit from fire will melt it down completely.

A Hand of Glory is used as a trap, or to guard a wizard's work if he has to leave for a moment. Only a wizard of IQ 16 or better can light a Hand of Glory without being caught himself.

In some areas, hanged men are common. In other places Hands of Glory are illegal; there, other methods of execution are used, or else criminals are cut down and burned after hanging.

Lens of Translation: This is a large crystal lens (weighing at least 2 lbs.). When a text is read through it, it will appear to be in another language. A Lens of Translation may be used by anyone. It cannot translate to or from any language it does not “know.”

A Lens may know any number of languages (no one knows why it is not limited to five, but it isn't). The difficulty of making the lens goes up with each language given it at its manufacture. A Lens may also be taught further languages after it is made. The only catch is that every wizard participating in the “teaching” must know the language being taught. Apprentices don't count. The Lens may not be used while it is being made or being taught a new language.

A Lens of Translation is of no use to an illiterate person, or to a person who knows none of its languages. It cannot make invisible writing appear. It will also be of no use to a non-wizard who wants to use a magic book or scroll; nothing will let him do that.

Powerstone: One of the most useful of magic items. Its physical appearance will be that of a finely cut jewel worth at least \$1,000 – for this is what you must start with to make it. A wizard can cast strength into a Powerstone; at a later time, he or another can draw on that strength. Any character can draw on a Powerstone, as long as he is touching it (or a staff or piece of jewelry into which it is set). This strength will not heal hits – but will replace ST lost through spell-casting or other fatigue.

There is reason to believe that no Powerstone can be made with a capacity of more than 1,000 ST, but no one in history is known to have tried to build one any greater than 720.

When first made, a Powerstone is uncharged. It costs a wizard 5 ST to put 1 ST into it. This requires no spell – but only a wizard can do it. A wizard cannot put more ST than his basic ST attribute into a Powerstone each day.

A Powerstone will also recharge itself from the ambient mana field, but only at 1 ST/day.

Remember, when buying or selling a Powerstone, to account for the great value of the jewel itself.

Proxy: This item (always a painting, statue, or other representation of some living creature) acts as an observation and communication device for its maker (only). Whenever he concentrates on his Proxy, he can see through its eyes, hear through its ears, and speak through its mouth. He can also “leave a message” with the Proxy, and instructions for its delivery; he will know when the message is delivered. A wizard may have more than one Proxy; none will be of use to anyone but the maker.

Rods: “Rods” are magic items incorporating missile spells. Unlike regular rings, etc., which merely give the wearer the power to use the spell at normal ST cost, a rod requires no ST to use; it already has the fireballs (or whatever) in it.

A rod may be created for Magic Fist, for Fireballs, for Lightning, or for Wizard’s Wrath. To make a rod, the wizard must know the appropriate missile spell *and* Greater Magic Item Creation. Wizards often make their staffs into powerful missile-spell rods.

Maximum capacity for any rod is 20. A fully-charged Fireball rod with a capacity of 20 could throw one 20-die fireball; 20 one-die fireballs; or any other combination adding to 20.

Rods are charged in just the same way as Powerstones (above) – 5 ST for 1 charge. Each charge put into a rod, up to its capacity, gives it one more die’s worth of its missile spell. Only a wizard can charge a rod. A rod is uncharged when first created.

A rod has to be aimed; you must still make the 3/DX roll to hit. A non-wizard is always at a -4 when using a rod unless they actually know the spell within.

Unicorn Horn: A unicorn horn will turn purple when any poison is placed within. Unfortunately, unicorns are rare, and they (and their masters, if any) strongly resent horn-collectors. However, it is possible to enchant any drinking vessel made of horn to serve the same way. Such “false” horns are as effective as the real ones. A real unicorn horn still brings a goodly price: \$10,000.

Wards: Wards can be used to form a “portable pentagram.” A set of wards will comprise five identical gems or carvings. To “set the wards,” the Ward spell must be successfully cast five times – once as each ward is placed. Once the wards are properly set, they protect a designated area one megahex in size exactly as though a Pentagram spell had been cast there. Wards can only be removed by the one who set them; if the protection is broken by a failed IQ roll (see *Pentagram*), the wards crumble to dust. Note that wards cannot be used to protect a space which moves; they should be set on solid ground or floor.

Zombie Ring: Worn by a Zombie, this ring arrests its decay. The Zombie will last until destroyed, though it will still smell. It will decay at the normal rate when the ring is removed. The ring will work for any zombie but will not affect a living being.

The ring places the Zombie under the verbal control of the person who put the ring onto it, but no telepathic powers are granted; the new master cannot see through its eyes, for instance, and the Zombie cannot see or disbelieve illusions.

Researching New Magic Items

If a player researches a new spell, and the GM feels it would be appropriate, then any player knowing the proper *Magic Item Creation* spell could create an item with that spell. The properties of the item, and the time and ST needed to create it, should follow the guidelines given here, modified as the GM feels necessary for game balance.

If a player wishes to research and create a new type of “special” magic item, like the Crystal Ball or Magic Carpet, for which there is no matching spell, he can either:

(1) Convince the GM that such an item does, in fact, already exist in Cidri. The best way to do this would be to document the item’s existence in Earth’s past history or fantasy literature.

(2) Convince the GM that such an item could exist, and then conduct magical research to learn how to make it. Such research is done as per the research for a new spell, but it is “open-ended.” There is no way to predict how long it will take. Each week, the wizard rolls a number of dice (usually 3 or 4) against his IQ. Only the GM knows how many weeks of research will be needed – and it should be many. Perhaps years. The GM determines the time required, and the number of dice needed, according to the complexity and value of the item being researched.

Should a wizard persevere and accomplish the conditions set by the GM, he will have one item of the type he wanted (more or less), and will know how to make others. The GM will set the manufacture requirements, making them comparable with those for similar items. The wizard who invented the new item must commit it to writing. Another wizard who

knows the appropriate Magic Item Creation spell, by getting (through any means) a copy of these notes, may duplicate the item. Another wizard who has seen the item may research it himself; it will only take him half as long.

These rules intentionally make the creation of new varieties of magic item very difficult. More than any other factor, powerful magic items can unbalance a game. Beware.

Prices for New Potions and Magic Items

When the GM permits a new magic item or potion to be introduced into the game, he will have to determine its price, the number of weeks required to make it, the ingredients, and (for magic items) the ST/day. The tables below will let you fit new creations smoothly into the economic system of Cidri.

It is usually best to start with the price. Estimate the overall utility and desirability of the new item, and pick a price similar to that of an equally valuable possession. If the new invention will make GMing harder, raise the price enough to make it relatively uncommon.

Next, go to the appropriate table below. Find the price you want in the left-hand column, and read across to the right until you come to a suitable combination of weeks to make (column heading) and expenses (the intersection of row and column).

In the case of potions, the expenses are the costs of the various ingredients needed to make one *dose*. Pick out a set of ingredients that make sense (and are interesting). Any unspent money can be allotted toward “common ingredients.”

For magic items, the weekly expense must be divided between ingredients and apprentices. Allow \$50 for each

apprentice: \$25 for room and board, \$25 for wages. The ST/day is then 25 times the number of apprentices you want to require, plus from 5 to 25 ST for the wizard himself to contribute. Whatever money you have left over can be allotted to necessary ingredients.

Example: You’ve dreamed up an item you want to use. It’s a “Skyhook” – when you will it on in mid-air, it stays put until you will it off again. Very useful for a mid-air perch, or to stop a fall. After consideration, you decide it should be a Greater Magic Item, costing \$8,000. Looking at the \$8,000 line of the third table, you see that it could take anywhere from one to 10 weeks. Since you want to require a dose of Flight potion each week, you could decide that it takes 4 weeks to make a Skyhook, spending \$150 on apprentices, \$1,200 on Flight potion, and \$5 on common ingredients (a total of \$1,355) each week. \$150 pays for 3 apprentices, or 75 ST/day, which (allowing for the wizard’s own ST) lets you have 80 to 100 ST/day for the project.

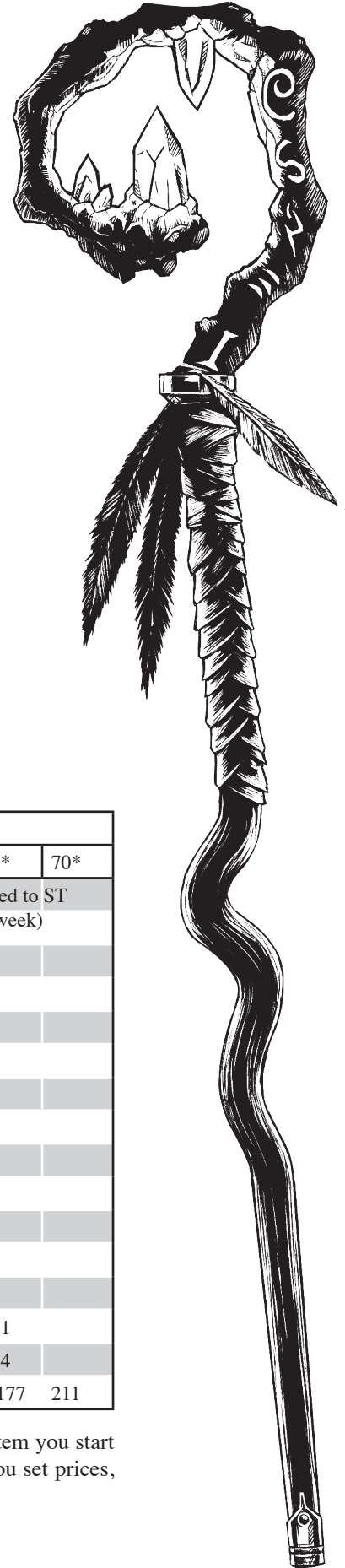
If you like, you could also specify that the initial item to be enchanted will be a certain kind of hook – say, a large brass one, set with rubies – worth at least \$300 to start with. The value of this item would then have to be added to the \$8,000 value of the spell when someone bought a Skyhook. *Note:* This item does not exist. It’s an example. If you want to use it in a game, go right ahead – if a wizard can learn how to make one. A wizard would need IQ 20+ to research this one . . . and he might need 40 straight weeks of successful study, making a 4/IQ roll at the end of each week, and paying costs as described under *Inventing New Spells*. Not easy.

COST OF INGREDIENTS FOR NEW POTIONS

Price per Potion (\$)	Weeks Required																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		
50	12																	
80	41	2																
100	59	20																
120	78	38																
150	107	65	24															
200	154	109	66	25														
250	201	154	108	65	22													
300	248	198	151	104	60	17												
350	295	243	193	144	97	52	9											
400	342	288	235	184	135	88	43	(cost of ingredients, in \$)										
450	390	332	277	226	172	123	76	31										
500	437	377	319	263	210	159	110	62	17									
600	531	466	403	343	285	230	176	125	76	29								
800	720	644	572	502	435	371	310	252	195	142	91	41						
1,000	908	823	740	661	585	513	444	378	315	255	197	142	89	39				
1,200	1,097	1,001	908	820	735	655	578	505	434	368	304	242	184	128	75	24		
1,500	1,380	1,268	1,161	1,058	961	868	770	694	614	536	463	393	326	263	202	143		
2,000	1,851	1,714	1,582	1,456	1,336	1,222	1,114	1,010	912	818	720	644	564	487	413	343		
2,500	2,323	2,160	2,003	1,853	1,711	1,576	1,448	1,326	1,210	1,100	995	896	801	710	625	543		

COST OF ST AND INGREDIENTS FOR LESSER MAGIC ITEMS

Price per Item (\$)	Weeks to Make										
	1	2	3	4	5	6	10*	18*	25*		
500	40						(\$ available to be allocated to ST and/or ingredients each week)				
1,000	530	38									
1,500	1,021	282	34								
2,000	1,510	526	195	26							
2,500	2,001	770	356	145	22						
3,000	2,495	1,013	518	264	116	12					
3,500		1,257	679	383	210	88					
4,000		1,501	840	502	305	165					
4,500		1,745	102	621	399	242					
5,000		1,989	1,163	740	493	319					
5,500		2,233	1,324	860	588	396	37				
6,000		2,477	1,485	978	682	473	81				
8,000			2,131	1,455	1,059	781	258				
10,000			2,776	1,931	1,437	1,088	435	0			
12,000				2,407	1,814	1,396	612	93			
15,000					2,380	1,858	877	229			
20,000					3,774	2,627	1,320	455	177		



COST OF ST AND INGREDIENTS FOR GREATER MAGIC ITEMS

Price per Item (\$)	Weeks to Make											
	1	2	3	4	5	6	10*	18*	25*	40*	70*	
1,000	430						(\$ available to be allocated to ST and/or ingredients each week)					
2,000	1,411	426	95									
3,000	2,391	913	418	164	16							
4,000	3,372	1,401	740	402	205	65						
5,000	4,352	1,889	1,063	640	393	219						
6,000	5,332	2,377	1,385	879	582	373						
8,000	7,293	3,352	2,031	1,355	959	681	158					
10,000	9,253	4,328	2,676	1,831	1,337	988	335					
12,000		5,548	3,483	2,426	1,806	1,373	566	0				
15,000		6,767	4,289	3,021	2,280	1,758	777	129				
16,000			4,611	3,260	2,469	1,912	866	174				
20,000				4,212	3,224	2,527	1,220	355	77			
30,000				6,593	5,110	4,065	2,105	807	390			
40,000					6,997	5,604	2,990	1,260	704	141		
50,000						7,142	3,875	1,712	1,017	314		
100,000							8,300	3,975	2,585	1,177	211	

*Remember: Spells requiring 10 weeks or more also require a multiplier for the item you start with (see Notes D-H on the Magic Item Creation Table). Keep this in mind when you set prices, particularly if the underlying item will normally be an expensive one.

Finding Magic Items for Sale

Players who wish to purchase magic items, but do not wish to wait the time it will take for a wizard to make one to order, may try to find one for sale. The likelihood of finding a given item is increased by looking in a large town or city, and *decreased* by its worth and complexity.

To search for a valuable item (any kind – not necessarily magic) for sale, you always roll at *least* 5 dice vs. your IQ. This represents a week's searching. You may search once a week in your "spare time." You get a -2 on your die roll if you spend the week doing *nothing* but searching. A searcher may be looking for up to three different items at a time.

Value of the item increases the number of dice rolled. If the item's fair market price (the price a wizard would charge to make it, if it's magic) is over \$10,000, roll 6 dice. If it is over \$100,000, roll 7 dice, and so on.

If your search is being carried on in a sizeable town, roll 1 fewer dice. If it is a great city, roll 2 fewer dice – but never less than 5. No "automatic success" is allowed on a search for a thing of value.

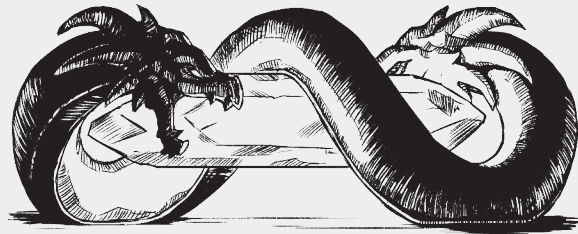
If the character spends enough money for advertising, or hires people to help him search, the GM may improve his chances of finding what he wants. Likewise, if he looks in the exact right place (for instance, tries to buy a ship in a great port city) the GM may give him a die roll bonus. The GM may also decrease search chances if he sees fit, but ought to tell the player why.

Once the desired item is found for sale, the players must still negotiate with the seller. The GM plays the seller, and makes a reaction roll to determine willingness to sell to *that* individual, as follows:

- 6 Very friendly. Will sell item for $\frac{3}{4}$ "standard" rate.
- 5 Friendly. Will sell item for standard rate.
- 4, 3 Neutral. Will sell item for "standard" rate plus 10%.
- 2 Hostile. Will ask double the standard rate.
- 1 Very hostile. May ask an exorbitant price (say, 10 times standard rate) or refuse to sell at any price.

If the owner refuses to sell, the players may very well decide to steal it – which will give the GM a chance to set up a combat/adventure situation.

As with any other reaction rolls, the GM may modify the seller's reaction to take into account the buyer's (and seller's) race, diplomatic abilities, and other talents. If the seller is a merchant, he will probably charge an extra 10% or so, regardless.



A player who has a magic item he wishes to sell may sell it to another player for whatever he can get. He can also sell it to a non-player character (that is, to the GM). Normally, the GM should assume that a buyer can always be found in any large city if the fair market value is asked, since magic items are much in demand. If the seller wishes to get more than the fair market value, he must make his IQ roll on 5 dice to find someone who wants it that badly. A reaction roll is then made, as follows:

- 6 Wants it desperately. Will pay three times its value.
- 5 Wants it badly. Will pay twice its value.
- 4 Will pay half again its value.
- 3 Will pay a third again its value.
- 2 Will pay 10% over its value, grudgingly.
- 1 Calls you a thief and a cheat for asking extra money. Will buy it at fair market value, or not at all. May try to take it by force.

If you don't find someone who wants it badly enough to pay a premium price, you may try again next week.

Bizarre Magic Items

If a player's wizard creates a magic item, it will probably have a very practical use. The GM should also try to be reasonable about the magic items he invents and stocks his world with . . . most of the time. An occasional "bizarre" magic item can enliven the game.

Some peculiar items might have a logical reason for their existence. A beautiful suit of armor that curses or weakens its wearer might have been made as a booby-trapped gift. A magic sword which increases its wearer's DX but lowers his IQ seems useless – but it might make a good weapon for a king's bodyguard, at least from the king's standpoint. And a ring that puts a geas on its wearer, forcing him to run screaming down the hall, is a clever alarm device.

Even more peculiar items are possible – especially in the world of a GM who believes that powerful wizards are often

driven mad by their knowledge. Such a wizard might spend years perfecting a spell to perpetrate some insane practical joke (e.g., to turn people's hair bright blue), place the spell on one or more items, and then carry the secret to his grave.

An occasional peculiar magic item goes a long way to spice up a game. Too many, though, will make players afraid to touch anything magic, and turn the whole game into a joke.

De-Enchanting Magic Items

The Dissolve Enchantment spell will remove any enchantment or spell except Spell Shield. The Remove Thrown Spell spell will remove any Thrown-type spell (except Spell Shield) from a living being, and will subtract one damage, defense, or DX bonus from an item of weapon or armor under the Enchant Weapons/Armor spell. A Reveal spell will remove one Conceal spell.

Removing an Obnoxious Magic Item

Sometimes an incautious adventurer will pick up or put on an enchanted item, only to learn – too late – that the magic is of a harmful sort. It may be as minor as a Clumsiness spell or as dangerous as a Curse. The concern then is to get rid of that object, as quickly as possible. However, often such an object will have been made specifically as a trap – and in that case, it will be impossible to put it down or take it off in the normal fashion.

Any such booby-trapped object except one with the Curse spell on it can be (carefully) destroyed or broken; when the item is broken, the magic will leave it. A magic Rope could be cut off, a weapon could be struck against the wall until it breaks, and so on. Of course, some items are harder to destroy. Unless you have access to a smith's shop, you will not be able to destroy a ring, bracelet, or heavy necklace without severely endangering the hand (or the neck). Make a 3-die roll vs. the smith's DX; if the roll is missed, the finger (or whatever) is lost as well. Deliberate amputation, of course, is always a possibility.

A Cursed object cannot be broken or destroyed by any force that does not kill the wearer as well – though, once off, it can be destroyed like anything else. Magic or amputation will be required to remove it.

If you don't wish to risk injuring yourself, you may try to remove the object magically. A Wish will remove anything, of course. The Dissolve Enchantment spell will remove the Curse or other harmful spell that made the object obnoxious in the first place. If you don't want to affect the magical nature of the object, you can use the Remove Cursed Object spell, which will allow the wearer to put down/take off the object but will leave the spell on it. A scroll containing one of these spells is a good (but expensive) precaution for a wizard who plans to meddle with strange objects.

If the harmful magic item is a weapon, and is stuck in the victim, you may pull it out. However, such things (usually arrowheads) are almost always barbed, making removal difficult and dangerous. Roll for damage as though the victim had just been struck by another arrow (or whatever) of the same type. This means an arrow might well do more damage coming out than going in! This rule applies only to field surgery; if you get back to civilization, or if you have a Master Physicker in your party, an arrow can be removed without damage. Note that field removal of an arrow isn't necessary unless it's enchanted; otherwise, the shaft can be cut short, and the wound bound up until the victim gets back to a Master Physicker.

Destruction of Magic Items

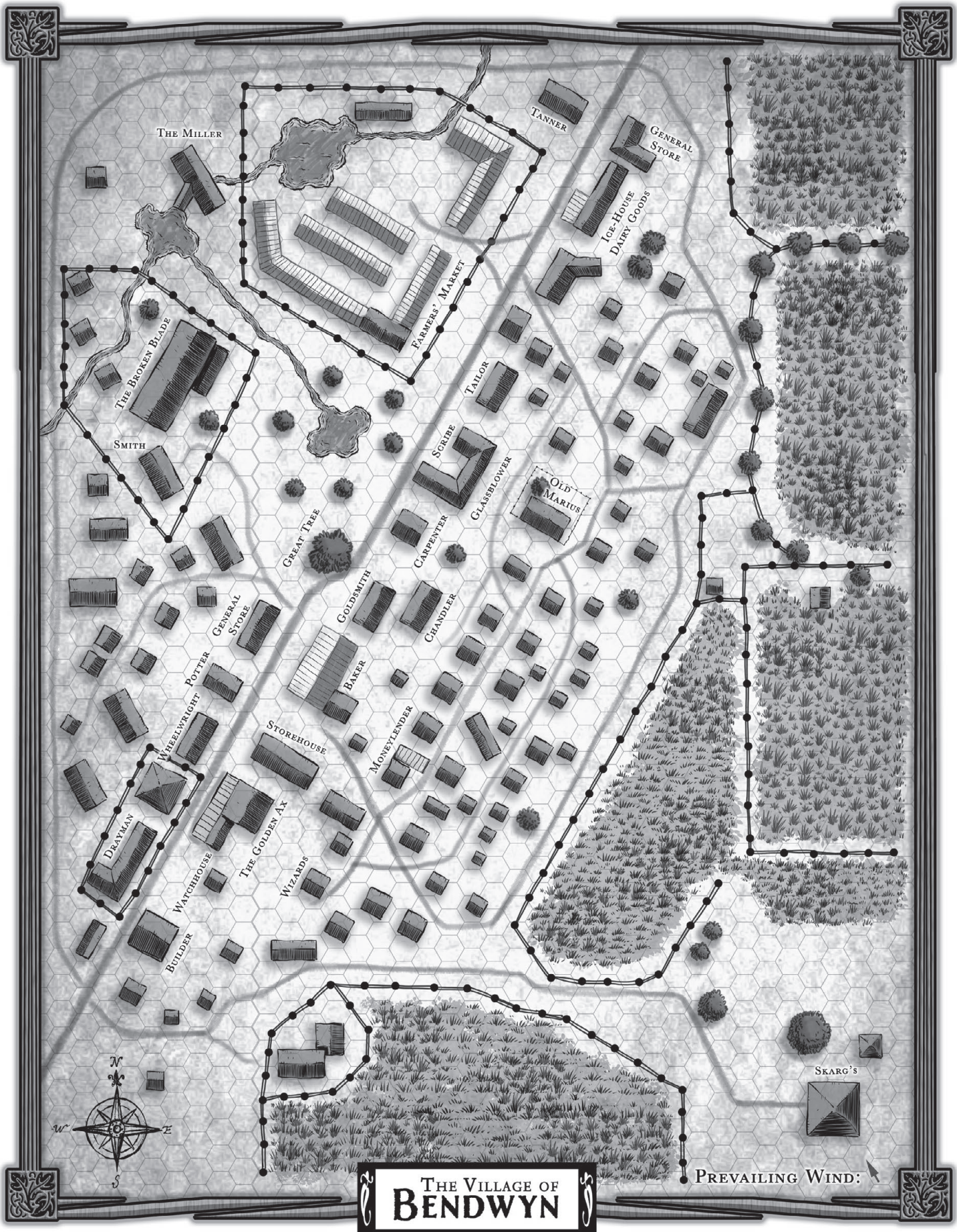
Magic items may be destroyed in a number of ways. Anything which breaks or shatters immediately loses its magic powers; a broken magic sword is no longer enchanted, even if it is remade. An object becomes no less fragile by virtue of the spells on it. An enchanted ring can be melted, a jewel or crystal ball shattered, a staff can be burned.

Magical lightning bolts can destroy magic items. If an item is hit by a Lightning spell, the player owning the item makes a saving roll for each item. The number of dice rolled is equal to the strength of the bolt – 3 dice for a 3-die bolt, and so on.

The number rolled must be 5 or less to save a scroll, 7 or less to save a book or explosive gem, 9 or less to save any other gem or glass/crystal item, 10 to save a wooden object, rope, etc., and 12 to save a ring, metal weapon or similar object. If a figure holding or carrying such an item is hit by lightning, the item is also affected!

An object enchanted to give *immunity* to lightning (q.v.) is harder to destroy this way, because its immunity subtracts an appropriate amount from the number of dice used for its saving roll.





Scale

Each hex on this map measures 10 yards from side to side, and is equivalent to a ring of 7 hexes on the labyrinth map.

THE VILLAGE OF BENDWYN

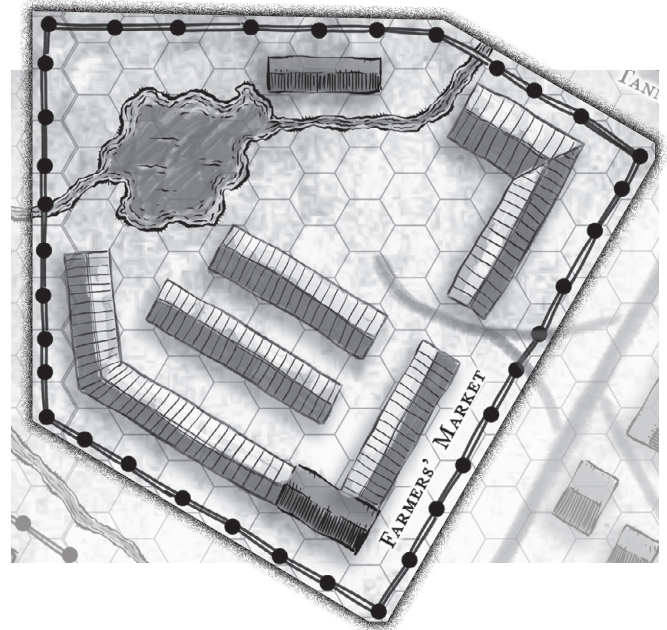
Bendwyn is an unremarkable little farming village. Most of its people were born there and will probably live their lives there. What little excitement there is comes from travelers. Bendwyn lies just a little north of the Bright River, on an old road connecting Rubydelve with the river road – thus, it sees its share of strangers, a welcome source of silver and stories.

Most of Bendwyn's shops and businesses lie along the sides of the main road (which is only a wagon-trail, but it's a reliable one, well marked). Set back from the road, behind the shops, are rows of houses along little lanes. The first buildings were built close together for protection – later ones went wherever it seemed convenient.

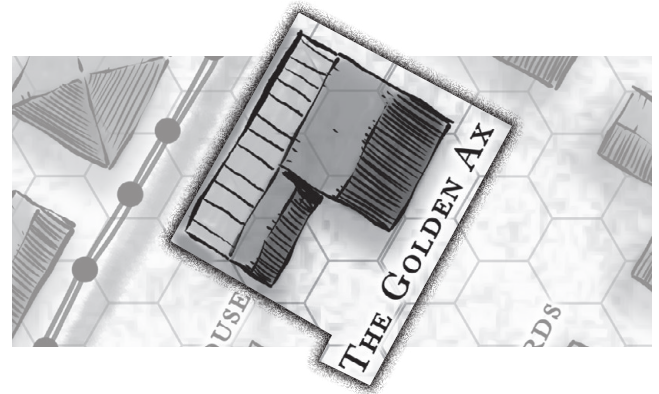
Points of interest include:



Skarg's – A boisterous tavern. Skarg is an orc, and not especially honest – but he is smart and stays out of trouble. His establishment is set on the outskirts of town, so the noise doesn't bother honest folk. He has rooms to rent; they're very cheap, but watch your valuables! This is a good place to go to get in a fight, pick up rumors, or buy really cheap ale and brandy. Skarg has ST 13, DX 12, IQ 12; his talents include (but are not limited to!) Human Tongue, Dwarvish, Sword, Shield, Brawling, Streetwise, Climbing, and Stealth.

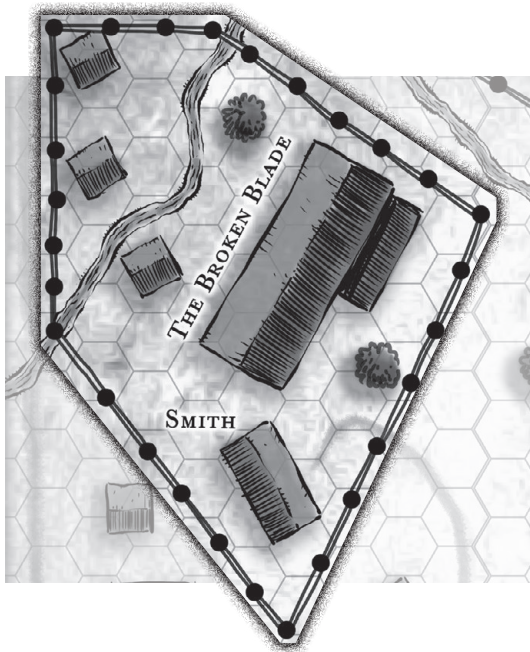


The Farmers' Market – an area of stalls and stables, where produce, meat, and livestock are sold. If the players need food, riding or draft animals, or anything similar, this is a good place to look.



The Golden Ax – A tavern catering mostly to Dwarves, but open to all; it serves the best food in town. The proprietor is Gunther Tresznhak, called Greenbeard (because he always dresses in green, and dyes his beard to match). He is a Dwarf (ST 13, DX 12, IQ 12; talents include Human Tongue, Business Sense, Ax/Mace, and Physicker). Gunther is widely traveled and can be a good source of information about strange places. Gold helps.





The Broken Blade – a rather good inn and tavern. Its proprietor is Murad Wallholder (human, ST 14, DX 13, IQ 13; talents include Sword, Business Sense, Recognize Value, and others he doesn't advertise; speaks Dwarvish, Orcish, Gargoyle, and Goblin). He is honest and loyal to the Duke. Lodging at the Broken Blade will cost \$12 per night for the best in the house, down to \$3 for stew and a pallet in the common room; horses are \$2 extra, but they'll be well taken care of. The bouncer is One-armed Bill (human, ST 16, DX 12, IQ 9; talents include Sword, Ax/Mace, and Dwarvish). He can, of course, do nothing that requires two hands – but he can throw you out with one. His DX before he lost the arm was 16 – the loss of 4 DX was the “penalty,” for combat purposes, for losing the arm, so he should be assigned no other handicap in combat.



The watch-house. This is the headquarters of the local guard (such as it is – four fighters), complete with one-cell jail. The guard-sergeant is Max Beerfoam (human, ST 14, DX 12, IQ 11). His talents include local Area Knowledge, Ax/Mace, Crossbow, Dwarvish, Sword, Shield. His guards are all beginning-type characters, and all have the above talents as well, except that they don't speak Dwarvish. One guard will be in the watch-house at all times. At night Max is in the watch-house and a guard will be walking the watch-trail. There is an enormous gong outside the watch-house. It is used to call the people to arms in case of trouble, to warn of fire, etc. Striking the gong unnecessarily is a severe offense, punishable by a beating by the guards, a stay in jail, or a heavy fine – depending on who did it.



The magic shop. Actually, it's hardly a “shop” – there may be a couple of small enchanted items for sale at any given time, but that's all. The town wizards, a married couple, live here with their two young children. Peter Entwhistle (human, ST 12, DX 13, IQ 11) has the talents for Literacy and Business Sense. His spells include Staff, Detect Magic, Lock/Knock, Dark Vision, Control Animal, and Illusion – all very useful for a country wizard.

His wife is Betty Entwhistle (human, ST 11, DX 14, IQ 11). Her talents are Literacy and Dwarvish. Her spells include Staff, Detect Magic, Image, Light, Aid, Summon Wolf, Ward, Far Vision, and Reveal/Conceal.

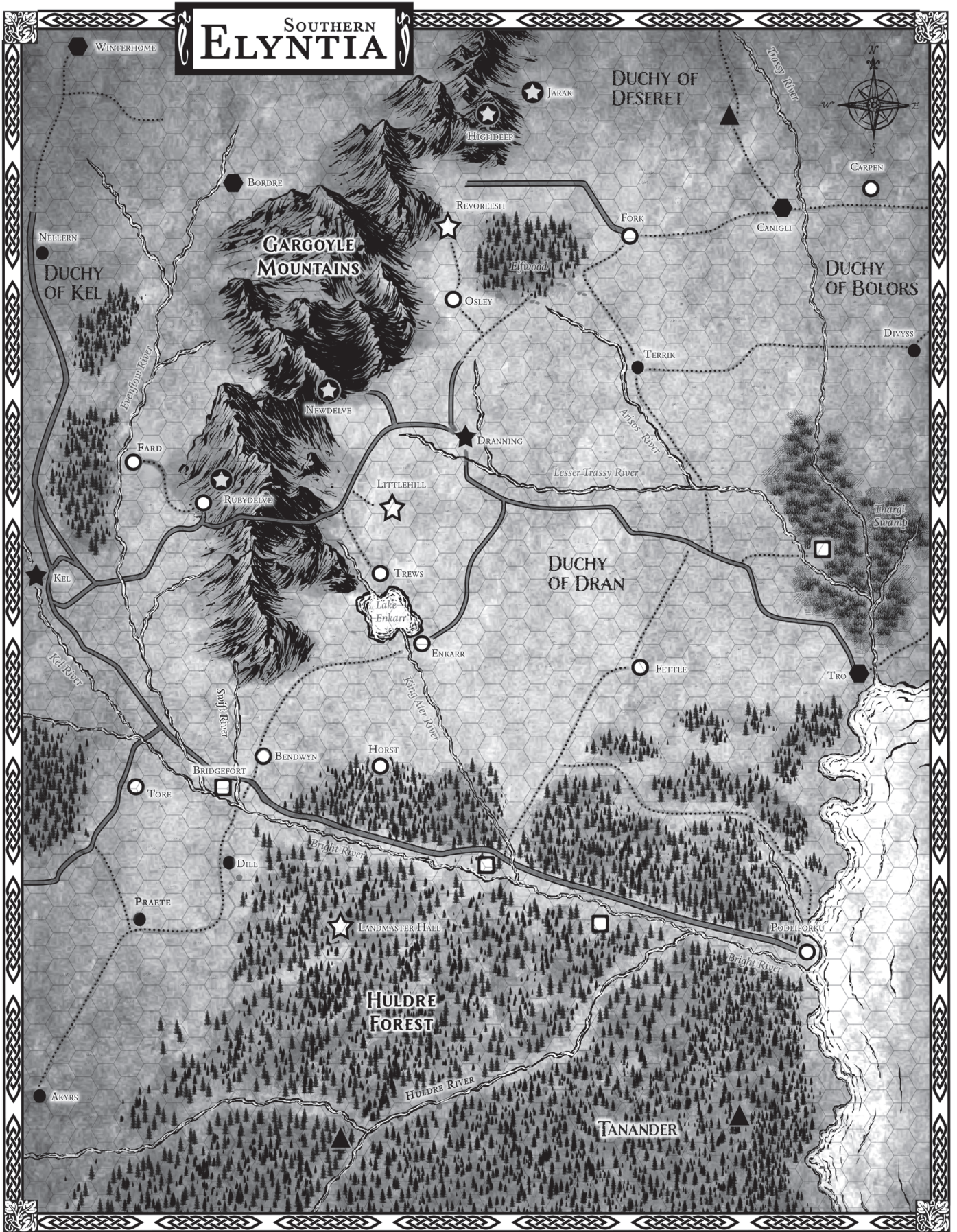
Betty and Peter make a good team. They have a small but complete magical library – so, with their books and magic bags, they can in time cast any spell of IQ 11 or less. Both carry their staves at all times. There is almost no “treasure” in this house – children are expensive to feed, and the couple doesn't charge much for their services – except for travelers who seem to have a lot of money. Then Peter gets greedy.



The home of the local miser. Old Marius is reputed to have a lot of money – and indeed he does, buried in little bags all throughout his house and garden and hidden in the walls. But it would take a long time to find it all. Marius is human, with ST 9, DX 15, and IQ 15. His talents include Literacy, Elvish, Naturalist, Expert Naturalist, and Physicker. Though old and getting weak, he is not senile except for his “hoarding” quirk. Furthermore, he knows and uses two bits of magic, learned long ago when he traveled – the spells for Ward and Illusion. None of the townspeople have any idea that he knows magic; they know old Marius is smart, and they think he's lucky as well. He's foiled four thieves in the past three years. Played properly, Marius can give a would-be robber a nasty surprise. Or, if overpaid just a bit, he would become a useful hireling for a short time!

Of course, many other people live in and around Bendwyn – but they are left for the GM to create as needed.

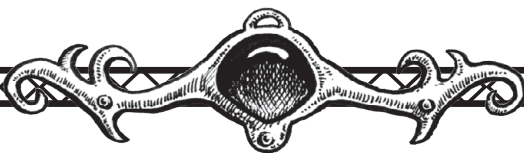
Note to the GM: This map is for your information; don't give it to the players. No such actual map exists! The villagers all know how to get around, and no one else cares enough to map it. Of course, strangers wandering through the village, away from the inns and market, might get lost and would certainly draw attention.



Map Scale

Each hex on this map measures 5 miles from side to side. Where a route (like the rivers) follows hex sides instead of cutting through hexes, count two hex sides as equal to one hex.

SOUTHERN ELYNTIA



Southern Elyntia and most surrounding areas are civilized, but they are neither populous nor especially advanced. Elyntia and its neighboring kingdoms are still recovering from a devastating series of wars that ended two hundred years ago, and much of the land is wilderness. Its folk are mostly human, though other communities exist.

Bordre is the second city of the Duchy of Dran, with a population of about 7,000. It was originally a fort built to guard shipping along the Evenflow and to keep an eye on Kel and Deseret. Now most of its trade is with these former rivals.

The Bright River and its tributaries carry half the commerce of southern Elyntia. Since the currents are mild in most places, and the prevailing winds are from the southeast, boats work upstream as well as down on the Bright, King Ater, Trassy, and Lesser Trassy.

Canigli is a town of about 2,000; its population is mixed human and goblin, with a little of everything else. Its lord, who holds the rank of Count, is an old goblin-warrior – still robust in his early 80s. He, his son and heir, and his eldest grandson are all totally loyal to their liege lord, the Duke, though there is constant intriguing against both Count and Duke among those goblin-lords who have not given their pledge of fealty.

Dran is one of several Elyntian duchies. It has remained peaceful and reasonably prosperous since the great war. Its lords have a reputation for prudence, caution, and tradition.

Dranning is the capital of the Duchy and the seat of the Dukes of Dran. It has a population of about 15,000, making it the largest city on the map.

Elfwood does, indeed, contain a small population of elves, as well as a tribe of centaurs. There are few if any monsters in Elfwood, nor is it a safe haven for brigands. It is a pleasant place, full of small magics.

The Gargoyle Mountains, as their name implies, are full of gargoyles . . . as well as other creatures. The areas within a half-day's travel of the dwarven holds, and the roads that connect those holds to the rest of civilization, are fairly safe. The more remote parts are not safe at all. The local dragons have learned not to trouble the dwarves in their homes, but will extend no such courtesy to intruders on their territory.

Highdeep is another dwarf hold, with a rich seam of excellent iron. It imports coal from the flatland mine at Jarak and makes very fine weapons. The two mines are under common leadership and are connected by a tunnel as wide and busy as any high-road.

Huldre Forest is not a large wood, by Cidri standards – but it is very old, and there are frightening stories about its southern parts. Travel on the Bright River and the high-road to its north are reasonably safe. The Duke's fighters patrol both road and river, and keep the woods cut well back.

LEGEND



river



mountains



lake, sea



main roads



forest



secondary roads,
minor road, trail,
path



swamp

SYMBOLS



capital



mine with
dwarven village



city



fort



dead city/
extensive
ruins



other feature



small village



village

Kel is the duchy to Dran's west, and the name of its capital city. It is slightly smaller than Dranning, but has a thriving river trade. The Duchess of Kel is young and energetic, but her ambition runs toward improving her duchy rather than extending its boundaries.

Littlehill is an ordinary farm village in all ways save that its people are halflings. There are old ruins nearby, and the halflings encourage treasure-seekers, rent them clean rooms, and sell them good food and ale. On the rare occasions when loot is actually found, the halflings keep their surprise to themselves, and make sure that the heralds cry the news throughout the kingdom to encourage more visitors.

Newdelve was opened a few generations ago to follow a rich lode of silver. It is still mostly a mine; it has not yet grown into a full dwarven town, though the day will come.

Podliforku is a fishing village grown up alongside an ancient fort. It has a reputation as a pirate base, but visitors will see no sign of anything except fish, nor is anything but fish discussed in the taverns.

Revoreesh is a ruin in the foothills of the Gargoyle Mountains. Adventurers often explore it. This does not concern the sage who now calls himself Revoreesh, who is probably the most powerful wizard in (at least) the whole Duchy. He is an adept, preferring the company of his books. The people of the countryside believe him to be quite mad, and rarely see him, but hold him in great respect due to his advanced age and the help he provides in hard times. His household has grown into a small village centered around the wizard's tower.

Rubydelve, dug into the eastern slopes of the Gargoyle Mountains, is a dwarven town of 2,000 or so. Its chief industry, of course, is mining. Occasional rubies are found – mostly, though, the dwarves dig for silver and iron. A mile to the south is the ambitiously named Ruby Town, a mostly-human village that provides crops and services to Rubydelve.

Tanander was once a kingdom. Its southern parts are now a squabbling jumble of counties and city-states; the northern reaches are thickly wooded and have no organization at all, and few folk venture there. Elyntia honors the Bright River as the old border – so, south of the Bright, force is the only law.

Thargi Swamp is a fell place, indeed – though fortunately the really bad parts lie in the Duchy of Bolors. It harbors octopi, wild saurians, and less nameable terrors. Merchant craft plying the Trassy and Lesser Trassy carry armed crews . . . and a few ships vanish every month anyway.

Tro is a port city – population around 5,000. Ships are bought, sold, and built there. The high road from Tro to Dranning is always busy, and well-guarded where it passes near the swamp.

Winterhome is the only city in the western part of the dusty Duchy of Deseret. Once an oasis metropolis and winter capital of a great empire, it is now shrunken to a town of 10,000 souls amid buildings that could house ten times as many.

Gates

Most public Gates are found in cities. Cities are more likely to have Gates to their neighbors than they are to far-off places, for two reasons. The first is just that it's easier for the wizard to set up both ends of a relatively close hop. The other is that when places are close, there will be a need for occasional fast travel, even at a cost – for trade, and for diplomacy!

Each city or town on this map has at least one public Gate to each other city. Each dwarven hold has at least one Gate to each other hold, and Gates to capital cities. Dran itself has Gates to several other places, including the capital of Elyntia to the north.

Even villages may acquire temporary Gates after harvest, if there is a city in urgent need of their products. Once the urgency is over, these Gates are not usually worth maintaining, but there will always be a few around.

Note to the GM: This map is intended as a player handout. It is typical of those that adventurers might buy in any of the towns or cities of the area. It's accurate in some ways but not in others. Tell the players that this is a real-world map, and see if they trust it unthinkingly! And note that there's no legend on the map itself; the mapmaker assumes that everyone knows what his symbols mean.

A person with Area Knowledge of Dran would find fault with this map in several ways, including:

- *It does not indicate the mountain passes east of Rubydelve and southwest of Highdeep, or the high-road that crosses them.*
- *It also leaves out many secondary roads, and half the high-roads between Fork and Jarak and between Winterhome and Bordre. Perhaps those roads were not finished when the original map was created, or perhaps the map was miscopied? At any rate, it is actually easier to cross Dran than the map might suggest.*
- *Many small hamlets and villages are omitted. This is not unusual, and every mapmaker puts in different ones, but it's not uncommon for a mapmaker to draw in villages just to break up the monotony of unknown areas.*
- *This map shows "Landmaster Hall" in the Huldre Forest. Everyone knows the Landmasters were wiped out in the great war. That's another hint that this might be a modern copy of a very old map. Then again, the old hall is shown with the same symbol as the ruins at Revoreesh and Littlehill. Who knows?*

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