

Tunnels & Trolls 4.5

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An Introduction to Tunnels & Trolls 4: R3

Tunnels & Trolls has a small army of old-school fans; we tend to be a quiet but friendly bunch who aren't too fussed about which edition of the game we're playing, as long as we're playing.

I'm a huge fan of the 4th edition of the rules; I like to think of it as the pre-inflation period of Tunnels and Trolls. Weapons have less dice to juggle and armour has more manageable ratings. Generally speaking the smaller numbers lead to a less stressful GM experience, for me at least.

This booklet represents a houseified version of the basic rules of play - a selection of bits and pieces culled from editions 4, 5 and 7 shuffled to taste, slightly different but still very much T&T. I call it R3 or Retro Role-playing Realms!

This text assumes that you are familiar with role-playing games in general and T&T in particular. If you aren't consult your friendly internet. Either way, Vin's T&T Troll Bridge is a great place to start: <http://trollbridge.proboards.com/>.

A reminder: T&T is the creation of one Ken St. Andrei who continues to actively develop the game. It is presently in print (version 7.5) and growing in popularity once more, with very good reason.

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Character Generation

Before you can play, you must first build a character that will represent you in the game world. You will speak through this avatar and he or she will perform great feats in your name. There are six quick steps to creating your very own adventurer:

1. Generate attributes
2. Select a character type
3. Select a kindred (the default character is human)
4. Determine statistics and additional languages
5. Select or invent a talent for your character
6. Select initial equipment

Step 1: Attributes

To generate a human player character (PC) roll 3d6 for each attribute score in the order presented below. Characters deemed unworthy to adventure in the game master's (GM) world may be set aside for his use but generally, you should have a go at making something of the character the dice gave you. Non-human kindred apply modifiers to their attributes as described below.

The range given by three dice represents the standard adventuring character, often referred to affectionately as the delver; typical scores fall between 8 and 13 with lower scores being more common among 'normal' folk and higher scores typical for great heroes. Through continued experience, the character will increase his or her attribute scores so don't worry if your initial scores are lower than you would like.

In most cases, consider a score of **3** or less greatly impaired; **4 to 6** is poor but not disastrous and there's plenty of room for improvement; **7 or 8** is fairly average for non-adventuring types; **9 to 12** is average to good for heroes; **13 to 16** represents outstanding achievement rarely seen by the common man **17 to 20** is for those rare heroes that rise to lead others; **21 to 25** is for great heroes and terrible villains; a score of **30 or more** approaches demigod status and those with attributes of **40+** may well attract the attentions of the gods themselves.

Strength (ST): this is the character's bulk, musculature and size. A score of 4 to 6 might indicate a juvenile whilst 3 or less would represent a fatigued character or elderly individual. High ST increases the value of combat rolls.

Dexterity (DEX): here we find the character's speed, adroitness and manual DEX. Archers favour this attribute. A good DEX increases the totals of both melee and missile combat rolls.

Luck (LK): any character can benefit from a high LK score. It's always better to be lucky than unlucky; sometimes it's better to be lucky than good. Of course real heroes make their own luck... A good LK score is always handy in a toe-to-toe fight.

Constitution (CON): your character's general health, stamina and ability to soak up damage and keep on truckin'. A character that suffers more damage points than he or she has CON points is unconscious and may soon die.

Intelligence (IQ): the mental acuity of your character; high IQ is useful for spell casters, memorising details, finding evidence and hidden objects and so on. Characters with low IQ tend to take longer to make up their minds and sometimes speak aloud what should have been confined to the internal monologue. A high IQ PC doesn't replace the savvy of the player. It is the player that negotiates with non-player characters (NPCs), solves puzzle creates cunning plans - not the character.

Charisma (CHR): your character's personal magnetism, strength of will and sometimes the way he looks and carries himself. CHR can be used to inspire or intimidate NPCs, make a sale, strike a bargain; it's also handy when casting spells. Low values here tend to indicate a character that blends in and often goes unnoticed; the wallflower. Conversely, high CHR characters, attract attention; people want to be seen with you!

Step 2: Character Type

There are three adventuring character types that a player may choose from and one non-player character type, although some players may choose to accept this type if initial attribute scores don't qualify the character for a more exciting role:

Warrior: a sword for hire, knight, barbarian, soldier, bodyguard etc. All warriors have the following elements in common.

- Warriors have an instinct for combat; they are better at fighting than any other type. Warriors begin their career with one extra combat add and gain one additional add every time they advance to an even number experience level (2, 4, 6 etc.). The player is free to decide whether the bonus gained should be considered a combat or missile add.
- Warriors may elect to strike a mighty blow in melee combat (not ranged combat) by expending extra energy (in effect, taking damage

points). For each 3 combat adds the warrior has, the player may roll an extra die (instead of applying the adds), for each extra die rolled, one point of damage is taken.

- The use of weapons and armour limited only by ST and DEX values.
- Warriors may 'burn' armour to survive powerful attacks if this optional combat rule is used. Other characters may also burn armour but no one does it quite like the warrior.
- Warriors may use magical items but may not learn or cast magical spells.
- Warriors begin play with 20 to 120 gold pieces (2d6 x 10) with which to purchase their initial gear.
- Your character must have a ST value 9 or better to qualify as a warrior.
- Key attribute: ST.

Rogue: a jack-of-all trades with some magical talent. In some cases rogues are characters who never found their true calling, in others they are heroes with real magical talent but for some reason were never able to realise that potential.

Rogues with IQ 10+ and DEX 8+ may, at the player's option, be **rogue wizards**; naturally talented adepts that, for some reason never found favour with the Guild of Wizards (and never will). Rogue wizards begin with a level 1 spells selected at random from the following chart.

1. Ill Cast Eye
2. Lockwise
3. Marsh Light
4. Penetrating Stare
5. Sanctuary Sphere
6. Vorpal Blade

In addition, rogue wizards gain one first level spell upon reaching experience levels 3, 6, 9 etc. They develop the knowledge naturally and require no tuition from the Guild.

Rogues with ST 9+ may, at the player's option choose to be a **bravo**; a tough and savvy street fighter or stand-over man. Such characters gain one additional combat add or missile add at level 3, 6, 9 etc. The player is free to choose the type of ADD gained.

Rogue characters that don't qualify as rogue wizards or bravos or aren't concerned with either path are considered just **rogues** and gain an additional +1 bonus to any existing talent at levels 3, 6, 9 etc. Any type of rogues can learn spells up to level 5 providing a teacher can be found and the character possesses sufficient IQ and DEX.

- Rogue characters begin with 30 to 180 gold pieces (3d6 x 10).

- Your character must have either Luck 9+ or Dexterity 9+ to qualify as a rogue.
- Key attribute LK, choose a second key attribute if your character is human.

Wizard: a journeyman member of the Guild of Wizards or an individual with inherent magical abilities.

- Wizard characters begin with access to all level 1 spells.
- To use any weapon with more than one combat die, wizards must have ST equal to double the normal required value. Similarly, a wizard may wear any type of armour providing his or her ST is at least double the normal minimum requirement. Assuming they can meet these stringent requirements, the wizard suffers no penalty for using weapons and armour.
- Wizards do not gain or lose combat adds for high or low Strength values.
- All wizards begin with an ordinary staff and between 10 and 60 gold pieces (1d6 x 10).
- Wizard characters begin play with a level 1 casting focus.
- All wizards must have DEX of 8 or more and IQ of 10 or better.
- Key attribute: IQ.

Citizen: a character with insufficient attribute scores to join one of the adventuring careers becomes a citizen.

- All citizens begin play with 3d6 x 20 gold pieces.
- Citizens start their careers with 2 talents, instead of the usual 1 whether they are human or not.
- Key attribute: CHR.

Step 3: Sample Non-human Kindred

Non-humans apply the modifiers detailed in **Table 1** to their rolled attributes, with the proviso that no player character attribute can have a rating of less than 3 at the start of play. Should a modifier reduce the attribute to 2 or less, raise it to 3.

Unless qualifying for the citizen character type, non-humans do not begin play with a talent - they must wait until level 4 to acquire their first. Elf rogues are the single exception to this rule, they do begin with one talent but do not gain the +1 bonus.

Non-human rogues don't receive an extra key attribute.

All of the non-human kindred see well in near-dark conditions; the elf and dwarf enjoy much longer life-spans than the average human. Orcs usually prefer the

darkness suffering -3 to all activity when abroad during the day unless the orc has lived for an extended period in a civilised environment (most player character orcs fall into this category).

Dwarf wizards may learn and cast the spell Arcane Forge once they achieve level 3.

An unarmed troll fights with a Monster Rating (MR) equal to his or her Strength attribute. In addition, trolls enjoy a one-point natural armour rating for each full 10 points of Strength.

For ease of play, non-humans begin play knowing their racial tongue and the local human dialect.

Step 4: Derived Statistics and Additional Languages

A number of important game factors are based on the character's attribute ratings:

Power (PWR): power is expended in the casting of magical spells and regenerated over time. The PWR statistic is equal to the character's IQ or CHR, whichever is lower. Maximum PWR is only reassessed when IQ or CHR permanently increase as the character gains experience.

Combat Adds (ADDS): each point of STR, DEX or LK over 12 gains +1 combat add. Each point below 9 forfeits one add. It is possible to end up with a character who has NEGS rather than ADDS. Note that wizards do not gain or lose adds for STR. ADDS increase the value of the character's combat roll when engaged in melee combat.

Missile Adds (MSL ADDS): Each point of DEX over 12 gains +2 missile adds; each point below 9 forfeits 2 adds. MSL ADDS increase the value of the character's damage and/or the chance of scoring a hit when firing weapons at range.

Favoured hand: Roll 2d6; on a roll of 2 or 3, your character is left-handed; on a roll of exactly 12 he or she is ambidextrous and may use either hand in a pinch. Any other result indicates your hero is right-handed.

Additional Languages: characters with high intelligence begin play with knowledge of more than just their native language; for each 2 full points of Intelligence over 12 roll for one additional language for your character. Use 3d6 on **Table 2** to determine additional languages:

If eligible for 2 or more languages and item '11' is generated multiple times, take an additional human dialect each time. If any other roll is duplicated, re-roll.

Literacy: all characters with IQ scores of 9 or more can read and write any language they know that has a written form. At IQ 9 literacy is basic, reading is slow and difficult; consistent spelling and grammar is rarely seen; quality improves with increased IQ. Characters with IQ in the range of 6 to 8 can make their mark consistently, those with IQ scores of 5 or less are more likely to eat the pencil.

Learning languages in play: once play begins, the character doesn't acquire a new language every time 2 new IQ points are earned nor does he or she suddenly become literate. Instead, the player must explain how his character is attempting to learn the new language. This may include hiring a tutor, spending time with native speakers of the language or studying in the Guild library. It usually takes months for an adult to grasp a new language (unless a suitable talent is available); it's more likely that adventurers would seek out a translator rather than go back to school...

Step 5: Talents

All human characters begin play with one talent. The talent should be a word or short phrase that encapsulates an ability, skill or knowledge (or all three). Rynk, has the talent Veteran of the Kilaqi Saga; Rynk's player currently has no idea what this means but thought that it sounded cool.

As long as the player can make a logical, interesting or amusing connection between his character's talent and the task currently being attempted, add +3 to the relevant Saving Roll (effectively reducing the difficulty level by 1).

Later, during play, you can elaborate on the details of your talent.

Example: Rynk is lost in the wilderness with an empty water skin and no food. The player recounts a tale of Rynk's adventures in the Kilaqi Saga (which turns out to be an epoch-making war of the Northern hemisphere) where he was forced to live on old rope and shield-rims for two months whilst his brigade awaited additional supplies. The GM likes the story and allows the use of the talent (at +3) to make a CON Saving Roll to subsist on the land until he can find a settlement.

Obviously if Rynk's player tries to use his talent for every situation that arises, his GM will likely double the number of trolls behind the next door but it's certainly offers more options than selecting, for example Carpenter as your talent.

New talents are gained at levels 4, 8, 12 etc.

Alternatively, the player may choose to increase one existing talent by +3 rather than taking a new talent.

Optionally, the player need not select a talent for his character immediately; he may want to play the new character for a short while before adopting what will be a defining ability. Of course, the longer he takes to choose the talent, the longer he must wait to gain the +3 benefit!

Sample Talents

A few suggested talents are included here; hopefully they will inspire the imagination just enough to create a memorable character ability.

Because the talent bonus is flat it's quite okay to use descriptors such as skilled, gifted, cunning, accurate and so on, to make your character's talent sound unique.

Professions: acrobat, alchemist, archer, artisan, assassin, beast-master, blacksmith, diplomat, engineer, gladiator, guardsman, knight, lawyer, mariner, medic/healer, mercenary, outdoorsman, ranger, sell-sword, soldier, spy, stand-over man, surgeon, thief, trader, weapon crafter.

Abilities: bestial instincts, cunning, determination, fleet of foot, good-looking, grim countenance, intimidating, liar, light-fingered, negotiator, orator, psychic, quick, sea legs, sex appeal, sixth sense, stealthy.

Skills: canny beast tamer, dirty tactics, experimental cook, delicate lock-master, fencing, gifted speaker, keen-eyed marksman, map maker, ship builder, strategist, tactician, water-wise.

Obscurities: cartographer of unknown realms protects others without compromise, ready and willing, veteran of the Kilaqi Saga, wealthy, well connected.

Step 6: Weapons, Armour and General Equipment

Players may select items from the following lists contained in the Equipment chapter providing that their characters meet the necessary minimum DEX and ST requirements indicated in the DEX Needed (DN) and ST Needed (SN) columns.

Example: Creating a new player character

Mike sits down to create a brand new PC for tonight's game. Ideally he'd like to play a bold sword-swinging hero and it's likely that he will but he must abide by what fate and the dice bring.

After 6 3d6 rolls, Mike has the following attribute scores: ST 11 DEX 9 LK 12 CON 14 IQ 10 CHR 11

Mike is not overwhelmed by the numbers but cheerfully notes that the scores are sufficient to play any of the character types. After a bit of thought he decides that he will indeed play a doughty warrior since although he has only average ST and DEX, his CON of 14 is well above average and if he needs to he can soak up a fair bit of damage.

As a warrior the new character gets a bonus combat add, which is handy since the average attributes don't qualify for any extras.

Mike rolls 2d6 x 10 to determine starting gold and gets a roll of 7 for 70 gold.

Next Mike makes a note that his new character can burn armour (if he's got any), use any weapon his stats qualify him to use and call on the Mighty Blow technique (if he ever gets up to the lofty heights of 3 ADDS).

Mike thinks about a talent for a short while and decides on Rugged Outdoorsman. Mike explains to the GM that his character (he's taken to calling the character Murdo) is a scout from the Agmani Tribe Lands that has acquired a taste for sweeter things in life that dungeon gold can bring.

Murdo buys a buckler (1 point of protection) and a full suit of leather armour (2 points) for a total of 19 gold. For a weapon he would like a small bow to fit in with his character idea but Murdo lacks the DEX, instead a broad sword is chosen since it provides reasonable combat stats (2 + 3) for only 30 gold (Murdo claims he won the sword in a hunting competition against raiders from the Glittering Coast). Next a backpack is purchased (2 gold), walking boots (2), cold weather clothing (7 silver) and a compass (5). This leaves the character with 11 gold and 3 silvers with which to face the world.

If Murdo goes on a successful adventure and gains a few experience points, Mike plans on increasing the DEX score so that he might acquire a nice hunting bow.

Murdo of the Agmani Tribe Lands

ST 11 DEX 9 LK 12 CON 14 IQ 10 CHR 11
ADDS +1 MSL ADDS +0

Typical combat roll: 2 + 4; total
armour: 3 points

Talent(s): Rugged Outdoorsman +3

Languages: common (literate)

Buckler (1); leather armour (2); broad
sword (2 + 3)

Backpack; boots; cold weather
clothing; compass

11 gold; 3 silvers

Table 1: Kindred attribute modifiers

	Dwarf	Elf	Hobbit	Orc	Troll
ST	+4	-2	-4	+5	+8
DEX	-2	+4	+3	-1	-3
LK	-1	+3	+3	-1	+0
CON	+6	-2	+3	+5	+8
IQ	+0	+0	+0	-1	-2
CHR	-2	+2	+0	-2	-6

Table 2: Additional languages

3d6 Roll	Language and those that speak it
3	Draconic, dragons and sentient reptilians
4	Shrilling, a whistling code used by mariners (3)
5	Signing (3)
6	Thieves' Cant, members of the nefarious Guild of Vagabonds
7	Runic, favoured by dwarfs, written language only (2)
8	Splinter, elf
9	Kibble, dwarf folk and some devious trolls
10	Small Talk, hobbits and fey folk (1)
11	Other human dialect (1)
12	Classical, those with a clerical or academical education
13	Trade Argot, merchants of all stripes
14	Sly, orcs (and goblins, ogres and trolls et cetera)
15	Rumble, trolls and their kin (and not a few cunning dwarfs)
16	Feral, higher level animals (barks, snarls and roars that humans understand as feelings)
17	Arcane, some members of the Guild of Wizards
18	Twitch, a curious and near-undetachable body language used by spies (3)

(1) These tongues and dialects are very similar. Speakers can communicate without knowing each other's languages or dialects as long as one party makes a level 1 Saving Roll on Intelligence.

(2) Non-dwarves require an Intelligence 9+.

(3) No written form.

Weapons, Armour and General Equipment

When outfitting for a new adventure or at the start of the character's career, items can be bought from the following tables. Second hand items can rarely be found and if the characters wish to palm off superseded gear they will be lucky to get 50% of the purchase price.

Kits and shops: a kit is a portable collection of tools and consumables. It is easily carried and can be restocked for 20% or the original kit cost each month. If not restocked each 30 days the kit is useless. A shop functions as a permanent kit; it is generally not portable but in some rare cases may be housed in a wagon. The cost of housing the shop is in addition to purchasing the shop.

Trade goods: in some areas trade goods are exchanged rather than coin. The cost of the good is

relative, in that an exotic good is worth 9 basic goods or 3 average goods. Exactly what a basic good is worth is based on the economy but a standard of one basic good equals 100g is a good starting point. This may vary of course; luxury goods may be worth 3 or more times their basic price in large cities whilst basic goods are in demand on the frontier.

Animal Attributes: scores for common animals are supplied in the event that the player needs to know how lucky his pet hound is. Note that a typical riding horse or mule does not gain combat adds for high Strength, a specially training war horse would. If desired, vary the attributes of specific animals by rolling 1d6 - 3 (giving a range of -3 to +3) for each attribute.

Table 3: Melee Weapons

Weapon	Dice	Cost	DN	SN
Axe, broad	2 + 3	25	5	12
Axe, war (2)	3 + 1	85	5	16
Boar spear (1)	3	18	9	14
Cutlass (2)	2 + 1	36	9/14	10
Dirk	1 + 2	4	5/11	3
Hatchet	1 + 2	2	3/9	4
Knife, utility	1 - 1	1	3/12	3
Katar	1 + 3	13	7	7
Mace (4)	2	11	6	9
Misericorde	1	9	7/9	3
Morningstar (4)	2 + 1	12	11	13
Rapier (2)	2	42	10/14	7
Scimitar	2 + 2	32	11	6
Spear	2	10	9/12	9
Staff (1)	1 + 2	1	5	3
Sword, broad or long	2 + 3	30	10	9
Sword, great (1)	3 + 2	90	13	16
Sword, short	2	15	9	6
War hammer (4)	2 + 3	20	5	13

Table 4: Missile Weapons

Weapon	Dice	Cost	DN	SN
Bow, great	3	120	14	18
Bow, long	2 + 3	24	13	13
Bow, small	2	12	12	9
Crossbow (5)	3	45	11	10
Crossbow, hand (5)	1	60	14	6
Javelin (6)	1 + 1	4	9	9
Sling	1	2	11	3

- (1) 2-handed weapons can be used with one hand if the character has twice DEX Needed and 3 times the ST Needed.
- (2) Basket, hilt or guard counts as 2 points of armour protection if the higher of the two DN requirements are met. These armour points can't be 'burned' - see the combat chapter for further details.
- (3) Not intended for combat, will break on a die roll of '1'.
- (4) +1 die add when attacking undead creatures.
- (5) Requires one complete combat turn to load.
- (6) Can fire up to 3 per turn (requiring 3 separate rolls on the marksmanship table).

Table 5: Ammunition

Ammunition Type	Cost
Arrows, 10	2
Arrows, balanced, 10 (1)	30
Arrows, barbed, 10 (2)	12
Arrows, great, 10 (3)	8
Arrow quiver or bolt case (holds 10 pieces)	2
Bag of shot (4)	1
Bolts, 10	4
Bolts, hand crossbow, 10	9

- (1) Increases Marksmanship by +2.
- (2) Increase damage by +1.
- (3) Can only be used with a great bow (normal arrows cannot be used with the great bow).
- (4) A bag of sling shot stones will last one full session of play (at least).

Table 6: Shields

Shield	Protection	Cost	DN	SN
Buckler	1	7	9	3
Spike (1)	1	28	9/11	9
Target	2	16	6	9
Tower (2)	3	30	4	11

- (1) A warrior with Dexterity 11 may use the shield's spike offensively adding 1 die to his combat total
(2) Protection is reduced to 1-point if slung on the back rather than used actively.

Table 7: Armour

Armour	Protection	Cost	SN
Leather	2	12	4
Mail, chain	5	60	8
Mail, ring	3	35	6
Padding	1	5	3
Plate, centurion style	7	300	14
Plate, knightly	9	1,200	17
Scale	6	190	10

Key to the Weapons and Armour Tables

Dice: the number of 6-sided dice plus points added to generate a combat total.

Protection: the points of damage deflected by the armour or shield.

Cost: the cost of a new, good quality item in gold, silver (s) and/or copper (c) coins.

DN: the minimum DEX required to use the item. Where 2 numbers are given, the second represents the DEX required to throw the indicated weapon or make use of a special feature. If the character has insufficient DEX the combat total is reduced by the difference. Wearing armour does not require a specific DEX level.

SN: the minimum ST required to use the item. If the character has insufficient ST, reduce the combat total by the difference and reduce ST by one point for each combat round the character fights with the over-sized weapon.

Table 8A: Animal attributes

Animal	ST	DEX	LK	CON	IQ	CHR
Dog	1d6 + 2	2d6 + 1	3d6	2d6	1d6 + 2	3d6
Hawk	1d6	4d6 + 2	5d6	1d6	1d6	3d6
Horse	7d6	2d6 + 1	3d6	2d6	3	2d6
Mule	9d6	2d6	3d6	3d6 + 2	2	2d6

Table 8B: General equipment

Item	Cost
Animal feed (usually grain of some sort, lasts 7 days before spoiling)	1
Animal, dog	2
Animal, farm (goat, sheep, cow etc.)	2 to 10
Animal, horse	150
Animal, hunting bird (example, hawk)	12
Animal, mule	18
Backpack (holds 10 items)	2
Bedroll	3 s
Belt or harness (can sling two weapons)	2 s
Boots, fancy	5 or more
Boots, walking	2
Box, small wooden	2 s
Building, cottage (4 rooms)	900
Building, shack (1 room)	100
Building, shop (4 to 6 rooms)	1,500 +
Building, town house (8 rooms, 2 stories)	2,000 +
Candles, 12 (each burn for approximately one hour)	5 c
Clothing, cold weather	7 s
Clothing, fine	5 or more
Compass	5
Dice, one set of 5	5 s
Holy symbol	2 to 10
Inn, basic beverage (increased quality is more expensive)	5 c
Inn, basic meal (increased quality is more expensive)	1 s
Inn, basic room for the night	2
Jewelry, average	100
Jewelry, impressive	1,000 +
Jewelry, modest	10 to 20
Kit, alchemical (vials, reagents, pestle and mortar etc.)	150
Kit, armour repair	85
Kit, boat repair	40

Kit, bow maintenance (required to used any bow effectively over an extended period)	6
Kit, carpentry	9
Kit, climbing (hammer, pitons, belaying pins and 30 ft. of rope)	5
Kit, clothing repair	1
Kit, fishing (+1 to Saving Rolls to catch fish)	2 s
Kit, lock smith's (+1 to Saving Rolls when picking locks)	20
Kit, medical (supplies for 7 days, doubles healing rate)	25
Kit, metal worker's	18
Kit, ship repair	250
Kit, weapon repair	12
Kit, writing (ink, quill and nibs, sealing wax etc. comes with a lockable box)	4
Lamp oil, flask (6 refills)	2
Lamp oil, skin (one refill)	4 s
Lantern, provides light for one hour 20ft. radius,60 ft. beam	5
Magical casting focus, level 1	1,000
Magical power focus, level 1	3,000
Magnifying glass	6
Matches, dwarf-made (12 per box, almost impossible to blow out)	2
Mirror, steel (hand, sized)	5 s
Money belt, concealed (holds 100 coins)	1
Money purse (holds 50 coins)	5 s
Oilskin, large	7 s
Parchment, 12 sheets	3
Playing cards, one deck (2)	2 s
Provisions, 7 days (counts as 2 items)	7 s
Rope, hemp (per 10 ft.) breaking strain 50 items	1 s
Rope, silk (per 10 ft.) breaking strain 100 items	1
Saddle and harness (includes all the miscellaneous riding gear you'll need)	7
Satchel (holds 5 items)	1
Sheath, spear	1
Sheath with secret compartment	10
Shop (multiply the cost of the kit by 100)	Kit x 100
Snuff box	2

Spell stone (each costs [1d6 x 5] x spell level)	Varies
Telescope (x 4 magnification)	50
Tinder box (flint, tinder and steel)	5 c
Torch, provides light for 20 minutes with a 20 ft. radius	2 c
Trade good, average	300
Trade good, basic	100
Trade good, luxurious or exotic (or both)	900
Wagon, large (6 passengers or 360 trade goods, requires 4 horses)	50
Wagon, small (4 passengers or 240 trade goods, requires 1 horse)	30
Water skin	5 s

- (1) An increase in Charisma from ostentatious jewelry applies only for Saving Roll purposes (PWR is not modified).
- (2) A set of marked cards may be purchased for 5 gold. Add +1 to any Saving Roll to win at cards when using a marked deck.

Basic Game Rules

The following sections outline the elements of game play not covered in later, key chapters such as combat, Saving Rolls, monsters and magic.

Equipment Weight and Items

It's not necessary to worry about just how much a character can carry, unless, of course, the GM decides that it is. In most instances, use a little common sense; a character with a full suit of metal armour, shield, a main and back-up weapon and a full pack is probably at the limit of what he can carry and will most likely drop the pack before engaging in battle.

If the GM would really like to get a handle on how much a character can carry without slowing down play, assume that a typical hero can carry one item per point of ST; assume that an 'item' equates to something that you could comfortably carry in one hand. The character himself weighs as many items as his Strength score. Because the weight of armour is distributed across the body it counts as only 2 items (3 if metal); however, because of their experience, warriors can wear any armour and treat it as only one item.

Players that insist on loading their characters with more gear should note that carrying items in excess of the character's ST reduces the value of all dice rolls by 2 points per additional item. No character may carry more items than their ST x 2.

A mule, donkey or riding horse can carry 4 times as much, oxen or giant lizards etc. can carry 6 times or more than ST would indicate.

Currency

Coins of any type generally weigh the same (1 item per 50 coins if anyone is counting) but there are several types in circulation many with different names. Gold is the coin of exchange for nobility and very rich adventurers; the common folk trade with silver and peasants can't seem to get past copper.

In the tradition honoured by time, merchants will happily exchange 10 silver coins for 1 gold coin and 10 coppers for 1 silver. As a rule, the coins are actually made of the metal they profess to be. Naturally *clipping* is rampant and a heinous crime!

- Gold (g): ducats, crowns, skulls, eagles, imperials, swords.
- Silver (s): shillings, guilders, eels, moons, arrows and so on.
- Copper (c): pennies, pence, zlots, goblins and bolts.

- Gold can be purchased from special sources in ingots with a value of 1000g and weighing approximately 5 items..

Time and Movement

Game time is measured in familiar terms such as hours, days, weeks and so on. We also use esoteric terms to describe portions of time in specific situation:

The *combat round* usually lasts no more than 2 minutes. The *turn* always lasts 10 minutes and is often used for measuring the duration of spells or the recovery of expended power.

An *encounter* is a chunk of time that encompasses a distinct engagement whether that is a battle, a lengthy debate or an attempt at solving a perplexing puzzle. It is usually clear to all concerned when an encounter has commenced and concluded. When in doubt seek the adjudication of your GM.

A *session* includes all of the encounters, role-play and out-of-character conversations that make up one night or afternoon of gaming. A *campaign* may take several sessions to conclude. In fact, the best ones come to an end only when real life intervenes and players move on to different jobs and lives. As you can see real life spells disaster for a good role-playing game.

Movement in the encounter phase of play is handled with a view to the combat's narrative. If the dwarf wants to scuttle over to the table and grab a healing potion whilst the battle unfolds around him, the GM either decides that this is or isn't possible, or calls for an appropriate Saving Roll to determine the outcome. Travel over great distances is usually conducted by consulting a map, deciding on a route, planning for required food and equipment, hiring guides and so on. The GM has the final say on how long it takes to get from A-to-B and how many critters are encountered along the way. The getting from one place to another may be an epic adventure in and of itself.

Power

Spell casters use power to create magical effects. Initial power is equal to IQ or CHR. The use of special foci can increase available power and/or reduce the cost of casting spells.

A character reduced to zero power after casting a spell must make a level 2 Saving Roll on CON or pass out for 10 to 60 minutes (roll one die x 10 minutes).

A spell caster may voluntarily cast a spell that pushes him into negative power points. The negative points

are taken as damage points and the caster makes a Saving Roll or falls unconscious as described above.

Optional rule: A character reduced to 4 or less power is greatly fatigued by his magical exertions and must make a level 1 Saving Roll on ST or temporarily lose 1 to 6 (roll one die) points of ST. The lost points recover normally at the rate of 1 point per 10 minutes of rest.

Damage Points

Heroic delvers tend to put themselves in situations where they get hurt; it's part of the job. Most commonly, characters get injured as a result of combat encounters. All characters can take a number of damage points equal to their CON. If CON is equalled or exceeded the character passes out and will die within 2 minutes if medical attention is not forthcoming. Characters that suffer damage far in excess of their CON may be instantly destroyed at the GM's discretion.

A note on power and damage points: in the course of an adventure, the referee may devise cunning traps or grim effects that reduce a character's current attribute scores. In these circumstances neither power nor the capacity to take damage is altered; these values are based on attributes but are distinct from them. However, should the character's attributes permanently alter due to experience, magic or dire circumstance power and damage capacity are recalculated based on the new values .

Structural Damage

Walls, doors, wagons and boats don't have a CON rating but they can be damaged and ultimately destroyed. The GM must determine how many structure points, an object has; a door may have 2-3, a section of wall or a tree may have 4-8, a small boat or wagon could have 10 whilst larger objects such as ships will have 20 or more. A huge vessel or mighty castle wall could have easily have 40+ structure points. A character with a suitable weapon (axe, mace or hammer) can cause structural damage with repeated blows; each full 10 points of damage rolled with the weapon causes one point of structure damage. Characters may only apply combat adds for ST and LK when attacking structures. Specific high level spells (Decay and Arcane Forge) can cause and repair structure damage.

Recovery

Characters and monsters are able to replenish their resources given enough time and somewhere safe to rest. Expended ST is recovered at the rate of one point per turn of non-stressful activity (ST can be recovered whilst walking through a forest but not whilst engaged in a life-and-death battle).

Characters that have suffered damage points equal to half, or more (round down) of their CON are considered wounded and recover lost points at the rate of 1 point per level, per day of rest. The speed of recovery is doubled with medical attention. If the character has sustained damage that doesn't amount to half his or her CON score, the damage is minor cuts and bruises and is fully recovered within 10 minutes of the battle where the damage was received.

Example: Snitch the goblin cabin-boy (erm, cabin-goblin) normally has a CON score of 13, he can take 6 points of damage and recover almost immediately (shock, bruising, concussion etc.); if he should suffer 7 points of damage, he becomes wounded. Let's say that after a feisty battle with some blue men (watery zombies), Snitch (a first-level character) has taken 10 damage points (it was a tough battle). After 4 days of rest his accumulated damage falls below the wounded status and he recovers the remaining damage points in just a few minutes.

Power is regenerated at the rate of 1 point per turn (10 minutes) providing the character is engaged in only light activity.

Monster Rating points are restored at the rate of 20% per day. Of course, rather than track the misfortunes of his monsters, the GM may simply retire the wounded critter and replace it with a fresh, healthy one from the unlimited ranks at the GM's disposal!

Certain spells, Restoration for example and magic items such as the Potion of Healing will increase the rate of recovery substantially.

Note: light activity (sometimes called 'restful' activity) includes walking in clear, level terrain; moving around camp or in town (shopping, packing etc.) but no strenuous activity (combat or spell-casting).

Experience Points

As the characters adventure, they grow in power, becoming better, warriors and wizards in the process. Each full hour of gaming earns each surviving character 8 experience points. Up to 30-minutes of gaming is worth 4 points. For example: a session lasting 2 and a half hours would be worth 20 experience points.

- *Experience Option A:* whenever the player rolls doubles whilst attempting to make a Saving Roll, award the character one extra experience point.
- *Experience Option B:* characters that suffer more than half of their CON score in damage points during battle should earn one extra point.
- *Experience Option C:* liberating 100 gold coins (or equivalent value) in treasure from an adventure site is worth an additional point.

- *Experience Option D*: adjust the hourly award to speed up or slow down the rate of advancement. A 6-point award will result in a grittier game whilst a 12-point award will deliver heroic characters sooner.

When the character's accumulated experience points reach each of the thresholds displayed in **Table 9**, he

or she advances to a new level of experience gaining the listed benefits. For example, on reaching experience level 3, the character's key attribute increases by one point, in addition, the player may allocate a total of 2 additional attribute points as desired - adding one point to two different attributes or 2 points to one.

Table 9: Experience point progression

Level	EP	Bonus	Key	Wizard	Rogue	Talent
1	0	+0	+0	1	1	First if human
2	30	+2		1	1	
3	60	+2	+1	2	1	
4	90	+2		2	2	New or +1
5	130	+2	+1	3	2	
6	170	+2		3	2	
7	210	+2	+1	4	3	
8	260	+2		4	3	New or +1
9	310	+2	+1	5	3	
10	360	+2	*	5	3	
11	420	+2	+1	6	4	
12	480	+2		6	4	New or +1
13	540	+2	+1	7	4	
14	610	+2		7	4	
15	750	+2	+1	7	5	
16	830	+2		8	5	New or +1
17	910	+2	+1	8	5	
18	990	+2		8	5	
19	1080	+2	+1	9	5	
20	1180	+2	*	9	5	New or +1
21	1280	+2	+1	9	5	
22	1380	+2		10	5	
23	1490	+2	+1	10	5	
24	1610	+2		10	5	New or +1
25	1730	+2	+1	11	5	
26	1850	+2		11	5	
27	1980	+2	+1	11	5	
28	2110	+2		12	5	New or +1
29	2250	+2	+1	12	5	
30	2400	+2	*	12	5	

Experience Point Table Key

Level: experience level of the character.

EP: the experience points required to obtain the level.

Bonus: each level, the player may advance 2 of his character's attributes by one point or one attribute by 2 points.

Key: at the indicated levels, the key attribute increases by one point in addition to any bonus points spent. If the character has more than one key attribute, the player may choose which one to improve.

Wizard: the maximum spell level that a wizard of this level can learn and cast. Note that the most powerful spells catalogued by the Guild of Wizards are those of level 9. However it is entirely possible that yet more powerful spells exist.

Rogue: the maximum spell level that a rogue of this level can learn and cast.

Talent: the character chooses a new talent at this level or adds a bonus of +1 to one existing talent.

*****: the player may select an additional key attribute.

The Rules of Engagement: Combat

Physical combat requires either a dice roll to determine a hit in the case of missile fire or a roll to determine the outcome of the combat round when characters and foes fight hand-to-hand. Magic that delivers damage does so by automatically wounding a distant target, as missile weapons do, or by generating a magical attack with a similar effect to a melee attack.

In all cases, missile, melee and magical combat is simultaneous; the effects of battle are only applied at the end of each combat round.

Characters with insufficient attributes to use a specific weapon may still do so but lose one point from their combat total (or marksmanship rating in the case of missile weapons) for each point of ST and DEX that is lacking. Additionally, a powerful character may employ a two-handed weapon with a single hand, leaving the other free to hold a shield or second weapon, if that character's ST and DEX is 3 times and 2 times (respectively) the required level.

Marksmanship Rating and Missile Fire

An archer's marksmanship varies depending on circumstance and is equal to his DEX modified by ST lost and damage taken. So a character with a normal DEX of 14 who has lost 2 points of ST due to illness and suffered 6 damage due to wounds actually has an effective DEX for marksmanship purposes of 6 (but not for combat or missile adds or Saving Rolls).

To hit a target at the indicated range, roll 2-dice and score the number quoted in Table 10 or greater. Particularly large targets are considered to be one range category closer whilst small targets are one category further away. Note that this roll is not a Saving Roll - DARO (see Saving Rolls for details) does not apply.

If the target is successfully struck it takes damage equal to the weapon roll plus (or minus) the archer's missile adds, this damage is reduced by the target's armour protection points.

It should be noted that while an archer takes aim and fires at his intended target, he is unable to defend himself from any melee attacks that might be directed against him.

Furthermore, because the archer is aiming at a particular target his attack is directed only at that individual, his combat point total would not be added to that of his group (if using the group combat rule).

And finally, remember that combat is simultaneous; even if the archer were to hit and slay his target - that

target would still get to make an attack or add his attack roll to his group's combat point total.

If your character is the target of missile fire from a monster-rated foe, you may make a Saving Roll to avoid being hit;

If involved in melee combat or not yet fighting, the Saving Roll is based on DEX.

If the character is also firing missiles, the Saving Roll is based on LK.

The level of the Saving Roll required is determined by the range the character is from the enemy: far, level 1; medium, level 2 and close, level 3.

Optional Missile Fire Rules

(1) The Sniper: when an archer has time to prepare his firing position, line up his shot, check the wind and aim, the chance of a hit can be increased. For the well-taken shot, the player may trade missile adds for extra marksmanship points on a two-for-one basis.

For example: Admir of the Arrow has a Dexterity of 16 (+8 missile adds); if he takes his time on the shot and adds +4 to his marksmanship rating of 16 it will be boosted to 20 - from average to fair, increasing the chance of a hit substantially.

(2) Enemy marksmen: rather than calling for a Saving Roll to avoid being hit, the GM may assign a rating to enemy missile users and make a dice roll to determine accuracy. Infrequent missile firers should be Bad or worse; hunters and city guards should be Poor to Passable and skilled enemy archers should be Passable to Average.

Melee Combat

Hand-to-hand combat is generally a simple and deadly affair. The GM pairs off opponents in accordance with the demands of his story and calls for combat rolls.

A combat roll comprises the weapon's dice (and adds if any) plus the character's own combat adds. The character's opponent does likewise and the rolls represent the two fighters squaring off against each other, trying to score a telling blow whilst dodging and parrying as best they can.

The highest roll wins the round; the loser takes damage equal to the difference; less points of protection from armour, spells or magic items. If the points of damage taken equal or exceed CON points

or Monster Rating, the combatant is out of the action (and possibly dead).

This activity comprises the combat round - a period of time that could be anywhere from a few seconds to a couple of minutes. All action within the round is considered to be simultaneous; it is not necessary to determine who goes first. However, if timing is ever an issue, the GM may call for an appropriate Saving Roll to settle the matter.

Whether using single or group combat (see the optional rule below) it is possible for both combat totals to be the same - in which case, there is no winner or loser and combat rounds continue until one side is dead or fled.

Note: With the exception of the level 3 spell Arcane Blast, non-magical armour will provide its full protection value against magical damage.

Fighting with Two Weapons

A warrior or rogue may choose to forego a shield and use two weapons at once. The advantages are obvious - more dice; but the character must have the DN and SN scores to use both weapons (add the values). Note that the second weapon only allows additional dice to be rolled, the weapons 'adds' are ignored.

Example: Konrak the Barbarian wants to battle goblin scum with a scimitar in each hand. A single scimitar requires DEX of 10 and ST of 7. To fight with two requires DEX 20 and ST 14. One day Konrak may achieve his dream, but not today, he's a first level wannabe with ST 13 and DEX 10! If Konrak was able to use both scimitars together, he would roll 4 dice +2 adds (plus his own combat adds) since the second weapon adds only 2 dice not the normal 2 + 2 for a scimitar.

Off-Hand Fighting

If you are not ambidextrous and are for some reason, forced to use your off-hand to battle your foes, your effective Strength and Dexterity is reduced by half (round down).

General Damage to Armour and Weapons

At the end of each battle in which the character made an attack and/or suffered damage the player must attempt a level one Saving Roll on LK. A failed roll results in 1 point of loss from the character's primary weapon, armour or shield (the player may choose which item is damaged). In the event of Epic Fail, 2 points are lost.

Damaged weapons and armour can be repaired by a skilled non-player character or an appropriately talented character.

The Mighty Blow

Warriors (only) may use this tactic to potentially increase their combat total; the move is risky as it

could actually result in a lower total. Any warrior character with at least 3 ADDS derived from ST, DEX, LK or warrior bonus ADDS may roll an extra combat die rather than using the ADDS. For each 3 ADDS converted in this way the character suffers a damage point which cannot be absorbed by armour.

Example: Gurney the first-level human warrior has ST 16; DEX 10 and LK 14 and therefore fights with 7 ADDS in combat (4 from ST, 2 from LK and one for being a first level warrior). During any round of combat, Gurney's player has the option of ignoring 6 of his character's ADDS and rolling 2 additional combat dice, a move which could net a total of 12 points (or as low as 2). It's a risky move but might just save the day in a tight spot. The bad news is that for each extra die rolled, Gurney will suffer a point of damage due to the strain of his mighty blows.

Combat Stunts

A stunt is an activity that a combatant attempts instead of generating a combat total or loosing off a missile or spell. The activity generally calls for a Saving Roll after the player has carefully detailed his cunning ploy and how it should work out. Players usually attempt combat stunts when facing unfavourable odds and wish to flee or turn the tables on a superior foe.

Example: Knobbler the hobbit has earned the ire of Hill Stomper the giant. Under normal circumstances Knobbler would be squished beneath Hilly's mighty hoof (the giant has an MR of 220) but Knobbler's player suggests a hit and run tactic. The hobbit intends to dart about between the giant's feet, stabbing furiously with his dirk. The GM calls for a level 2 DEX Saving Roll (see the chapter on Saving Rolls for more details); if the roll is successful, the hobbit hits Hill Stomper and is himself unharmed, if the roll is failed Knobbler takes damage equal to the amount by which the roll was missed and if the result is Epic Fail, the hobbit is crushed and killed! In this example, Knobbler might score a few hits on the giant but eventually, the hobbit's luck will run out. Perhaps the giant will grow frustrated and limp off to dip his sore feet in a nearby lake or maybe the player should start working on an exit strategy.

A few guidelines to consider when considering or adjudicating stunts:

- A stunt Saving Roll usually replaces the character's entire combat roll; however, some stunts allow the character to make a combat roll where ordinarily one wouldn't be allowed
- Stunts may allow characters to avoid certain defeat
- A stunt may cause a foe to suffer a penalty to their own combat roll or force them to make a Saving Roll to avoid some adverse effect

- The level for stunt Saving Rolls usually start at '2' but should never be so high as to discourage players from attempting stunts
- If the Saving Roll is failed, the character usually takes damage points equal to the amount by which the roll was missed (optionally multiplied by the level of the Saving Roll)
- In the event of an Epic Fail, the consequences should be dire!

Optional Melee Combat Rules

(1) Group combat: the GM may choose to speed up the battle by calling for group combat. In group battles, each side determines the combat totals for each of their members and adds them to create a collective total. The two totals are then compared with the highest score winning the turn. Damage is divided evenly between the members of the losing side.

(2) Fatigue: it is possible that large battles, perhaps with new foes entering the fray from time to time, may last quite some time. The only thing that might win the day is a healthy serve of stamina. After five complete combat rounds have passed, all non-monster rated characters gain one point of fatigue. Each point of fatigue reduces the character's ST value by 2 points for each round that the battle continues. It should be evident that there will quickly come a time when continuing the fight is counter-productive (time for a combat stunt perhaps?).

GMs should consider the possibility that heavily fatigued characters might be captured by intelligent enemies and ransomed back to their kin, rather than being slain. This is sometimes seen where the leader of the weakened force cries 'ransom' and surrenders.

Optionally the GM may wish to apply fatigue to monsters (reduce the rolls of monster-rated characters by 2 points per point of fatigue), to give the delvers a chance to capture and ransom an important enemy.

(3) Fleeing the battle: sometimes, you just need to get out of Dodge. To flee the scene of the battle, the player must make a DEX Saving Roll (at a level equal to the number of opponents faced with a minimum level of 2); if the roll is successful, the character manages to disengage. If the roll is failed, the cowardly character takes damage equal to the value by which the roll was missed, less armour protection, if the roll is an Epic Fail, armour will not protect the character.

The bad news is that the enemy your character is fleeing from might just give chase!

Note: players may also attempt to extricate their characters from perilous situations with a combat stunt.

(4) Unarmed combat: characters that insist on fighting bare fisted when there are perfectly good swords lying around roll only one die for damage but halve the total (round down; 1 or 2 counts as 1; 3 or 4 is worth 2 and a roll of 5 or 6 is equal to 3).

(5) Burning armour: The following option is offered to add a more tactical element to play and enhance the abilities of warrior characters. It does add some additional bookkeeping to the game so it might be worth playing a session or two before experimenting with this extra layer of complexity.

Warriors may use their armour and shields to greater effect than most; when under facing overwhelming odds the warrior pulls out all of his best moves to intercept enemy attacks. With this option, when the warrior takes damage in combat the player may choose to permanently reduce the effectiveness of his character's armour and shield to further reduce the amount of damage he or she must suffer. Each point of shield protection 'burned' in this way reduces damage taken by 4 points, a point of burned armour reduces damage by 2 points.

If the GM agrees, a warrior can burn his own armour and shield points to protect other characters in his party at the same ratio (1 point burned to 2 or 4 damage points saved) - this would represent the gallant hero putting himself in harm's way for the good of his companions.

Armour and shields that have not already been reduced to zero protection can be repaired by the appropriate non-player character (or suitably talented character) for 20% of the item's original cost per point. Obviously there will come a time when it is cheaper to replace the item rather than repair it. Repairs generally take 1d6 hours multiplied by the item's maximum protection points (not current rating).

If the GM is feeling generous, he or she may allow other character types to burn armour but each point burned eliminates only one point damage.

Example: Konrak has a 2 point target shield and 2 points of leather armour for a total of 4 points of protection but is forced to take a total of 15 points of damage after a particularly disastrous combat round. His protection immediately reduces the damage he must take to 11 but Konrak's player isn't happy with that, Konrak has previously been wounded and can only take 5 more points before keeling over. By burning 2 points of his shield (and destroying it in the process), Konrak's player eliminates 8 of the 11 damage points leaving him to take only 3 points.

(6) Spite damage: some monsters deliver 'Spite' damage and now characters can too. Each '6' rolled by

either combatant represents one point of damage that gets through the defender's non-magical armour or shield. Note that Spite damage isn't scored in addition to normal damage - instead, it is damage that automatically get's through the enemy's defences. Where the fighter that won the combat round suffers Spite damage, it is considered to be cuts and bruises that did enough to dent his or her confidence.

Example: Konrak is fighting Mitvek the hobgoblin; Konrak has advanced to level 4 and now has ST 16, DEX 12 and LK 13; he has 3 bonus warrior ADDS for a total of +8, he fights with a scimitar (2 + 2) for a total attack of 2 + 10. Mitvek on the other hand is a gnarly old dungeon veteran with an MR of 32 (3 dice and 16 ADDS). Konrak is in trouble.

In the first round of combat, Konrak bites the bullet and converts 6 of his personal ADDS to 2 additional dice, he now rolls 4 + 4 (but will suffer 2 points of damage from the exertion) scoring 6, 6, 1 and 1 for a total of 18. Whatever happens, Mitvek will take 2 points of damage due to Konrak's Spite.

Mitvek rolls 6, 5 and 5 for a total of 32 scoring 14 points of damage, one of which is Spite.

Konrak's player considers his options: the character's leather armour and shield reduces the damage to 10 points, he then decides to completely burn the shield (8 points) and one point of the leather armour (2 points). However, even though it would appear that all of the damage was deflected, one point (Mitvek's Spite damage) still gets through. Remember, Konrak also has to take 2 damage from performing the mighty blow so his total damage for this round is 3 points.

The GM reduces Mitvek's MR to 30 (still 3 dice but now only 15 adds) and the battle continues... Konrak thinks about making a speedy exit from this battle...

If Konrak's player had scored just one extra point of spite, Mitvek would have lost a combat die and things might have started to look up for poor Konrak.

Table 10: Range and Marksmanship

Marksmanship		Close	Medium	Far
Up to 3	Embarrassing	miss	miss	miss
4 to 6	Very bad	12	miss	miss
7 or 8	Bad	11+	12	miss
9 to 12	Poor	10+	11+	12
13 to 15	Passable	9+	10+	11+
16 to 19	Average	8+	9+	10+
20 to 24	Fair	7+	8+	9+
25 to 29	Good	6+	7+	8+
30 to 34	Excellent	5+	6+	7+
35 to 39	Marksman	4+	5+	6+
40 to 45	Heroic	3+	4+	5+
46 or more	Legend!	hit	hit	4+
Saving Roll to avoid being hit:		3rd	2nd	1st

Close range can be considered to be within 20 ft. indoors and 20 yards outside.

Medium range is 21 to 60 ft. (or 21 to 60 yards).

Far range is 61 to 100 ft. (or up to 100 yards) and greater within reason.

Monsters

Monsters can be detailed in the same fashion as player characters but they can easily be represented by a single number: the monster rating or MR.

The creature's MR represents not only its combat ability but also how much damage it can take before keeling over. In combat, the critter rolls dice equal to MR divided by 10 (round down); it has combat adds equal to half of the MR, rounded down. Monsters with MRs can take damage points equal to their rating.

Monsters with ratings below 10 points don't roll any dice, they only have combat adds - with the exception of critters with MRs of 1 (they should team up with some buddies).

The GM may decide that monsters lose rating points as they suffer damage, recalculate their dice and adds as MR is reduced. If using this option, the GM may rule that monsters with rating points reduced below 10 have been subdued and may be captured, bound and possibly ransomed back to their evil clans.

To keep the players guessing it's often best for the GM to include some monsters that lose MR as they accumulate damage and some that don't.

For example: A fierce goblin with a MR of 16 can take 16 points of damage before collapsing from wounds; it rolls 1 die and 8 adds in combat. If he is wounded and takes 7 points of damage, he is closer to death but his fighting ability is not reduced.

MR	Combat Dice
1 to 9	0
10 to 19	1
20 to 29	2
30 to 39	3
40 to 49	4
Each +10	+1

Some of the GM's monsters will have unique or dangerous powers and abilities beyond the ability to roll combat dice and score damage. Some creatures might inflict poisonous wounds, others might have a gaze that will turn a man to stone! An inventive GM will incorporate these powers with the use of a suitable Saving Roll with success usually allowing the character to avoid some or all of the ill effects of the attack.

One specific type of damage caused by certain critters is 'Spite'. One point of Spite damage is delivered with every '6' rolled by the GM during combat; Spite ignores armour, shields and any other non-magical protection. Note that spite isn't 'extra' damage, it's

merely a point of damage that's guaranteed to slip past the defender's armour regardless of which fighter won the round.

Monsters likely to cause Spite are either 'swarms' (rats, wasps, pigmy goblins etc.) or particularly powerful ones - like ogres, giants and dragons. In the first case the Spite damage is caused by little nips and bites that find a way past armour, in the later, it's the sheer power of the attacks that automatically penetrate defences.

Other special abilities may also be activated on a roll of '6' instead of Spite.

Example: Yurt is a mutant hobgoblin - a huge and mighty specimen of the species but his left arm is withered and frail. What isn't clear from first glance is that the left arm tapers to a barbed claw. If anything gets too close, it might get 'grabbed'. In game terms if the GM rolls 6 on 3 or more of Yurt's combat dice the withered arm lashes out and clips away a piece of armour (reducing the protection value by 1). If the GM is using group combat (see above), the victim is either the most appropriate target according to the scene's narrative or chosen at random.

Monsters and Saving Rolls

When a monster rated foe is called upon to make a Saving Roll, the GM should roll the creature's normal combat dice, re-rolling any numbers that match and summing the totals. If the final score equals or exceeds the target, the Saving Roll has been successful. If the roll is missed by 50% or more: Epic Fail.

Example: Mitvek the hobgoblin has a Monster Rating of 32, in combat he would roll 3 dice and add 16. When making a Saving Roll, the GM rolls only 3 dice. If Mitvek is forced to make a level 2 Saving Roll, the GM must roll 22 or more on 3 dice, not an easy task but 'like' dice are re-rolled and added as follows: The GM rolls 3 dice and scores 1, 1 and 6 for a total of 8, but the two dice with matching numbers are re-rolled and added. This time the GM rolls 4 and 4 increasing the total to 16 and re-rolls getting 1 and 3 for a final total of 19. Still a miss but not an Epic Fail. If Mitvek was is to suffer damage from the missed roll he might take 3 points (the number he missed by).

Monsters and Levels

When it is necessary to determine the level of a monster-rated enemy the GM must 'eye ball' the situation and make a judgement call; if the critter's been kicking around for years, it's not going to be first level; if it just popped out of the vat, it probably is. If that creature also needs a quick attribute rating just roll 3 dice, add a modifier of up to +10 (if it's a big

troll) or down to -6 (if it's a puny goblin). Then, if the attribute is important to the critter (like Strength for a troll or Dexterity for a goblin), add 2 points for each level.

Reactions

If the GM is unsure how a monster may react to the characters, make a roll on Table 10. If one character is doing the negotiation, add a bonus to the roll equal to 10% of that character's CHR.

A suitable display of power, friendliness or a reasonable bribe might earn an additional +1 or more.

Table 11: Monster Reactions

2d6 Roll	Reaction
2	The monsters enters a berserk rage; +10% MR
3 to 5	Monsters attack without hesitation
6 to 8	There is doubt, what the monsters do depends on the delvers' reactions
9 to 11	Monsters will try and parley if there is a common language
12	Monster show fear or are genuinely friendly

Saving Rolls

Throughout the game, there is one common play mechanic which, serves to determine the outcome of every non-direct combat task: the Saving Roll. Players must frequently make Saving Rolls for their characters during the course of play. The GM may call for a roll to determine the outcome of an event such as an arm-wrestling match, an attempt to build a make-shift raft, dodge a falling boulder or avoid a monster-made trap.

The GM must assess the situation and assign a difficulty level to the task at hand; lower difficulties are suitable for easier tasks. The difficulty level (or just 'level') determines the number the player must achieve to succeed; next, the GM must decide which attribute the Saving Roll will be based on.

The player then rolls 2 dice and adds the nominated attribute rating. To succeed, the roll must equal or exceed the target number which is determined by the following formula: $\text{Level} \times 3 [+16]$. As you can see from the climbing example below, even a level 1 Saving Roll is no walk in the park; a character with an average attribute score (11) must roll 8 or more on 2 dice to succeed.

Saving Roll levels advance faster than PC experience levels. Saving Rolls increase in difficulty at the rate of

Level Target

1	19+	Challenging, a rough stone wall with plenty of bits to hold on to.
2	22+	Tricky, the same wall but it's dark, windy and raining.
3	25+	Advanced, a wall made of smooth stone; finger tip grips only!
4	28+	Excruciating, as above but the climber is under attack...
5	31+	Deadly, as above but the wall has a 100 degree incline.
+1	+3	Stop already! Hanging from the ceiling in the rain, at night being shot at.

The GM should not demand a Saving Roll purely for the sake of rolling dice; if a hero should be able to perform a task (such as climbing a tree with plenty of low branches), or running across an empty room it should just happen. If there's a reasonable chance of failure or failing may have some dangerous, interesting or amusing outcome - call for a level 1 Saving Roll. A level 2 Saving Rolls is technically the same as a level 1 roll for characters with an appropriate talent but increasingly difficult for everyone else; the 'average' character must roll 11+ to succeed. At level 3 a character with an attribute of 11 must roll 13+ which is impossible without DARO. Think very hard about assigning a level 4 difficulty, the average character will need to roll 17+; anything above level 5 should really be an indicator to the player that a new course of action should be considered or that the road ahead should be travelled by mighty heroes indeed.

3 points per level, PCs advance 2 points on even-numbered levels and 3 points on odd-numbered levels but the Saving Roll may call for an attribute that the player has never chosen to advance.

The GM must take care to evaluate each situation on its merits - never assume that a second level character will cope with a second level Saving Roll. A level 3 PC troll that spent all his advancement points on ST will likely laugh off a 3rd level Saving Roll if it calls for ST but if the GM asks for an IQ Saving Roll the troll's player will be fishing around for a DARO or two, or three - see below.

The good news is that if the player rolls any double, he gets to roll the dice again and add the new roll to the initial one. In fact, as long as the player continues to roll doubles, he continues to roll the dice and add the repeat rolls. In game-speak this is referred to as D.A.R.O. (Doubles Add and Roll-Over). In this way it's possible to succeed in a situation that initially seemed impossible; for heroes, the impossible is second nature.

The GM may choose to award a bonus experience point each time a DARO is generated.

The following is an example of how one GM may choose to rate the common task of climbing:

Example 1: Konrak is trying to set a rope trap to catch a sneaky goblin thief that has been plaguing the delvers for several days. The GM dictates that a level 1 IQ Saving Roll will be required to devise the trap and a level 2 roll on DEX to create it. Konrak's player rolls the dice and gets double 2 (4); rolling again he gets double 3 (6 for a total of 10); a third roll produces 2 and 6 (8, for a total of 18) - he has to stop the rolling spree but gets to add his IQ of 7 (total 25). This is easily enough for a first level Saving Roll (in fact, it would have made a level 3 Saving Roll). Konrak explains the cunning plan to his colleagues who stare agape at the chap they'd previously thought a complete dullard.

Stage 2 of the trap calls for a level 2 roll against DEX; as Konrak has DEX of only 10 he needs to roll 12+. He starts well with double sixes, followed by a 3 and a 4 - adding Konrak's DEX gives a total of 29 - the trap is set and Konrak is elected the new party leader

unopposed and they vow never to refer to him as Corn-Rack again.

Example 2: Laskar the wizard (recently drummed out of the Guild due to his irrepressible evil streak) is balancing a pot of acid above the door to his sleeping chamber to alert him to any unwanted attention. The GM rightly concludes that there is danger involved and calls for a level 2 Saving Roll on DEX. Laskar has a LK score of 18 so his player successfully argues for a LK roll instead. Laskar's player rolls 2 and 3 just making it! Laskar decides he probably will get an underling to set his traps in future.

Example 3: Loot a magician and skilled musician is playing for his supper at the local market; he has the talent 'plays like an angel'. The GM is happy for the character to busk for a meagre living with a level 1 Saving Roll on (Loot's CHR is 9 following a nasty acid burn). On day one Loot's player rolls 1 and 2, an Epic Fail (see below); the local constabulary arrests him for disturbing the peace but he does get a meal in the holding cell.

Just Makin' It

Generally speaking if your character only just makes the roll, he or she has done so in the least heroic fashion; the activity attracts unwanted attention, things get broken, evidence is left behind, coins are dropped and so on. Make the roll by 3 or more and you have achieved the desired result perfectly; if you make it by 6+, you have done so with notable style; and 12+ will likely elicit a small round of applause from bystanders.

Epic Fail

Even with exceptionally high attribute scores, a character is never assured of success. If the player rolls exactly 1 and 2 on the dice, the attempt fails, usually in a disastrous and diabolical (or possibly amusing) way. If the GM had indicated some dire consequence of failing a Saving Roll, an Epic Fail is usually twice as bad.

Opposed Saving Rolls

Sometimes characters and creatures will compete against each other in non-combat activities such as a

foot-race (after one character has fled combat), a debate of some sort, game of skill or the old chestnut - an arm wrestling contest. When this occurs both characters roll 2 dice and add the relevant attribute (DARO applies); a tie calls for a re-roll, otherwise the high roller wins.

Optionally the GM may announce that in addition to beating the opposition roll, a minimum roll is also required. For example, two detectives are searching a room for evidence, the character that makes the highest roll locates the evidence first but if neither detective manages at least a level 2 roll, the evidence remains hidden.

Task Rolls

Some Saving Rolls are more dramatically presented through the use of Task Rolls. This Saving Roll mechanic simulates the progressive nature of certain activities such as crafting a new shield, cracking a complex lock or writing an epic poem. Task rolls are most often used when time is a factor.

When creating a task situation, the GM assigns a number of Task Levels that must be accumulated before the project is complete. It's then a matter of deciding how often the character, or each character can attempt a Saving Roll. A successful level 1 Saving Roll completes a Task Level, a level 2 Saving Roll completes 2 task levels.

For example, a group of characters wish to construct a make-shift bridge across a chasm. The GM decides to make this a task since he knows a rowdy crew of orcs are on their way. The GM assigns 5 levels of 'Building Saving Rolls' to the task with each roll taking one hour. Then the players attempt appropriate Saving Rolls for their characters aiming for the best result they can hope for.

Some characters may achieve a higher result than level 1; if two characters are building the bridge one might make a level one Saving Roll, the second might get a level 2 result - in this instance, 3 levels of success have been achieved and the bridge only requires 2 more.

The Ways of Magic

A key part of any fantasy game is the occult powers of both good and evil. Of course it is possible to run a successful campaign without resorting to the supernatural but the use of magic, particularly in the hands of the player characters does add an unpredictable dimension to the game.

Magic Foci

A magic focus may take many forms - a ring, gem, staff, wand etc. It allows a wizard to concentrate deeply; thereby reducing the power cost of their spells, or provides a reserve of casting power.

Casting Foci: are obtained with specific levels with level one foci being the most common. When the wizard is able to see and touch the focus the total cost of casting a spell is reduced by 1 point for each level of the focus - to a maximum of the caster's own level. So a level 1 wizard with a shiny level 3 focus can still only reduce his casting cost by 1 - at second level, the reduction will be 2 and 3 at third level. Note that the minimum cost for casting spells is always at least '1' power point.

Power Foci: these provide a reserve of power to create the desired effect. Each level of the focus grants 6 additional power points for spell casting. Power foci are rarely found above level 3 but if bound, they grow in power as the character does.

Binding Foci: a wizard may choose to bond with a focus; this is a ritual that connects the caster and focus in arcane ways. While bonded, the caster will always have 2 less power points but will never lose the focus. It may go missing for a day or two but it will always turn up again. The wizard may break the bond at any time to regain the lost power.

Through the use of a second well-known ritual known as The Bond Arcane, the wizard can render any bonded focus of level 2 or more indestructible by permanently reducing its level by one point. It may, in fact, be possible to destroy such a focus but if anyone knows, they're not telling.

Any bound focus is intrinsically linked to the fate of its master; each time the wizard gains a level of experience, he may permanently sacrifice points of ST equal to the current foci level to increase the level by one - with the provision that it must always be at least one level lower than the wizard's experience level.

Guilds occasionally sell foci but at outrageous prices - 1000g per level for a casting focus and at least 3000g per level for a power focus; a focus of level 4 or greater is never offered for sale by the Guild.

It's often cheaper to go looking for them in dangerous places rather than pad the coffers of the Guild.

Using Magic

Spells usually costs 2 points per spell level - so a first level spell costs 2 PWR to cast (unless he has a level one focus, in which case it costs only 1 points); a level 2 spell costs 4 and so on. It is possible to cast a known spell with insufficient power but the deficit must be paid in damage points).

Neither wizard nor rogue may learn or cast a spell above the maximum level indicated on the experience points chart. A level 6 rogue, for example, could not be taught a level 3 spell even if he found a wizard willing to incur the wrath of the Guild and teach it to him.

Unless specified in the spell's description, spells take effect in the round they were cast in the normal flow of activity (that is, simultaneously with other activity).

A few spells require that the caster permanently sacrifice one or more attribute points. Although these points are lost they can be purchased anew as the character rises in level. Yet more powerful spells require the permanent expenditure of experience points!

At each level of ability, the wizard or rogue must possess the necessary intelligence and dexterity to manipulate (cast) spells of that level. At level 1 the minimum requirements are IQ 10 and DEX 8.

Maintaining spells: some powerful magic must be 'maintained' this simply calls for the wizard to set aside a certain number of magic points which cannot be used for spell casting until the maintained magic is allowed to lapse. Spells requiring maintenance are identified in their individual descriptions.

Armour and Magical Damage: With the exception of the level 3 spell Arcane Blast, non-magical armour will provide its full protection value against magical damage. Magical armour tends to provide full protection against all forms of damage.

Monsters with Magic

If the GM wishes to inflict spell wielding monsters on his player's characters he must first assign the monster a casting level. This could be related to the monster rating (higher the rating the better the casting level) or completely separate (the feeble goblin with the big wobbly head might be packing some serious spell power)! For sanity's sake, the GM shouldn't assign a level higher than the player

character wizards unless he's creating extremely powerful competition.

Magic-using monsters get 1d6 spells of the appropriate levels and 6 magic points per level. So a tribal shaman with an MR of 19 might have a casting level of 3 and 18 power points.

Note: the GM should pick out 2 or 3 spells that the monster may choose to use in combat situations and focus on those rather than juggle a dozen different spells for each encounter.

Magic in Group and Single Combat

Spells almost always take effect in the round in which they are cast (although some spells can take many rounds or even hours to cast), so a wizard that casts the vorpal blade spell, for example, will see its benefits on the turn it is cast; meaning the spell's recipient will fight with increased effect on that turn.

For spells that inflict damage directly, here's a simple guideline: if the spell specifically applies its effect to one target it is treated as a missile weapon attack; the damage calculated against the foe is not added to the combat total generated by the caster's side. That foe still gets to apply his attack (or action, whatever that may be). However if the spell has the power to affect multiple targets, it carries the weight of a melee attack and does apply to the combat total.

Creating New Spells

Once the wizard has attained level 5 he may begin to create his own spells (initially these must be in line with existing spells of levels 1 to 4 since the new spell must have a level of at least one less than the caster). To create a spell, the player presents the text of the spell indicating its level, range, area of effect, and special power cost rules, if any. The GM assesses the spell against existing magic and if he believes it is of equal or lower strength than the currently available magic of that level, the wizard may attempt to create the new spell.

Spell creation requires a safe place to work, usually one room will do but there must be access to water and adequate light. Equipment costing 2d6 x 50g must be procured and ingredients to create the prototype costing no less than 1d6 x 30g must be acquired. Once the preparations are complete the creation process begins and requires 1d6 hours per level of the spell to be developed. At the end of the process the wizard checks to see if his new spell has been successfully formed. He must make a level 1 Saving Roll on IQ but his effective IQ is reduced by the level of the new spell (just for this one roll).

If successful, the wizard now has a new spell that he can cast as required and even sell! The ingredients will

be expended but the equipment will be intact and reusable.

If the roll fails all of the equipment and ingredients are expended but the spell is not formed at this time. If the player rolled an Epic Fail there was a terrible explosion causing one die of damage per spell level to everyone within a 20 ft. radius. Ouch. It's usually best for wizards to start off by crafting nice personal level one spells...

The Power of Magic

Magic is incredibly powerful and potentially a game-wrecker. Give your player character wizard too many spells and foci and he will lord it over the other characters. In fact, if a wizard gained no other spells beyond those at first level, he would still get more and more powerful as the experience points and levels rack-up.

Fortunately there are gates built into the system. Firstly, the GM (through the Guild) decides, what spells are available and they are quite expensive. A PC wizard might have to struggle to 5th level before acquiring the resources to purchase his first third level spell.

Secondly, power foci, which are crucial to manipulating magic even at the mid-range of power, are granted by the GM; they are placed as treasure in dangerous to reach locations or given as rewards for even more dangerous missions. Unbound foci can be lost or stolen.

Magic in the game is up to the GM, for a low-power game (like the Dark Isles setting), restrict magic spells and make foci very, very rare.

The Guild of Wizards (aka "The Guild")

In many fantasy campaigns, magic is strictly controlled by the ever-present Guild. The Guild of Wizards is a group of powerful wizards with a vested interest in maintaining the status quo. Without the Guild controlling who should have access to magic, the world would be a very different place; for the Guild, a less profitable one.

Most regions have at least one Guild Chapter House, where wizards can study in privacy, dabble in the creation of new spells and learn and practice with newly acquired spells. At each new chapter house, the wizard must register with a one-off fee of 50g (registration involves the recording of capabilities, experience and foci in the chapter's Book of Power. Note that the registration process will quickly reveal a rogue masquerading as a wizard).

Once registered, player character wizards may rent rooms and laboratories for a very reasonable rate (2 to

5 gold per day) which includes food, stabling and modest servants quarters for the wizard's entourage.

The Guild also performs the Right of Absolution in which Guild members convicted of teaching magic to non-guild members are absolved of their crimes

through the loss of one point each from Strength, Dexterity and Intelligence. No further action is taken against the repentant wizard but a second conviction results in a 2-point loss, 3-points for a third conviction and so on.

The Spell Book

LEVEL 1 SPELLS

These spells are known to all wizards. Rogues begin with one spell (if they possess the minimum attributes) but must buy others from those they meet.
IQ 10+
DEX 8+

(1) Bolt

This spell creates a burst of magical energy targeting foes within 30 ft. of the caster. The damage delivered equals the wizard's Charisma. Each 2 extra PWR spent increases the damage caused by 3. This is the basic signature spell for many wizards; each player should personalise the spell with a unique name and dramatic effect. See the example below.

(2) Crowd Shadow

As long as the caster remains in a group of 15 - 20 similar sized creatures, he will not be identified as himself, instead he will be overlooked as 'one of the crowd'. The spell lasts one full turn +1 turn per 2 additional PWR.

(3) Detect Magic

Anything magical within 30 ft. of the caster begins to glow with a dim purple light. The spell wears off after 2 minutes (one round).

(4) Focus Bond

As detailed in the magic rules this spell guards against loss of a focus. Requires special herbs and other ingredients with a value of not less than 10g x the focus level and takes 1d6 hours per level of the focus to perform.

(5) Focus Bond Arcane

As detailed in the magic rules this spell guards against the destruction of a focus. Requires special herbs and other ingredients with a value of not less than 50g x the focus level and

takes 2d6 hours per level of the focus to perform.

(6) Ill Cast Eye

Enemies may be driven away by the horrific glare of the caster's eye. Total the wizard's IQ, LK and CHR and match them against the foe's scores or MR. If the target's score is equal to or lower than that of the caster they must flee in terror for one combat round.

(7) Lock Wise

The wizard may open or seal any normal lock, window or door that he can see within 30 ft. If he chooses to seal the portal the spell lasts 3 full turns (30 minutes).

(8) Marsh Light

A glowing light hovers around the wizard's staff, hand or head (his or her choice) providing light equal to that of a torch for one full turn.

(9) Mighty Quill

The spell summons a magic quill and ink pot (the wizard must supply the parchment). The quill will record anything said within 30 ft. of the caster, including the caster's description of an unfolding event. The spell lasts only one combat round but the resultant text is often admissible in a court of law if accompanied by the Guild Seal.

(10) Penetrating Stare

Both caster and target must make an opposed CHR Saving Roll. If the caster wins, he immediately knows the target's level or monster rating.

(11) Sanctuary Sphere

A stationary bubble of invisibility is created large enough to conceal the caster and 5 other man-sized or smaller beings. The sphere remains intact for 3 full turns.

(12) Seeking

Invisible creatures, hidden doors and traps are revealed to the

caster. No additional knowledge is inferred just that something unseen by normal sight exists in the indicated location.

(13) Transference

Allows the wizard to teach one spell that he knows, to a rogue or fellow mage. The PWR cost to do so increases by 2 points per spell level above one. Wizards almost never charge less than 10g per power point spent. The recipient of the new magic must be in the same room as the wizard and the process generally takes 1d6 hours per spell level.

(14) Vorpall Blade

Add 2 extra combat dice to any one bladed weapon within 20 ft. of the caster. The spell lasts one combat round +1 round per 2 additional PWR.

Example: Bolt

Loot the Mage, a first level wizard with a keen ear for music decides that his manifestation of the bolt spell is a sonic blast that he delivers by singing a dangerously high note; nearby dogs will start howling and crystal glasses will shatter. If Loot is gagged he won't be able to cast his spell but it might have double the effect under water! Loot calls the spell Doom of the Siren.

LEVEL 2 SPELLS

Cost: 1d6 x 100g
IQ 12+
DEX 9+

(1) Blur

The caster or target within 10 ft. is able to move with great speed adding +3 to any speed related Saving Roll attempts. Once under the influence of the spell, the target is almost impossible to hit with missiles or spells specifically targeting him. Additionally because the 'blurred' character is moving so quickly anyone attempting to attack him with a

melee weapon must halve their combat total. The spell lasts one combat round +1 round per 3 additional PWR.

(2) Crooked Curses

The target is allowed a level 2 Saving Roll on CHR to avoid this unpleasant spell's effect. Otherwise roll 1 die.

1. *Bald Ambition*: the targets body hair falls out (but grows back naturally over time)
2. *Spotsword*: a hideous skin disorder spreads from the target's nose to consume his upper body. CHR drops to 3. The spell lasts 1d6 hours.
3. *Stygian Breath*: the target develops the most rank and foul smelling breath. Even those with the strongest stomachs will be reaching for nearby buckets. Reduce CHR to 3 for 1d3 hours.
4. *Fiery Flatulence*: every 1d6 minutes the target will let rip with a deafening, roaring fart. Needless to say the stink is appalling. Lasts one hour. Reduce Charisma by 1d6 (unless in the company of orcs, in which case, increase it by 1d6).
5. *Slithering tongue*: the target will say exactly the opposite of what he intended to say for 1d6 x 10 minutes.
6. *Unfavourable Fortunes*: for 1d6 hours it is impossible for the target to successfully make a LK Saving Roll.

(3) Doom of Battle

Add 3 dice to any one combat roll within 20 ft.

(4) Entanglements

Ropes, vines or roots burst from the ground or walls wrapping themselves around a single humanoid's arms and legs. The target may attempt a level 2 Saving Roll on ST to break free from the spell's grip otherwise their combat effectiveness is reduced by half (round down).

(5) Eyes of the Cat

The caster or one subject within 20 ft. is granted the ability to see in near darkness as a man would see in daylight. The spell lasts 3 combat rounds.

(6) Figment

This cunning illusion projects a non-auditory, immobile image from the caster's imagination that is approximately man-size. Spending additional points of PWR allows the following effects:
+1 point: the illusion moves within a defined 20 ft. radius.
+2 points: realistic sounds accompany the image.
+2 points: create a duplicate of the original illusion (2 guards for example).

(7) Flicker Flame

A small spurt of flame jumps from the caster's fingers (up to 20 ft.); it will likely ignite inflammables or even cause 1 to 2 points of damage to exposed flesh.

(8) Intensify

This spell actually has 6 individual versions, each aligned with a particular attribute. Intensify ST is different from Intensify DEX or IQ and so on. The spell increases the indicated score by 1d6 points +1d6 per 3 extra PWR. The benefit lasts 1 full turn. Note that the caster may not be the recipient of his own Intensify spell.

(9) Necrotic Slumber

Unless a level 1 CON Saving Roll is successfully made, the target faints immediately and remains motionless and seemingly dead for 1d6 x 30 minutes. The target may choose to forego the Saving Roll if he is prepared for the spell.

(10) Omnipotent Eye

The eye reveals one piece of information about the nature and/or power of a magical item or enchantments on an individual or location. Each time the spell is cast further details are revealed (at the GM's discretion).

(11) Restoration

Each casting of the spell eliminates 4 damage points or restores 4 expended ST points. The spell can only be cast on one individual at a time that must be in reach of the caster.

(12) Weather Wise

Gives the caster a detailed (and almost 100% accurate) forecast of weather conditions for the next 1d6 x level days.

LEVEL 3 SPELLS

Cost: 1d6 x 150g

IQ 14+

DEX 10+

(1) Arcane Blast

A blast of magical energy is launched at a single foe within 60 ft. inflicting 2 combat dice of damage plus the caster's level. The target's non-magical armour is ignored.

(2) Ball of Magma

The caster creates a glowing ball of magma between his hands and launches it at enemies within 40 ft. It can be used to target a single enemy (in which case the player must make a roll on the Marksmanship table) or increase the combat total in group battles. The spell delivers a 4 dice attack.

(3) Chaotic Earth

Converts 2 x 2 yards of rock to mud. Enemies caught in the mud must make a level 1 ST Saving Roll to avoid losing a round extracting themselves from the sticky situation. The area doesn't need to be horizontal; all manner of havoc can be spread by turning a cave or city wall to mud! The area affected doubles with each 4 additional PWR spent.

(4) Counter Magic

Negates magic cast by rogues or wizards of lower levels. Note that the wizard may need to use Detect Magic and Omnipotent Eye before he has the required knowledge to counter the original spell. For example; a wizard of level 6 will be able to counter a

spell previously cast by a wizard or rogue of level 5 or lower.

(5) Dreamscape

Enemies potentially fall into a deep sleep for 1d6 combat rounds (+1d6 rounds per 4 extra PWR). The MR (or ST, IQ and CHR) of the foe is compared to the caster's ST, IQ and CHR. If the MR is less than or equal to the caster's total, the enemy drifts off to sleep. The caster may boost his attribute total (for the purpose of this spell only) by spending 1 additional PWR for each attribute point gained.

(6) Ordered Earth

Converts 2 x 2 yards of mud to rock. Characters wading through a field of mud may suddenly find themselves trapped knee-deep in stone! The area effected doubles with each 4 additional PWR spent.

(7) Palm

This illusion allows the caster to pick up any fist sized item and cause it to disappear as if by sleight of hand. Anyone searching the caster will not find the object. The spell lasts 3 just combat rounds.

(8) Purification

Instantly cures disease and rids a target of poison (but does not restore the damage wrought by the illness or poison).

(9) Tongue of Truth

The spell forces the target to speak the truth for one combat round (the GM should time the exchange). The target may attempt a CHR Saving Roll at level 2 to avoid the spell but must otherwise spill the beans. Note that in some lands this spell is outlawed; in others it is a key part of the judicial system.

(10) Unseen Hand

The caster uses the strength of his mind to manipulate objects at a maximum range of 20 ft. plus 10 ft. per extra PWR point. The unseen hand is powerful but slow

- too ponderous to be effective in combat. A living target may attempt a level 1 Saving Roll on ST to avoid its dangerous grip.

(11) Weather Friend

The caster can change the prevailing weather within a one mile radius per experience level. The change is gradual over 1d6 hours but can deliver devastating and far reaching effects. It is most commonly used for brewing up a favourable wind at sea.

(12) Wings of the Dragon

This dramatic spell allows the caster to fly at normal speed, 20 - 25 mph, for one full turn (10 minutes) per level.

LEVEL 4 SPELLS

Cost: 1d6 x 200g

IQ 16+

DEX 11+

(1) Banish Curse

Removes any curse cast by a wizard of equal or lesser level.

(2) Defiance of Earth

Allows the caster and his possessions to levitate at the normal pace of movement for one combat round +1 turn per additional PWR point spent. Spend one extra PWR to levitate one other character touched by the wizard. Indeed multiple characters, perhaps all holding hands, may levitate with the caster as long as the additional cost is paid.

(3) Firebrand

The weapon of a companion (or the caster's) is wreathed in a blue fire that does not harm the weapon or user but increases its combat effectiveness by 2 dice for the duration of the encounter.

(4) Fold Space

The wizard learns to fold the very fabric of space and time allowing him to teleport himself and his personal belongings in any

direction and up to 50 ft. (+50 ft. per 5 additional PWR).

(5) Heroic Rodent

The caster (or chosen friendly target) and all his possessions shrink to the size of a mouse. ST and CON are reduced to 10% of their healthy norm (round down). But you now have the perfect spy. Just don't step on him. The spell lasts one full turn (+1 turn per 5 additional points).

(6) Palsy

The target must make a level 2 Saving Roll on LK or DEX to avoid dropping anything he or she may be carrying in his arms or hands. By spending 4 additional PWR points, the target is afflicted with the terrible quivering disease for a full hour!

(7) Regeneration

Any and all damage points and expended ST are restored over the next 1d6 hours. The healing process is cancelled if the recipient takes damage or loses ST during this time.

(8) Regression

Reduces the target's IQ to a score of 2 for one full turn. The victim is allowed a Saving Roll on CHR at half the caster's level (round down) to avoid the disastrous effects of this spell. After recovering from the spell the target must roll 3 dice, if the total exceeds his normal IQ, he has permanently lost one point of IQ. Otherwise there is no further effect. A character with an IQ of 2 can defend himself normally but that's about it.

A wizard that falls below 10 permanent IQ points immediately loses the ability to cast spells until IQ is increased by experience. The character remains a wizard in all other ways.

(9) Sanctuary

Pentagram

The spell takes 1d6 minutes to prepare and creates a 3 ft. diameter pentagram that can hold

2 people. Those within the pentagram are completely immune from enemy spells or physical attacks. Each additional 5 PWR allows the pentagram to hold 2 additional people. The spell immediately expires if one of the characters within the pentagram casts a spell or makes an attack.

(10) Seething Vapours

The wizard projects a viscous poisonous cloud that either reduces those within it to 50% of their normal abilities for one full turn, or (if a level 1 Saving Roll on CON is failed) kills them outright! If the spell is not cast in an enclosed area, targets will quickly outrun the slow-moving cloud. At sea, the winds would sweep it away immediately. Unfortunate events might turn the cloud on the caster - if so; he must attempt the same Saving Roll!

(11) Spirit of Legends Past

One of the caster's attributes (or that of a companion within 20 ft.) immediately increases by 10 points. The bonus lasts 2d6 combat rounds. After the spell wears off, the attribute is reduced to 3 and recovers at the rate of one point per full turn of rest.

(12) Watching Ward

The spell is placed in advance, on a specific object and lasts 24 hours (+2d6 hours per additional 2 PWR). For the duration of the spell, the caster will be alerted to any attempts to move, or otherwise disturb the item.

LEVEL 5 SPELLS

Cost: 1d6 x 250g
IQ 18+
DEX 12+

(1) Augury

The spell allows the player to ask up to three yes or no questions of the GM which must be answered truthfully. The questions must be clearly defined and suitable for

the yes or no response. For example, the player can't ask 'will my character' die this session because the GM has no idea but he could ask 'will my character suffer any adverse effects if I throw this lever?' Since this question can truly be answered with a yes or no.

(2) Book of the Mind

The caster is able to detect the true thoughts of a single target. These are the current thoughts passing through the individual's mind such as: I'm hungry, she's good looking, I hate him etc. Spend an additional 3 PWR to read deeper thoughts such as 'what happened yesterday?' or 'the key to the chamber is located...'

(3) Chaos Mind

The target's thoughts, emotions, and desires are so 'scrambled' that he or she (or it) cannot act in any meaningful way for 3 combat rounds. The target is allowed a 3rd level Saving Roll on IQ or CHR to avoid the spell's effect.

(4) Cloak of Trust

Total the wizard's IQ, LK and CHR. If the victim's MR (or similar attribute total) is equal to or less than the caster's, the victim will completely and totally trust the caster and any suggestion or conclusion the wizard might offer. The spell will last only one combat round. However, the target won't commit life threatening acts because the mage says it'll be okay - if it's clearly not: 'Go on, if you stab yourself in the eye with this sword it'll clear up your sinuses in a jiffy.'

(5) Display of Awesome Power

The caster throws up his arms, incants some bone-chilling phrases and gives a fiery display of his true power: the wind picks up, lightning crackles in the distance, hearths gutter, and candles are snuffed out, shutters bang in the wind and the wizard's eyes glow with an eerie power. If necessary

for a Saving Roll or use of a particular talent, the wizard's CHR is increased by +10 for the next full turn. Characters of level 1 or MR 20 or lower will flee before the Display of Awesome Power.

(6) Mind Link

Allows telepathic communication between two individuals who must be known to each other (most likely, one is the caster). The spell can connect two minds, no matter the distance and lasts one full turn plus one extra full turn per additional 3 PWR.

(7) Portal

The spell renders any material of 12 inches thick or less, transparent to the caster for one combat round.

(8) Rage of Peace

The spell destroys one suit of armour, shield or a specific weapon within 30 ft. The spell will work on magic items provided they were created by wizards of an equal or lower level than the caster.

(9) Transportation

The wizard may transport up to the weight of 5 men in any direction but only over a 50 ft. radius. The spell works on inanimate objects (or portions thereof) only.

(10) True Shot

The spell increases the marksmanship rating of any one missile user within 30 ft. of the caster by +5; and by +1 per additional PWR (for 1 combat round).

(11) Water Wise

Allows one character (within 30ft.) to walk on water as if it were flat and solid earth. So a wizard will make good time jogging across a still lake or a raging ocean. The spell lasts one full turn.

(12) Weakening Glare

As long as the caster maintains visual contact with the subject of the spell, the target will lose 1 point of ST (or 3 MR) per combat round for up to 5 rounds. The loss is permanent unless the wizard can be convinced to remove the powerful curse. The spell can be cast in reverse but only on a subject who has experienced its ill effects.

LEVEL 6 SPELLS

Cost: 1d6 x 300g

IQ 20+

DEX 13+

(1) Burst of Power

A beam of energy shoots from the caster's palm, doing damage to one individual or physical object/structure. The damage is 3 dice plus 1 point per additional point of PWR spent. The maximum range of the spell is 100 ft. and requires no roll on the Marksmanship Table - the target is automatically hit.

(2) Column of Force

The wizard projects an invisible blast of force at one foe. Unless the target can make a level 3 Saving Roll on DEX or LK he will be thrown back 1d6 x 10 ft. If the target is 'forced' into a solid object he takes falling damage as if he'd fallen the distance indicated by the die roll. Obviously if the target was standing on the lip of a 1000-foot drop, he's going to take damage from a 1000-foot fall!

(3) Distant Vista

The caster opens a window onto a distant location. Through that window, the wizard can see a still image of what was occurring when the window opened. Spending additional PWR, allows the user to manipulate the image as follows:

+1 points: 'pan' the image to get a 360-degree view.

+3 points: look back at events at the scene over the last 10 minutes.

+4 points: as the 3 point variation but the caster can 'pan' through 360-degrees whilst watching.

+6 points: as the 4 point variation but sound now accompanies the visuals.

To open the window, the caster must have been to the location at some stage or have some connection to the place (such as an item from a room, stone from a brook, touching a person who has been there recently and so on).

(4) Gift of Power

The caster transfers PWR points to another wizard or rogue allowing that individual to continue casting spells when their PWR has depleted. A spell caster may receive the Gift of Power from several sources, boosting his reserves to truly impressive levels and allowing him to cast spells that were previously beyond his capacity. The caster chooses how many points will be gifted with each casting.

(5) Gills (or Lungs)

The subject of the spell can breathe underwater as easily as they could in air. The spell lasts one hour plus one hour per extra PWR spent. The spell also protects the recipient from the crushing pressure of great depths. Note: spell casters that normally live and breathe underwater can learn and cast the lungs spell which would allow them to survive on land.

(6) Invisible Sabre

The wizard arms himself with an invisible magic sword worth 3 dice in melee combat. The spell lasts for the entire duration of the current combat encounter but can only be used for combat - you can't slash a curtain or rope with your invisible sabre.

(7) Shield of Magic

This defensive spell is usually cast before danger presents itself and stays in effect until it is activated. The shield provides 6 points of

protection against any damage received by the caster (or target of the spell). However, the shield wears down as it takes damage (see the example below).

The mage may spend extra PWR, at the time of casting to create a stronger shield - each extra point increases the protection value by one up to a maximum of current level x 2 (a level 6 wizard could spend an extra 12 PWR for a total protection value of 18). The spell expires if not activated within 24 hours after casting.

(8) Summoning

A natural creature instantly appears to do the caster's bidding. The creature has an MR equal to the caster's level x 5 but can only complete tasks it would normally be able to accomplish. For example, you can't summon a wolf and ask it to decipher an ancient text - it would just eat your scroll! The beast remains for 1d6 + level combat turns.

If the caster has a power focus of level 2 or more, he may permanently reduce the level of the focus by one and bind the creature permanently to that focus. The creature then goes wherever the focus does and obeys the focus owner.

(9) Touch of Life

A character that has suffered damage points equal to or greater than his CON attribute is out of action and probably dying. This spell reduces damage to one point less than the character's CON but only if cast within 2 minutes of the event that caused the damage (i.e. the very next combat turn). The caster must touch the target.

(10) Tunnelling

Earth can be displaced at the rate of 6 cubic ft. per combat turn and the spell lasts for up to one hour (30 turns). By spending an extra 12 power, the spell also displaces rock. Note that the newly excavated tunnels and passages remain after the spell expires.

(11) Unseen Cloak

The caster becomes invisible to a specifically named group for up to one hour (+1 hour per 4 additional PW spent). The group must be reasonable in the GM's eyes; for example, 'make me invisible to all the goblins in that camp' will probably get the GM's tick of approval where 'make me invisible to all the trolls in the world' wouldn't.

Note: a mage who chooses to make himself invisible to everyone in a particular room (a valid group) would be invisible to all those in the room at the time of casting, anyone entering the room thereafter would see the mage immediately.

(12) Wall of Magic

The caster creates an impenetrable wall of magic at arm's length. The wall has a height and width of up to the casters level x 5 ft. The wall lasts one combat round (+1 per 3 additional PWR). A basic wall is visible as a pulsating wall of light which bends and distorts the images of those on the other side. By spending an extra 3 PWR, the wall is invisible and anyone touching the wall suffers 7 points of damage (+1 per additional power).

Example: Shield of Magic

Loot the Mage, now a powerful 6th level wizard foresees trouble ahead and casts the shield of magic spell. He boosts the basic 6 points of protection by spending 6 extra power (although he could have spent an extra 12 points - double his level). The first 12 points of damage Loot takes will now reduce his shield rather than stack up damage points.

Later that day, Loot is shot with an arrow for 9 damage - his shield drops to a protection value of 3 but he is otherwise unharmed.

LEVEL 7 SPELLS

Cost: 1d6 x 350g

IQ 22+

DEX 14+

(1) Arcane Forge

The spell repairs all damage to metal or wooden objects that can be touched and manipulated by the caster. Additional PWR may be expended to repair larger items (table, wall, house, bridge etc.). Each extra point spent will repair one point of structural damage. Note that dwarf wizards are able to learn and cast this spell upon reaching level 3 for the cost of a 3rd level spell.

(2) Decay

Wood warps, splinters and breaks whilst stone crumbles and metal rusts and bends. The basic spell causes one point of structural damage to a target within 20 ft. of the caster. Each additional PWR point spent causes an additional point of damage.

(3) Fortify

Increases the protection value of any single suit of armour or shield within 30 ft. of the caster by one point. For each extra PWR spent, add one additional point of protection. For example, spending 14 power adds one point of protection, 15 power adds 2, 16 adds 3 and so on.

(4) Gift of Unlife

Creates either an animated skeleton or zombie (depending on the state of the corpse) from a complete but dead body (a decapitated body cannot be reanimated until the head is sewn back on). The newly created entity will have an MR equal to the ST and CON it enjoyed in life. The creation is permanent and loyal to the caster.

The undead creature can accept a single command comprising of a number of words equal to the caster's IQ.

Extra PWR can be spent to achieve the following effects:

+1 power: add one extra word to the command.

+2 power: add 5 extra MR points to the creation.

+6 power: allow the entity to regenerate lost MR at the rate of 5 points per full turn unless completely destroyed.

The spell must be cast anew if the wizard wishes to give the undead a different command - even if only slightly different. See the example below.

(5) Manse

The spell must be cast on a stationary dwelling of some sort; this could be a cave, shack, inn, house, mansion, castle etc. but not a ship or wagon. Once cast the wizard becomes unconsciously aware of any entity entering or leaving the dwelling. As soon as there is a change in the number of occupants the wizard will know exactly where the person entered or exited. Manse lasts 7 days and the caster must be in the dwelling to cast the spell.

(6) Mask

Allows the caster or other willing subject to take on the guise of another individual of roughly similar proportions. If the wizard has seen a particular person before and has a good memory of that individual, a first level Saving Roll on IQ will create a mask that looks exactly like that person or being. See the example below.

(7) Mist Form

The caster and all carried possessions are transformed into a thick oily mist. The spell lasts 3 full turns or until the caster cancels the effect. During this time the mist-form wizard will be at the mercy of the prevailing weather conditions - he is unable to move of his own volition. However, whilst in this form, he is completely indestructible. Even magical damage will have no effect. Furthermore, when combined with weather friend, to produce some wind power, the

wizard has a speedy and safe way to travel.

(8) Release of the Unliving

This powerful spell causes all 'created' entities within a 50 ft. radius of the caster to suffer damage equal to the caster's IQ x 1. Each 8 additional PWR spent increases the IQ multiplier by 1. Created life forms include undead creatures, golems, and automatons.

(9) Sustenance

Satisfies the food and water requirements of one individual for 7 days, each additional point spent sustains an additional human-sized (or smaller) individual. Note that no one would choose to live in this fashion unless absolutely necessary and prolonged reliance on this spell causes symptoms similar to scurvy.

(10) Unliving Self

This rather grim spell requires that the caster permanently sacrifice 2 points of ST and obtain an immobilised but living subject.

Over the course of 1d6 days, the subject is transformed into an exact replica of the caster. Once created, the replica is a lifeless shell that serves no immediate purpose. However, should the caster die by any means (illness, combat or even old age), his consciousness immediately transfers to the replica and in effect, lives again! The new self will have the IQ, LK, CHR ratings of the caster at the time of his death (including experience points and talents) but the ST, DEX and CON of the wizard at the time of casting. It's quite possible that some of the virile yet senile mages wandering the Guild halls have been around for a long, long time.

(11) Winds of Fortune

The caster must be aboard a wind-powered vessel to cast this spell; the vessel will then travel

20% faster than its optimum speed for one day. Each 5 extra PWR spent increases the rate by 20% up to a maximum of 500%.

(12) Wreath of Protection

All friendly characters within a 30 ft. radius of the caster are granted immunity from any harmful magic for one combat round.

Example: Mask

Loot needs to make Konrak look exactly like the Master At Arms of the town guard. Loot knows what she looks like; in fact, he was married to her for a disastrous 8 months of his life. Normally he would need to make a level 1 Saving Roll on IQ to make Konrak look and sound exactly like her. However, in this instance, the GM forgoes the roll - Loot knows her too well! Of course Konrak will look and sound like Loot's ex-wife but will still act like the slightly slow warrior that he is...

Example: Gift of Unlife

Laskar, the self-styled necromancer kills his manservant, Ulrike, for some imagined slight then reanimates him as a more compliant zombie. When living, Ulrike had Strength of 13 and Constitution of 10 so as a zombie he has a base MR of 23; Laskar spends an extra 4 PWR increasing the MR to 3 and instructs the creature to 'patrol the manse and kill any being that isn't me'. This is a command of only 10 words well below Laskar's Intelligence of 24. Later that week, Laskar is forced to recast the spell after Ulrike slaughters the gardener (the new command would probably be something to do with keeping the lawns in order).

LEVEL 8 SPELLS

Cost: 1d6 x 400g

IQ 24+

DEX 15+

(1) Automaton

The wizard creates a clockwork bodyguard and manservant. The automaton is most often built using a suit of plate armour as a base but some rich wizards build their robots out of gold skeletons. The wizard must be present during the crafting of the host system which usually takes 6d6 hours.

Once the body is formed, it starts to fill up with all the necessary cogs, gears and rods to allow it to move and act as required. One can often hear gears grinding or see steam whistling from its visor or oil leaking from a joint.

The automaton is fanatically loyal to its creator and will attempt to complete any task that an IQ of 9 could handle, although the automaton cannot speak. If attacked or forced to fight for its master, it has armour protection equal to half the creator's level (round down) and an MR equal to caster's IQ x half his level (round down).

If the automaton is reduced to zero MR, it is completely destroyed causing the caster to permanently lose one ST point.

It is rumoured that Vermidian the Arcane has several automata including one that can be ridden like a horse. He is prepared to rent them out but they don't come cheap.

(2) Binding

The target is immediately paralysed unless a level 1 Saving Roll on CHR is successfully made. The level of the Saving Roll is increased by one for each additional 8 power spent. the spell lasts 1d6 hours per level of the caster.

(3) Blades of Retribution

Nine magical swords shimmer into existence above the wizard's head. As soon as the caster takes any damage (even just one point), the blades descend upon the offender in a whirl of destruction. The victim suffers one die of damage per level of the caster. A DEX Saving Roll reduces damage by half (round down).

(4) Craft Memories

Given 1d6 minutes alone with the subject, the wizard can manufacture 1d6 +1 specific memories and plant them in the subject's mind. Once there, they will be as real as any other memory the target has. Only a level 3 CHR Saving Roll will repel the fake memories.

Fortunately this spell is closely guarded by the Guild, applicants are heavily vetted and/or expected to pay the maximum fee of 2,400g.

(5) Elemental Mastery

Summons a semi-sentient magical creature from one of the four elemental realms (earth, air, fire or water). The caster may only call an elemental from the realm to which he is aligned - a secret that is revealed only when the spell is first learned. Roll 1d6 on the following chart:

1. Unaligned, the spell cannot be cast; the wizard has wasted his money.
2. Earth.
3. Air.
4. Fire.
5. Water.
6. Unbound, the wizard chooses a realm.

The elemental remains under the caster's command until it has performed 3 tasks (an elemental forced to fight for the wizard 3 times has completed its 3 tasks) and then returns to its realm of origin. All elementals have an MR equal to the IQ x experience

level of the summoning wizard but otherwise have varying task abilities:

Earth: can transport the caster's party to any other land area within 100 miles as long as it is connected to the area currently occupied.

Air: can carry a detailed message to the ears of any named individual anywhere on the planet (and instantly return with the reply).

Fire: offers complete protection to the caster's party regardless of the extremes of temperature (living in an active volcano would even be possible).

Water: the essence of life; water elementals can restore any number of sick or wounded characters to full health (it cannot restore the dead to life however).

Note that if the player can come up with a reasonable use for an elemental beyond those listed, the GM should certainly consider the proposal and perhaps reward the creativity.

(6) Erase

This devastating spell completely destroys one living subject within 20 ft. of the caster. The target is not simply killed but erased from the memory of anyone that ever met the person - even the subject's parents would deny all knowledge of their offspring - even if faced with his or her portrait. Note that the erase spell also destroys any unliving self replicas the target may have created.

To avoid erasure, the target is allowed a level 1 Saving Roll on his highest attribute. The Saving Roll is increased by one level per 8 additional PWR points spent up to a maximum of level 9. Some flippant Guild members have been known to refer to this illegal magic as Death Spell Number Nine.

(7) Inferno

One of the Guild's most impressive spells! A ball of fire with a 100 ft. radius erupts from the wizard causing 1d6 + caster's level in structure damage (note that 1 point of structure damage is equal to 10 points of normal damage)!

Each casting of the spell costs 8 points of ST that is recovered at the normal rate (rather than sacrificed).

Characters caught in the blast but able to dive for cover may attempt a level 3 Saving Roll on DEX. If successful they only suffer 1d6 + caster's level in normal damage.

The Guild has a small army of wizards proficient with this spell know as the Infernal Brigade. This is perhaps why the Guild is rarely challenged!

(8) Invisibility

True invisibility! The caster becomes completely invisible to all forms of detection (even the spells Seeking and Manse) and remains so until he casts his next spell or physically makes an attack.

It is rumoured that the once great mage Meldryn the Chaste, cast the spell and enjoyed it so much he never cast another and still haunts the red light district of the city to this day.

(9) Reversal of Fortunes

The ultimate disguise! The spell allows the exchange of one consciousness to another body. All the mental attributes of the wizard are exchanged with those of the target subject.

The spell is actually a lengthy ritual taking 2d6 hours during which time, the wizard must be in physical contact with the subject. One point of the caster's IQ is sacrificed in the exchange

(10) Sky Sphere

This rare spell demonstrates the contrary nature of magic; casting requires a rock or other dense object (such as a marble statue or lump of ferrous metal); followed by the sacrifice of 3 levels of foci.

The chosen item first transforms into a perfect sphere and then begins to levitate, potentially reaching altitudes of up to one mile. Furthermore, anything, regardless of weight or size, in the proximity of the sphere also levitates. So if some enterprising individual popped one in the hold of a ship, they would end up with a flying ship!

The spell is presently unknown to the Guild, although they would never admit that.

(11) Summon Dark

Entity

There are two other elemental realms. One is believed to be inhabited by the gods and goes by many names, the other is known as the Dark Realm.

Dark entities are truly the stuff of nightmare. They can take any form they choose but usually have a favourite - often it's a tentacled horror with thrashing tongues, snapping beaks and a hundred gleaming red eyes - but frequently it's something more terrifying.

They are generally called upon to commit one horrific act of evil, which they will gladly do before departing (kind of). The act could include; levelling a city, causing a volcano to erupt, sinking an entire island; removing an individual from the time-line and any manner of other terrible deeds.

Should it ever be necessary, Darks always have a basic MR equal to the summoner's level multiplied by 100. In addition to the power cost, the caster must permanently sacrifice 4 points of ST and 1 point of CHR.

Openly, the Guild of Wizards denies the existence of this spell, secretly it is outlawed but many believe Dark Entities are responsible for much of the woe to befall the world.

Note that creatures of Dark always remember who summoned them and the caster only has the monstrosity's word that it will leave after performing its abominable transgression.

(12) Wisdom of the Ages

Each casting of this spell allows the wizard to successfully pass any one Saving Roll, regardless of the level. Indeed, if there is a benefit to be gained by rolling a certain result, the wizard is assumed to have rolled 5 points higher than the minimum required. The spell requires the sacrifice of 1 ST point if the Saving Roll is level 6 or more. It is through this spell that the Guild (and others) unlocks truly powerful knowledge and spells.

LEVEL 9 SPELLS

Cost: 1d6 x 450g
IQ 26+
DEX 16+

(1) Banish the Dark

Once summoned, Dark entities never truly depart; they lurk quietly in the shadows, watching and waiting to see what their summoner does with the power they grant. If they approve, they may become a secret benefactor, if not they might visit some horrible fate on the wizard.

This spell either sends them back from whence they came or destroys them completely, no one knows for sure.

In addition to the power required for the spell (a mere token), the caster must sacrifice a number of levels of power foci equal to the level of the wizard that summoned the entity.

If exactly the right amount of focus levels are sacrificed, the entity is defeated, if not, the caster immediately suffers the effects of an erase spell.

(2) Channelling

Channelling allows the caster to leach attribute points from a living sentient subject (who must be conscious but immobilised in some way). The points are then stored in power foci that have already been bound by the caster (either type of focus can store a number of attribute points equal to 5 x its level). Alas, much of the potential is lost in the process, for every 5 attribute points channelled from a victim, only one is stored in the focus!

Note that the caster must record the type of attribute channelled - a ST point can't be sacrificed if the spell calls for a point of CHR.

The spell takes 1d6 hours to cast and (of course) is outlawed by the Guild. Each casting of the spell allows the wizard to channel a number of attribute points equal to the total of his Intelligence and Charisma.

Channelled points are usually used by the caster when called upon to sacrifice an attribute of his own.

(3) Doom Sphere

Every character or monster within a 50 ft. radius of the caster immediately suffers enough damage to reduce them to within one point of passing out unless they beat the caster in an opposed CHR Saving Roll. If the target or targets beat the caster's roll they are unaffected. For example, Tremillo the wizard casts doom sphere as both he and his fellow delvers are about to be slaughtered by a mob of angry trolls; his player makes an open-ended roll on CHR (let's say he rolls a total of 29), anyone within range that rolls 29 or less suffers damage.

(4) Focus Forge

Once the wizard has located a small fragment of starstone (meteor) he can begin the long process of creating a casting or power focus. This will require 1d6 days per level of the focus desired. During this time, the fragment must be joined with an object of the wizard's choosing. That object ultimately becomes the focus.

In addition to the power cost, the wizard must invest his life force in the foci, for each level desired, he must expend 30 experience points (but may not do so if that would cause him to 'lose a level').

Thereafter, a Saving Roll must be made (on IQ or CHR) at a level equal to the desired level of the focus. If the roll fails, the starstone is destroyed but the caster does not lose the experience points.

A new focus is never automatically bonded to the wizard, even though he made it.

(5) Forge Spell Stone

A spell stone is a simple river pebble inscribed with one of the runes related to a particular spell. When the spell is thrown to the floor or other hard surface, the effects of the spell associated with the spell are released.

It takes just 1d6 minutes to scratch the rune to the stone and one additional power point. That point will not be available until the stone is used. First level spells may be stored in a spell stone at no additional cost, higher level spells require additional power equal to the level - that can be a lot of power to lock away.

Charlatans may try to pass a normal stone off as a spell stone since the new owner won't want to use it until the right moment - they are a 'one shot' item.

(6) Golem

Golems are very similar to automata in that they are created

but the golem can speak and interact freely. Wizards who lack company often make their own. This creation must be made of some mutable substance such as flesh stitched together, clay fashioned into a humanoid form or molten gold poured into a mould.

The golem is very powerful (MR equal to the caster's CHR x level) which is why a point of ST and DEX must be sacrificed to give the monster 'life'.

Rarely, a golem will develop goals and desires not compatible with his maker, perhaps even gaining a moral compass. In extreme cases the golem may turn on its master but this is unlikely to be a direct attack.

The creature is considered to have an IQ of 12 and is literate.

(7) Hand of Death

This cruel spell will kill somebody outright! Once cast, the wizard has 2 minutes to touch the victim (otherwise the wizard will die). As soon as he is touched, the victim is instantly aware that he will surely die within 2 minutes if he doesn't touch someone else. And so it goes until the last person touched can find no other or cannot bring themselves to pass on the death curse. Then their heart and brain explodes with such force that the head is lifted from the body and chest bursts asunder.

Note that if a character has already received the hand of death no one can pass it back to him (the victim that has just been touched by the caster can't pass on the curse by touching the wizard - he must find somebody else or die).

(8) Ocean World

Whilst the spell is maintained, the wizard actually becomes an aquatic being. There is no change in his physical appearance but he lives and breathes underwater, to

any depth without ill effect. The spell only requires 3 points per day to maintain so it would be quite possible (but not necessarily desirable) for a wizard to retreat underwater and stay there indefinitely. Danamon the Proud, a local Guild official recently disappeared after announcing his intention to marry a mermaid.

(9) Personal Domain

The wizard's steps through a door of his choice but rather than appearing on the other side, is transported to his own private universe. Whilst in the personal domain, it is impossible to interact with the wizard in any way, indeed, his physical body cannot be found. So the wizard is totally safe.

The only problem is that life in this fantasy universe is so incredibly wonderful (whatever the mage wishes for is freely available), some, perhaps many, retreat to their personal domain and never return. Once in the domain, the player must make a level 1 Saving Roll on any attribute to leave. If he fails, a second attempt may be made in one month. If that roll is failed, a third and final roll is allowed one year later.

From within the personal domain, the wizard can easily locate a portal allowing him to view the location where he entered his realm.

(10) The Distant Step

The caster and all of his possessions are instantly and safely teleported to any location he has been to before. Each 9 additional PWR allows the wizard to take one other willing subject with him.

(11) Time Step

When someone is removed from the time line not only are they completely eliminated but everything they did in their lifetime is altered to remove them from the 'picture'. If they married

and had children, those children vanish - in fact, they never existed.

Only Dark Entities have the power to dip into time and remove someone but incredibly powerful spell casters can for brief periods, step off the time line. As soon as they do so, time is momentarily frozen, it cannot progress whilst someone is 'out of step'. For the caster, the world stops and only he can move and act. See the example below.

The spell requires the permanent sacrifice of 2 ST, 1 LK and 2 Charisma and allows the caster 10 x IQ seconds to be out of step with time. each additional PWR spent adds a further 10 seconds. At the end of this time, the wizard must make a level 1 Saving Roll on his new reduced LK score or he is spotted by a hungry Dark Entity and Erased (as per the spell).

Several Guild members have access to this spell but only use it to advance the Guild's cause and never teach it.

(12) Unseen Armada

Each casting of the spell causes one ocean-going vessel within the wizard's line of sight to become completely invisible to any being not already aboard that ship. The targeted vessel is also silent, appears to displace no water and leaves no wake in its passing.

The spell (or spells) last until the wizard ceases to maintain it (or them). Maintaining unseen armada requires the wizard's player to set aside 3 PWR points per casting, the points are unavailable for use while the spell is being maintained. As soon as the ship is visible again, the power is once more available for use.

Note that the unseen ship is visible to those aboard, which is handy since it's very hard to sail an invisible ship!

Example: Time Step

Blackfire the Mage casts Time Step, walks over to the dragon that was about to destroy him, strolls past the frozen column of flame, climbs on to its shoulder and thrusts his staff into its startled eye until he feels the brain pop.

When Blackfire steps back into time the dragon instantly dies, no one present would know why (least of all the dragon) except perhaps for the ichor dripping from Blackfire's staff. Naturally, Blackfire doesn't need to sacrifice his own attribute points since he has several foci full of points from his channelled victims. He's that kind of guy.

Random Treasures

A random treasure generator has been a regular feature of *Tunnels & Trolls* from the beginning. In fact only v7.0 lacked a series of treasure tables and the omission was quickly addressed in v7.5. This treasure generator (based on the extensive set of tables created by Mahrundl the South Australian troll) will create smaller hoards of cash and items than earlier editions and this seems more in keeping with 4th edition's pre-inflation feel.

Step 1: Begin by selecting the size of your random treasure; choose from small, medium or large. A few bandits or some rowdy goblins might guard a small treasure whilst a medium find might be a long-lost chest of riches and large treasures are coveted by dragons.

Step 2: Once you have selected the overall size of your treasure, **Table 12A** indicates the base dice to roll for each coin type and the potential number of jewels present. **Table 12B** provides a multiplier based on the treasure size and the number to roll on 2d6 to discover whether a magic item is present in the hoard. For example, a small treasure contains at least 7d6 x 10 copper coins and never, a jewel.

Step 3: if one or more jewels are present, roll two dice on **Table 13A** for each to determine its size and value factor. A dice roll of 12 indicates a jewelled item has been found and will require a roll on Table 13B to establish just what the item is. Such an item will carry 1d3 jewels (or the total number of jewels in the hoard, whichever is less).

Step 4: for each jewel, roll 3d6 on **Table 13C** to determine its type. Once the type is known, multiply the base value from Table 13C with the value factor from Table 13A to determine the jewel's worth in gold pieces. The delvers might need certain talents to divine a jewel's true worth - or rely on NPC gem merchants...

Step 5: we've already determined whether the random hoard contains a magic item or not now we need to roll 2 dice on **Table 14** to find out what it is.

Magic Item Notes

Magic items are all unique to some degree and the GM may be making a rod for his own back by handing out random items. It's always better to design a permanent campaign fixture from the ground up.

Where a number range is present, record the number you roll as a higher number is always a more powerful item; for example a Talent bonus item has a modifier of +1 if you rolled 2 and +2 if you rolled 3.

Talent bonus: the item provides a discrete bonus to Saving Rolls (+1 or +2) when using the item for the specific task it was created for. A +2 lock pick will always increase Saving Rolls to pick locks by 2 points but will not turn an Epic Fail (a roll of 1 and 2) into a success. The item is more durable than a non-magical version but can be broken. Such items are rarely if ever sold by their owners but a value of 200+ or 400+ gold might be appropriate.

Spell power (charged): any item can be enchanted with the power to create the effects of a specific spell. The most common type is the spell stone which can be used just once. Other items have a store of power which can be used by the owner (even warriors) to cast that spell. Roll 1d6 to determine the level of the stored spell then select an appropriate spell from that level.

If the roll on the above table was a '4' the item is a one-use spell stone; if the roll was '5', the item contains 4 PWR per spell level. Spent power is restored in full, at midnight or midday (the GM may choose).

Spell power (permanent): these items may cast a spell 1 to 6 times per day (roll 1 die each day the power is first used, 24 hours must elapse before a new roll is made) rather than having a certain number of power points. If the spell in question has varying effects based on the number of power points spent, the powered item only produces the minimum effect. The GM should ensure that the spell chosen makes sense as a permanent power but where possible use the guidelines discussed for charged items above.

Weapon: roll 1 die to determine the type of magic weapon. Melee weapons (1 to 4) increase the user's combat roll by +1 or +3; missile weapons (5 to 6) increase the archer's marksmanship rating by +2 or +4.

Shield: a magic shield has a protection value of one point greater than a similar mundane item. In addition, magic shields never break through normal combat use but might shatter under extreme duress (being used to jam open a castle's portcullis or being chomped on by a dragon). They can be destroyed by using the armour burning optional rule.

Armour: because magic armour is comprised of a number of individual parts it also runs the risk of standard breakage as described in the combat section.

Saving Roll bonus: these rare and powerful items are tied to a particular attribute. A magic pair of gloves might apply to Dexterity or Strength; a helmet could

effect Intelligence or Charisma Saving Rolls; a lucky charm works for Luck or Constitution etc.

Whilst the magic item is used, worn or carried, add +2 to the Saving Roll for the aligned attribute.

Unique: such items should only be employed by the GM on very rare occasions since they impact on the balance of play, diminishing the value of earned experience points. Unique items have no limit in the kind of effect or bonus they can bestow. For example, one might increase one of the character's attributes by +1, whilst the item is worn or used; another might be a weapon with double the number of combat dice or half the ST and DEX needed, and so on.

The GM might also consider the possibility of an intentionally cursed item or a magic item that is somehow flawed and has unexpected side effects,

For example: Koraq's Circlet of Life is a gold torc that is worn around the neck and magically increases the owner's CON by +1.

Example 2: Cruickshank's Spanner is a powerful device that adds +9 to all repair Saving Rolls. Alas it is a tragically flawed magical item - for each repair made, something else nearby will fail spectacularly. Equilibrium must be maintained.

Example 3: Durowe's Dart of Duality is a deadly cursed crossbow bolt. If the target is struck and wounded an identical dart appears in the body of the shooter causing the same damage.

Table 12A: Base quantities

Treasure Type	Dice Roll
Copper coins	7d6
Silver coins	5d6
Gold coins	3d6
Jewels	1d6
Magic items	See below

Table 12B: Actual quantity

Treasure Type	Small	Medium	Large
Copper coins	x 10	x 20	x 30
Silver coins	x 5	x 10	x 15
Gold coins	x 10	x 5	x 10
Jewels	x 0	x 10	x 2
Magic items	12	10 +	8 +

Table 13A: Jewel size

2d6 Roll	Jewel Size	Value Factor
2 to 4	Chip	x 1
5 or 6	Small	x 5
7 or 8	Average	x 10
9 or 10	Large	x 50
11	Huge	x 100
12	Jeweled item	Roll for each jewel

Table 13B: Jeweled item

2d6 Roll	Jeweled item type
2	Head adornment or helmet
3	Torc
4	Necklace
5	Bracelet
6 or 7	Ring
8	Weapon
9	Armour
10	Shield
11	Belt
12	Earring

Table 13C: Jewel type

3d6 Roll	Jewel Type	Base Value
3	Quartz	x 0.1
4	Amber	x 0.5
5	Topaz	x 1
6	Garnet	x 2
7	Onyx	x 3
8	Turquoise	x 5
9	Amethyst	x 6
10	Lapis Lazuli	x 8
11	Agate	x 10
12	Aquamarine	x 12
13	Jade	x 14
15	Opal	x 15
15	Pearl	x 16
16	Sapphire	x 18
17	Diamond	x 20
18	Emerald	x 30

Table 14: Magic items

2d6 Roll	Item Type
2 or 3	Talent bonus
4 or 5	Spell power (charged)
6 or 7	Weapon
8	Shield
9	Armour
10	Spell power (permanent)
11	Saving Roll bonus
12	Unique

Elaborations

The following rules cover typical situations that crop up in the careers of your typical adventurer from time to time.

Falling (and landing)...

Adventurers do dangerous things; they sometimes fall from high places and land on sharp objects. When they do, there's a chance they'll take damage. Let's assume that hardy characters can take a fall of 20 ft. and walk away unharmed. Falling more than 20 ft. tends to give you sore elbows.

When the character falls 20 ft. or more there is a potential for injury. The player should attempt an opposed Saving Roll against the distance fallen in feet as an absolute number. If the character equals or exceeds the distance fallen, he walks away with a few bruises and perhaps minus his hat but otherwise unscathed. If he failed the roll, he takes the difference as damage points; if the roll is an Epic Fail, multiply the damage taken by 2. Armour provides normal protection against falling damage. The GM might also allow warriors to use armour burn points to mitigate falling damage (if this optional rule is used).

In most cases the GM will want to test the character's Dexterity or Luck with the Saving Roll but enterprising players might offer alternatives, such as:

- 'I'm using Strength to break my fall or catch a few branches on the way down.'
- 'My natural toughness (CON) will see me through this one.'
- 'I'm using Intelligence to calculate the angle of descent, aligning my body perpendicular to the Mandelbrot Quotient resulting in a measured fall and controlled landing. In fact, I'm technically flying.'

Given that a Saving Roll is involved, a player may roll a particularly high number allowing his character to walk away from some serious drops with naught but a scratch. Since this is a fantasy game, we can be okay with this but perhaps a little generous narrative could assist: 'It's just a few degrees shy of a vertical drop? So it's not actually vertical? In that case, I'm not actually falling; I'm shield-surfing down the wall...'

Of course there will be times when the devious goblins have pitched in to buy some spikes for the bottom of their pit-trap. Now, we could talk about bodies in flight gaining momentum as they fall but that would call for a calculator and we don't want that. Instead, the GM should give the spikes (or whatever) a rating in damage dice, just like a weapon. That could be one die or more.

Holding Your Breath, Swimming and Drowning

In the first round the character is submerged attempt a level 1 Saving Roll on CON. If successful, the character survives for one combat round (approximately 2 minutes); if not, he suffers one die of damage but either way, the character will drown early in the second combat round.

For a more exciting time underwater, the GM might rule that a combat round only lasts 6 to 10 seconds and allow the character to make a CON Saving Roll each turn, taking 1 point of damage with each missed roll. The Saving Roll would be level 1 for the first 30 seconds, level 2 for 30 to 60 seconds and level 3 thereafter.

Being underwater at depths of 60 ft. (10 fathoms) is no fun either. At that depth, take 1 point of damage per turn and an extra point for each multiple of 60 ft. or part thereof. The cabin of a submersible will protect from pressure damage down to 100 fathoms.

All player characters are assumed to be able to swim to some degree, although a really big troll might just sink. Swimming short distances is a function of ST; a swimming race might use opposed ST Saving Rolls. Staying afloat for durations of one hour or more would require increasingly demanding CON Saving Rolls. Ultimately, the swimmer might need to refer to the drowning rules... Note that some spells negate the damage of drowning and the pressure of great depth.

Disease and Illness

The characters should never fall victim to disease by chance; heroes don't take a week off due to a bad cold or an embarrassing rash. However, if the GM tells the players up front that the area their characters are about to enter is rife with mosquitoes with a habit of passing on nasty illnesses, we need to know more. Certain plague-ridden critters might pass on a disease during a combat encounter but the GM's description of the creature should make it clear that an additional risk is involved.

A disease has two important elements:

How virulent is the disease? What are the effects (including how long it might last)?

Virulence

- *Level 1* You might catch it if you're unlucky (or sickly).
- *Level 2* Approximately 20% of most normal folk will catch this.

- *Level 3* About half of those exposed with catch the disease.
- *Level 4* Pandemic.

The virulence level of the disease determines the level of the CON or LK Saving Roll required to avoid infection.

The general effects of the disease are entirely up to the GM. It may be that the illness causes an uncomfortable rash in the codpiece or it may last 3d6 days and cause the sufferer to suffer 2 damage points per day, or worse. In all cases, the level 3 spell purification will cure the illness immediately.

A common cold might be a level 1 illness that lasts 1d6+2 days and reduces the character's CON Saving Rolls by one point during that time.

By contrast, the Red Death is a level 3 disease that will kill in 1d6 days!

Poison

Heroes tend not to use poison on their arrows (even villains would shy away from using it on melee weapons given the likelihood of getting a nick off your own blade) but there may come a time when it's

called for or the delvers may be the target of a poisoning themselves.

Of course poison can get into your character's system from other means - a poisoned meal or drink, or the bite of a poisonous insect or monster.

Not all poisons inflict direct damage; instead they may cause lethargy, difficulty breathing, blurred vision or result in the afflicted character falling into a deep slumber.

However, all poisons that could impact on a healthy adventurer have a strength rating (either 1, 2 or 3 but sometimes more). This is the Constitution Saving Roll the player must make for the effected character to avoid some or all of the poison's effects.

For example: Helfaxe Roote looks almost exactly like a gnarled stick of ginger and in its natural state hurts no one. But when powdered and diluted in water (possibly sweat on the victim's brow) it encourages a nasty yellow rash to spread in the direction of the sweat glands. If the victim fails a level 2 Saving Roll on Constitution he is all but incapacitated due to fevered scratching (which, itself inflicts a point of damage) for 1d3 hours. If the roll is successfully made, the discomfort passes within the hour.