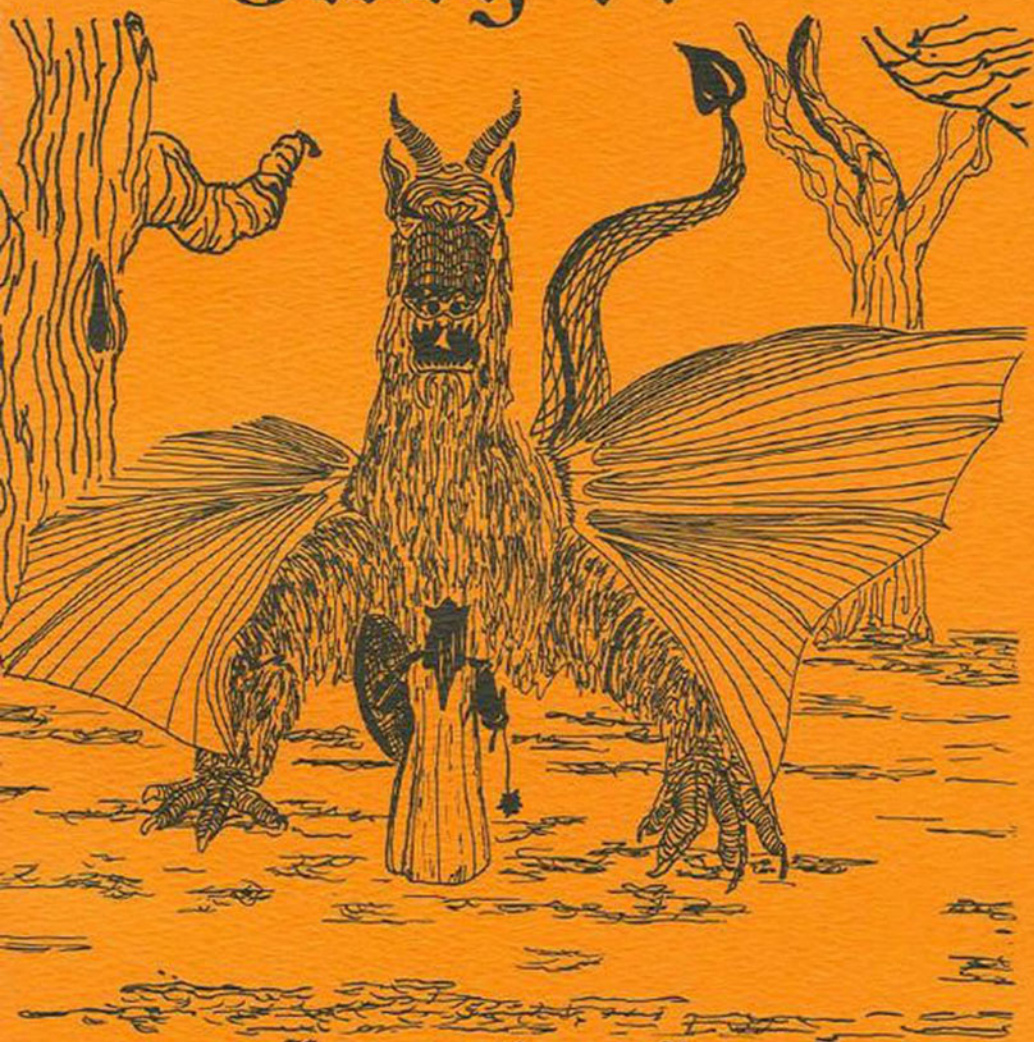


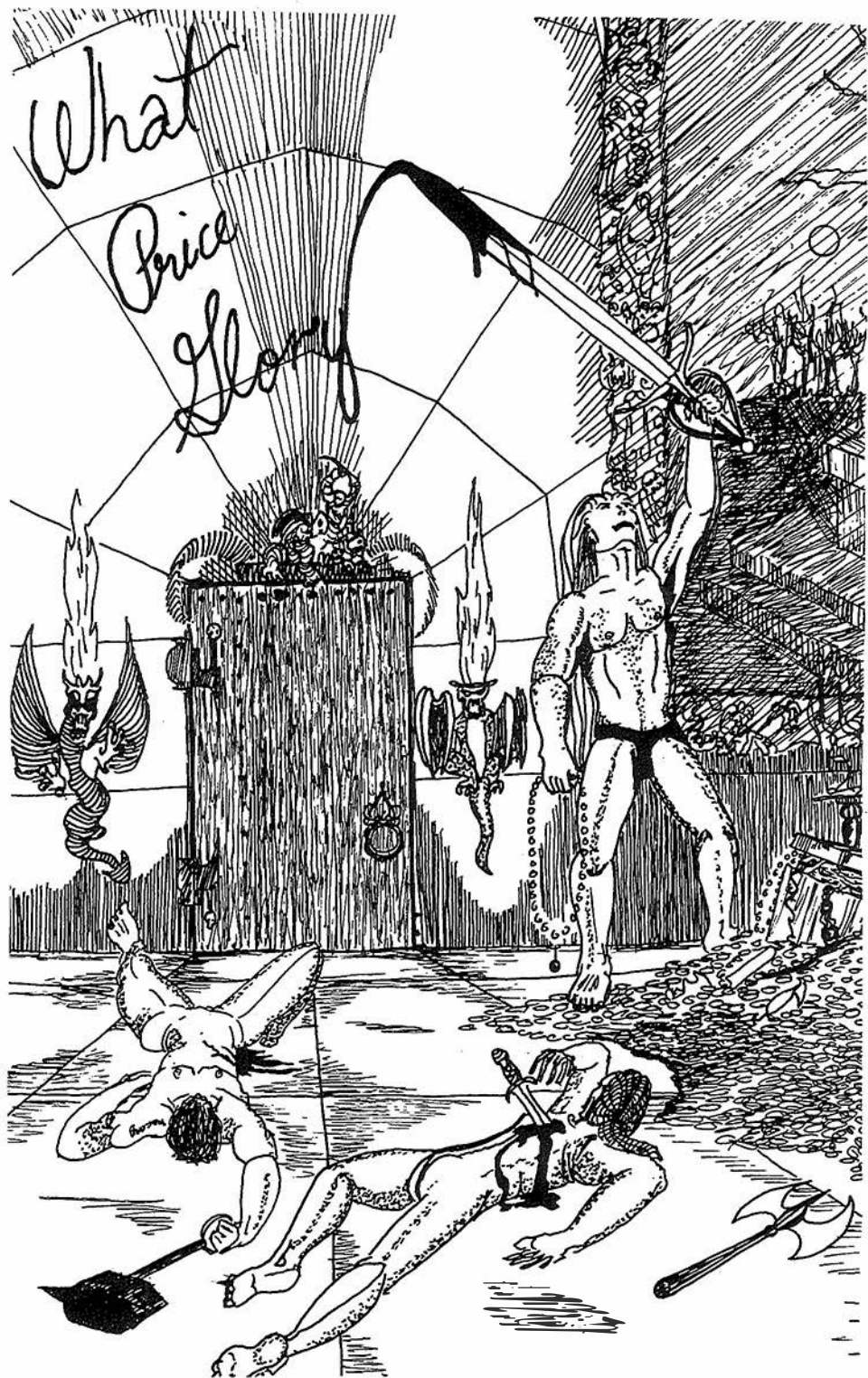
What Price Glory ?!



Fantasy Game Rules

by

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Introduction

You are standing in long, dark corridor, with a massive wooden door directly to your left. Up ahead there is a sputtering torch set in the stand bolted into the irregular stone wall. The air is cold and damp. You decide to listen at the door. Hearing nothing, you push on it and it opens. You find yourself in a large, well lit room. At the opposite side of the room there are two big, ugly, human-like creatures, who are obviously startled. What do you do? In a flash, one of the creatures picks up a club, while the other grabs a big curved sword, and they both start to advance menacingly. What do you do? Do you run? Draw your own sword? Charge toward them? Scream for help? Beg for mercy? Fall to your knees and pray? Summon inner strengths and powers to save you? What do you do ??? Hurry ! They are approaching faster

Role Playing games can provide this sort of entertainment. It is not surprising then, that in a short time (the first rules went on sale in 1974) fantasy role playing has become hugely popular. Nearly every college campus has a large number of such gamers.

The major problem with these games seems to be the difficulty of trying to explain the game to a non-player. And yet, in my experience, anyone who can be talked into playing once, will be willing to come back for more. Every sort of person seems to find it enjoyable. If only explaining it wasn't such a herculean task...

The object of this introduction is to explain the game. If you have already played, you may wish to skip over this part.

To play the game in its fullest form, a person called 'judge' or 'referee' is required. Necessary personal qualities of a judge should be imagination and patience.

It is the judge's responsibility to prepare on paper (prior to play) a fictional setting. This setting should contain sufficient people, places, objects, etc to retain the players' interests; and it should be large enough in extent so that the players do not feel limited in their choices. There are a large number of ways to start a game, and we have presented a few in the Miscellaneous section of these rules. Often, to start, the judge will prepare a cave complex (generally called a Dungeon) which is full of traps, monsters, and treasure. A surrounding locality will probably soon be added. Then, perhaps a town, complete with merchants, constables, thieves, and so on. Whole worlds have been 'created' by ambitious judges. In fact, there even exists several companies who sell prepared dungeons, towns, and wildernesses.

Note that the judge prepares all of this on paper (no models need be constructed).

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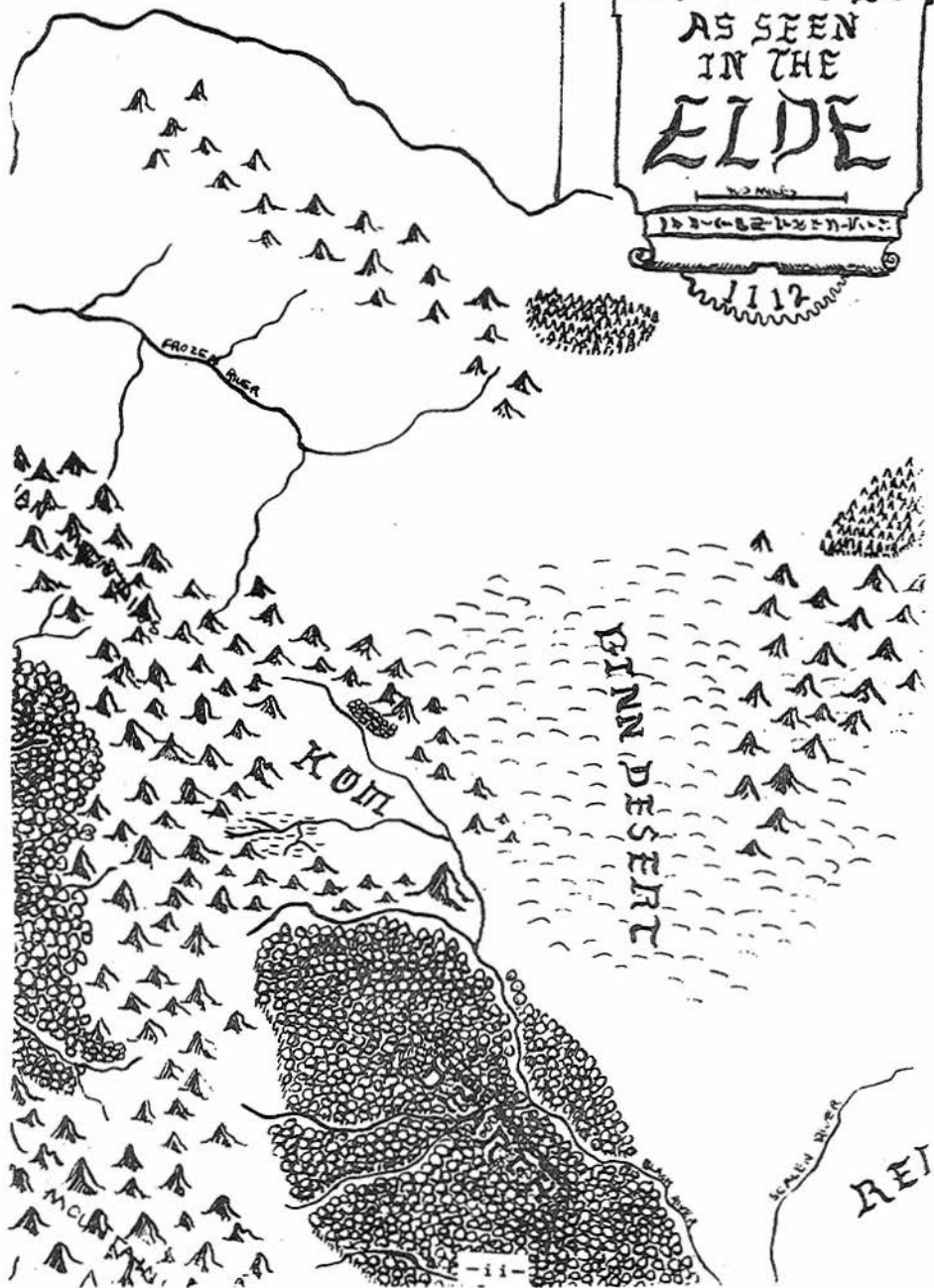
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FROZEN RIVER

KUM

INN DESERT

REI



Every person (other than the judge) playing the game represents (plays) a character in the judge's 'world'. The judge is the players' eyes, ears, and noses. Everything that a player's character would be able to see, hear, smell (even taste or feel) in the judge's world is described to the player by the judge. The players are limited in their knowledge of the world. They should be limited to only what they remember from past experiences in that world (if any), and what they presently see, hear, smell, taste, or feel (as told by the judge).

The player and 'his character' are called the player/character (P/C). The player/characters will invariably interact with other characters in the world. These other characters might not be represented by a player (it's hard to find a whole world full of gamers willing to play!). These are called non-player/characters (NP/C). Non-player/characters are another responsibility of the judge. He must play the part of any NP/C that the player/characters meet. This is usually not too difficult since the judge 'created' the world, and therefore populated it with those NP/Cs.

It must be remembered that the judge is not playing against the players. His function is to referee and judge the action. He is to settle all rules questions. He should have complete access to all knowledge of what any player/character is doing. A player plays THROUGH a judge, not against him. The judge is not (should not be) out to 'get' the players; he merely adjudicates all of the happenings. (Admittedly, sometimes a judge's world might be so laden with monsters and traps that it seems the judge is intent on destroying the players). Furthermore, it is the judge's duty to provide a world that is interesting and exciting in order to maintain enjoyment.

Role playing games are easy to play because generally a player may attempt to do exactly as he desires. Players can act as they might in real life, or they can try to live any sort of way they might have dreamed. No other game allows a player to try most anything at all. It is this fullness and richness of play that is the cause of the large rules books. Questions immediately arise: what happens if I try to hit that person with my weapon? what happens if that monster bites me? how can I become a great wizard like Gandalf? To help the judge find answers to the millions of questions, is the purpose of this or any other rules book. Rules books are used by the judge to arbitrate and referee the action. Therefore it is not at all necessary that the players know every fine detail in these rules. It is quite possible to play knowing only a bare minimum. (Actually, these rules are directed at more experienced players, and at judges who might like a better playing system. And therefore, these rules might be lacking in much of the needed general

knowledge. We apologize for this. But we feel that there are many fine rules books for newcomers; however we sensed a definite need for a detailed rules system that would be playable, fun, and yet logical.)

Although a player is free to attempt anything, this doesn't give him a license to be vague in describing how he will attempt it. If a player merely says "I'm going to try to be king" and doesn't tell how he will try to accomplish it, his statement is meaningless. If a player wishes to build a castle, he must specify: where he is getting the money, where he is getting the materials, who is going to build it (how he will persuade them to build it), where he will obtain the plans; just to mention a few of the countless details involved. For this reason, players will tend to limit themselves to much smaller undertakings until they feel they have the means, ability, resources, and determination to attempt something grandiose. It is important to note; however, that even these small undertakings require specific descriptions of how the attempt will be made. Again, it is insufficient to merely declare "I'm robbing that silversmith's shop". Rather, it is an interactive process between the player(s) and the judge. The player states where, when, and how he will enter the shop; what he will be wearing and carrying (don't forget to tell how he will even get to the shop from wherever he is presently at). The judge then describes what he sees (and hears, smells, etc):

"You are in a small shop, with many fine silver items displayed around. Near the door is a rather heavy set man; in the back of the shop is an old, gray-haired man bent over his bench. What are you doing now?"

The Player might respond, "I'm drawing my dagger from my belt and moving toward the old man."

The Judge might respond, "You hear movement near the door."

Player: "I'll glance around, back at the door."

Judge: "The heavy set man near the door has picked up a large hammer and is moving toward you, meanwhile you see the old man straighten up, give a half-smile, and the air about him starts to shimmer and get cloudy."

Player: "Oops, now how am I going to get myself out of this mess?"

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"Coqui" "

H. Sprimont
Summer
1978

Preparation

Each player must determine the characteristics of the role he will play. These characteristics will usually be determined randomly as explained below, but it is possible for a Judge to have pre-established roles prepared.

It is not necessary or even desirable that players 'roll-up' new characters each time they play. It is much more interesting to retain the same character, and watch that character grow in experience and ability. A new character should only be determined for new players, or when an old character dies.

Each player should keep track of his characteristics on paper, in the manner shown. This chart should be kept secret from everyone except the judge, who may look at it at any time. (Attempting to lie to or cheat on other players is permissible, but no fate is too terrible for one who lies to a Judge.)

The first seven items (Strength, Intelligence, Wisdom, Dexterity, Mental Resistance, Charisma, and Constitution) are the special characteristics. These are determined randomly by rolling three 6-sided dice. These values are semi-permanent: generally these values will remain constant, but it is possible for them to change when required by some rule.

Fatigue Points (FP) and Hits-to-Kill (HtK) are indications of a character's "toughness". A character's initial FP value is determined by rolling an 8-sided die and adding the modifiers due to Constitution listed below. HtK are determined by a 6-sided die also with modifiers due to the character's Constitution:

character's Constitution	modifiers	
	HtK	FP
18	+3	+4
17	+2	+3
16	+1	+2
15	+1	+1
7-14	0	0
6	0	-1
5	-1	-2
4	-2	-3
3	-3	-3

Speed is an indication of how many yards per melee round may be moved by the character. This is fully described in the Movement During Melee rule section.

Melee Points (MP) are fully described in the Melee rule section, but all characters begin with a base of 3

MP.

Thieving Ability Points (TAP) are described under the Thieving rules section; all characters start with one TAP.

Healing Points (HP), Healing Number (HN) are described under Healers. Energy Points (EP), Special Powers (SP) are described under Clerics.

Generally, all of the above values increase with experience gained in the appropriate areas.

Constitution, Hits-to-Kill (HtK), and Fatigue Points (FP) collectively represent the state of health that a character is in. These all have a normal value for that character. These normal values slowly increase with experience. When a character gets hurt, one or more of these values will temporarily be lowered. As the character recuperates, the value will increase back to its normal value. A character cannot 'recuperate' to more than the normal value, hereafter called the normal maximum value. Generally, losses of Constitution, FP, and HtK are temporary and can be gained back with recuperation. However, sometimes the rules call for an increase or decrease in the permanent value. Such a permanent loss cannot be gained back by recuperation. About the only way to increase the permanent values is via experience (see the Experience rules).

Hits-to-Kill represent the ability to withstand serious wounds. If a character's HtK is ever reduced to 0, that character is unconscious. If it is reduced to below 0, that character is dead. Fatigue Points (FP) represent the character's short-term fatigue-resisting and minor-wound-resisting ability. If the character's FP is reduced to 0, all further FP losses are taken as HtK instead. Constitution represents the character's overall long-term resistance. If this is ever reduced to 0, the character is dead.

The player also must list all that he is carrying, and where on his person he is carrying it. This includes armor, weapons, food, torches, clothing, etc. Note that heavily laden character's will have difficulty in moving well. The Judge decides how much a character may start with. Often, this is determined by giving players a random amount of money, and allowing them to 'purchase' what they wish. Also interesting is having characters start with hardly anything, requiring them to totally fend for themselves. See the Miscellaneous rules for several suggested methods of starting characters.

Additionally, character's keep track of experience in various areas. This is all explained in the Experience rules section. Characters start with no experience accumulated.

Character -----

Strength
Intelligence
Wisdom
Dexterity
Mental Resistance (MR)
Charisma
Constitution
Fatigue Points (FP)
Hits-to-Kill (HtK)
Speed
Melee Points (MP)
Thieving Ability Pts (TAP)
Healing Points (HP)
Healing Number (HN)
Energy Points (EP)
Special Powers (SP)

Weapons, Armor, Food, etc.

Experience:

Melee	Missile	Magic	Thieving	Healing	Good/Evil
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(spells with their EN and SN should be on back)

Melee

General Overview

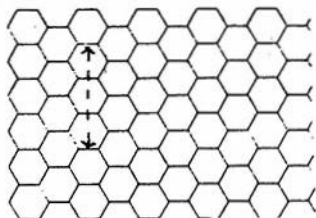
Tactical movement and combat can be as structured or amorphous as you like with these rules. It has been playtested several different ways: 1) where the judge describes situation verbally and players respond totally verbally, with no visual aids; 2) where a rough sketch (or a chalkboard or whatever) is given, and players explain their intended movements and actions to the judge; 3) where a reasonably detailed sketch of the area is made, and a transparent hexsheet overlaid, and markers on figures placed on this to indicate positioning of all characters (and creatures).

These rules will be detailed and refer to the 3rd method above. The more free-form methods of play can be used simply by removing all the calculations from the tactical movement, and have the judge regulate movements to keep them reasonable.

Tactical Scale

The tactical scale is not extremely important, but is given as an aid.

The basic movement distance is one hex. Each hex has a linear dimension of a little over 3 feet. These hexes correspond to a length of about 10 feet. A 10 foot square is represented (roughly) by 9 hexes.



There are approximately 10 melee rounds per minute, so each melee round is about 6 seconds. During play-testing even multi-character combat rarely lasted longer than 5 to 10 melee rounds until one side or the other ran.

Melee Points

This system is based upon the melee point (MP). A melee point is a rough indicator of a character's fighting ability during each melee round.

The number of melee points assigned to a character depends on his experience as a fighter (see Experience). All characters begin the game with 3 MP. As they earn experience in fighting of the various categories, their MP increases.

In addition, there are modifiers to the melee points allocated to a person:

Armor Class	MP Modifier
0 no armor	+2
1 soft leather	+1
2 hardened leather	0
3 splint armor	0
4 banded armor	0
5 chainmail shirt	0
6 plate cuirass	-1
7 full chainmail	-2
8 superior chainmail	-2
9 chainmail & plate	-3
10 full plate	-5

Dexterity	MP Mod	Intelligence	MP Mod
3	-3	3-4	-1
4-5	-2	5-14	0
6-7	-1	15-17	+1
8-14	0	18	+2
15-16	+1	Wisdom	MP Mod
17	+2	3	-2
18	+3	4-5	-1
		6-16	0
		17-18	+1

For full backpack: -1, -2, or -3 at Judge's discretion

To Hit Determination

For each weapon attack made, the player rolls a 20-sided die. The judge applies appropriate modifiers to the die roll and checks if it equals or exceeds the number given in the "To Hit" table.

The major modifiers to the die roll will be due to the actions performed by the 'attacker' and 'defender'.

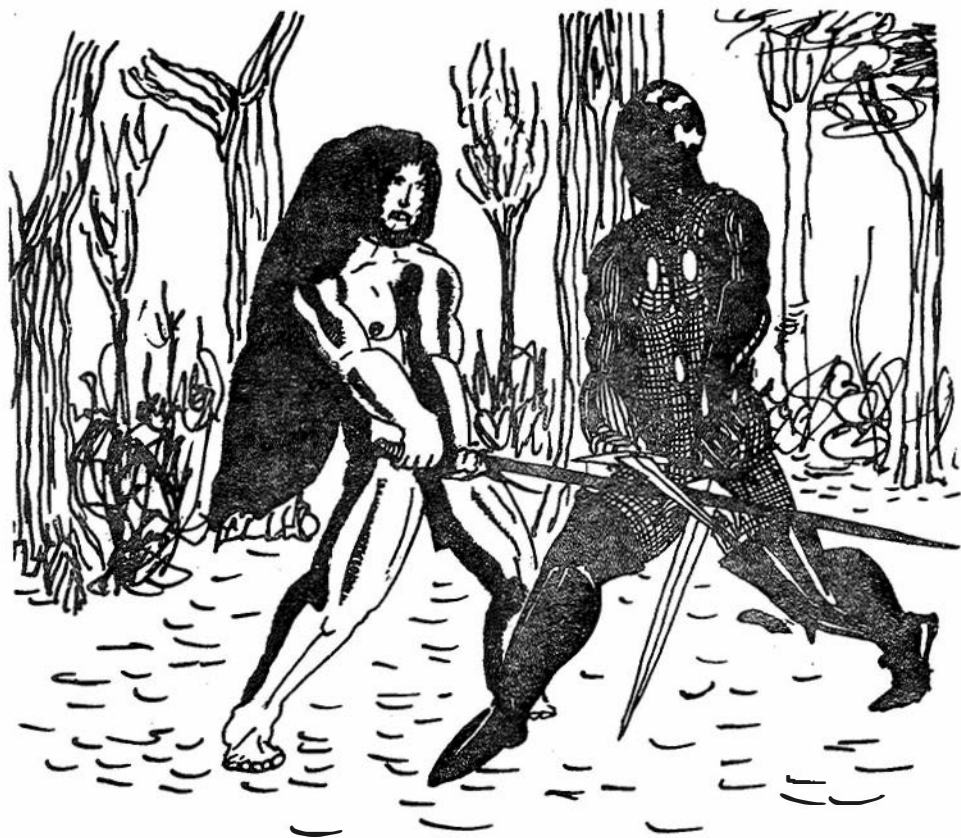
Each melee round the character may perform actions that 'cost' melee Points up to his MP allocation. The list of possible actions and their associated melee point costs are given in the 'Melee Point Cost' table.

During one melee round, you may perform multiple actions. That is you may strike more than once. You may parry more than once per melee round. You mix actions. However, you may only perform one shield defense per melee round.

Each offensive action is considered individually. All defensive action modifiers are totaled and applied

against every attack suffered. An offensive to-hit modifier adds to your chance to hit the target for that one blow. Defensive to-hit modifiers subtract from opponents chances to hit you.

Melee points may not be accumulated with one exception. They may be accumulated to enable a weapon attack, that might normally be impossible. That weapon attack must be the next action performed by the character. The character may not start to accumulate points until it is in the action and exchanging blows with an enemy (one can't stand 'outside' a melee, accumulate points and jump in with a 'best shot').



"Evil Lurks in the Forest" Grimont Spring '78

Melee Point Cost Table

Nonmissile Weapon Use

Ex				Ex		To Hit Bonus
Lite	Lite	Med	Hvy	Hvy		
2	2	3	4	5	Quick	-3
3	4	5	7	8	Normal	0
5	6	8	10	12	Timed	+2
7	8	10	12	14	Well Aimed	+4
9	10	12	14	16	Best Shot	+6

Missile Weapon Use

MP type:	one	two	three	four	five		
	2	5	4	5	14	Prepare	
	1	1	4	5	4	Aim	+2 *
	1	1	1	2	2	Fire	

* (but if no Aim, then -(0 to 5))

Shield Attack (Bash)

1	(A) with Small shield
3	(B) Small shield & body or Med. shield
5	(C) Med. shield & body or Large shield
7	(D) Large shield & body

Defense

with Shield

				Defense Bonus (To Hit Subtraction)			
Small	Med	Large		Small	Med	Large	
1	1	1	Marginal	+1	+1	+1	
3	4	6	Normal	+2	+3	+4	
6	9	12	Active	+4	+6	+8	
9	14	18	Exhaustive	+6	+9	+12	

with Stick or Weapon

2 MP to Parry +1 per parry

Miscellaneous

- 5 Tackle or Grapple
- 0 Drop present weapon
- 1 Draw new weapon from belt, scabbard on belt
- 4 Replace weapon into belt, scabbard
- 4 Draw weapon from scabbard on back
- 4 Pickup weapon from ground
- 1 Drop to prone or kneeling position
- 8 Get up from prone position
- 3 Get up from kneeling position
- 5 *Get or replace bow from back (over shoulder)
- 5 *Get or replace shield from back
- 2 *Drop backpack to ground (fragile things break)
- 7 *Set backpack on ground

* Note: if there are more than one of the following on back: bow, shield, backpack; then must pay total cost of all to remove any one item.

Example: Kzor is a 8 MP fighter with no armor, average intelligence, wisdom and dexterity. This gives him $8+2=10$ melee points. Assume he carries a mace (medium weapon) and a small shield. So he has a large number of possibilities:

He could strike twice with two Normal blows, each with no modifier (assuming no defensive action on the part of his target).

He could strike two quick blows (each at -3) while putting up a normal shield defense (giving a defense bonus of 3 against all attacks on him that turn).

Or, thinking ahead, he makes one Timed hit this round (at a +4), saving 2 melee points toward a Best Shot next round.

Weapon To-Hit Table Explanation

Missile attack resolution is explained under a separate heading.

The To-Hit table is used by cross-referencing the attacker's weapon versus the defender's armor class. This will give a box with two numbers (N1 & N2) in it, as shown to the right. The die is rolled, and all appropriate modifiers added. If the number rolled is greater than or equal to N2, the damage rolled is divided in half, with 50% of the damage to FP and 50% to HtK (round to HtK). Example: 6 points of damage, 3 would be subtracted from the target's FP, and 3 would be subtracted from the target's HtK. If the number rolled is greater than or equal to N1 (but less than N2), the defender loses Fatigue points (FP).

14/19
N1 ↑ ↑ N2

The amount of HtK or FP loss equals the damage die roll:

Attacker's Weapon	HtK or FP lost
Ex. Lite.	1 to 4
Lite	1 to 6
Medium	1 to 8
Heavy	1 to 10
Ex. Heavy	1 to 12

If a character is required to lose more Fatigue Points than he has remaining, the difference is made up with Hits-to-Kill (HtK).

If the character is required to lose more HtK than he has remaining, he is dead - regardless of how many fatigue points he has left.

Fatigue point losses represent tiredness and weariness (as well as bruises, strains and minor cuts in non-vital places). Hits-to-Kill represent blows that can possibly kill. Hopefully, with these rules, human flesh is not totally indestructible. For example, if a character with no armor is dealt a terrible blow with an axe on the chest, he will have a good chance of being very near death (will have lost most or all of his HtK).



WEAPON	A R M O R C L A S S										
	10	9	8	7	6	5	4	3	2	1	0
Dagger	23/25	21/23	20/13	20/23	19/22	19/21	18/21	16/20	15/19	14/18	12/16
" , Thieves'	21/23	21/23	20/23	19/22	18/22	18/20	16/20	14/19	13/18	12/16	11/15
Foil	22/27	21/25	19/23	19/23	18/22	18/21	18/20	16/20	14/20	12/20	11/19
Sword, Short	21/25	20/24	20/24	29/24	29/23	28/22	16/21	14/20	12/19	11/17	11/16
" , Light	21/26	20/25	20/24	19/24	18/23	17/21	16/20	14/19	12/18	11/17	11/16
" , Normal	20/25	19/23	18/22	18/22	17/21	18/20	14/19	13/18	12/17	11/16	10/15
" , Bastard	19/23	18/22	17/22	16/21	15/20	15/20	14/19	14/19	14/19	13/18	13/17
" , Broad	19/21	19/21	17/21	16/20	16/20	19/15	14/19	13/18	12/17	11/16	11/14
" , Long	20/26	20/25	19/24	18/24	18/23	16/21	14/20	13/19	12/18	11/17	10/15
" , X-Hvy	16/20	16/20	16/19	15/19	15/18	14/18	13/18	13/17	14/17	14/16	14/15
Scimitar	21/26	20/25	19/24	18/23	17/22	16/22	15/21	14/20	13/19	10/18	9/17
" , Heavy	20/24	19/23	19/23	18/22	16/20	16/20	14/19	13/19	12/18	11/17	11/16
Axe, Hand	22/23	21/22	20/22	20/21	20/21	19/21	18/21	17/21	16/21	15/20	13/18
" , Battle	19/21	19/21	18/21	17/21	17/21	16/20	14/19	14/18	14/18	13/16	13/15
" , 2-Hnd	17/21	16/21	15/20	15/19	14/19	14/19	14/18	14/18	14/17	14/16	14/14
Mace	18/22	18/22	17/21	16/20	15/20	15/20	14/19	14/19	13/18	13/18	13/18
" , Heavy	17/21	17/21	16/20	15/20	14/19	13/18	14/18	14/18	14/18	14/18	14/18
Hammer	18/22	18/22	17/21	17/21	15/20	15/20	14/20	14/19	13/19	13/19	13/19
" , War	18/21	18/21	17/20	16/20	16/19	15/19	15/19	15/18	14/18	14/18	14/17
" , X-Hvy	17/20	17/20	16/19	15/19	14/19	13/18	13/18	14/18	14/17	15/17	15/17

WEAPON	A R M O R C L A S S										
	10	9	8	7	6	5	4	3	2	1	0
Club, Light	23/28	21/26	20/24	20/24	19/24	18/22	17/22	16/20	15/20	14/18	13/18
	20/25	19/23	18/22	18/21	18/21	17/20	16/20	14/19	14/19	13/19	13/19
Spear	20/25	20/25	19/24	18/24	17/22	16/21	15/21	14/20	13/19	12/18	11/17
	21/26	21/26	21/24	20/25	19/24	19/23	18/23	17/22	16/21	16/21	16/21
Pike	19/22	18/22	17/21	16/21	16/20	15/20	14/19	13/16	13/15	13/15	13/14
	19/22	18/21	17/20	16/20	15/19	14/18	13/18	11/16	10/14	9/13	9/12
Halbard	17/20	16/19	15/19	14/19	14/18	14/17	14/17	14/16	14/15	14/15	14/14
	22/27	21/26	20/25	20/25	19/24	19/24	16/23	15/23	13/20	12/20	10/20
Flail	18/22	17/21	17/20	16/19	16/19	16/18	13/17	13/17	13/17	13/16	13/16
	17/20	17/20	16/19	15/18	15/18	14/17	13/17	13/16	13/15	13/15	13/15
Military Pick	16/20	15/20	15/20	15/20	14/21	14/21	14/21	14/21	13/20	13/20	13/20
Pitch Fork	19/23	19/22	18/21	17/20	17/20	16/19	16/19	15/19	15/18	14/17	13/16
	21/25	18/22	17/22	16/21	15/21	14/20	13/19	12/17	12/16	12/16	12/15
Chair	20/28	20/27	20/26	20/25	20/24	20/24	20/24	20/24	20/23	20/23	20/23
	24/31	24/30	24/29	24/28	24/28	24/28	24/27	24/26	23/25	23/25	23/25
Punch	31/---	30/---	29/---	28/---	27/---	26/---	25/---	23/---	21/---	20/---	19/---

MONSTER	A R M O R C L A S S											
WEAPON	10	9	8	7	6	5	4	3	2	1	0	
Fangs-Teeth												
Small (Lt)	24/28	23/25	22/24	21/24	19/22	18/22	17/21	16/21	15/20	14/20	12/19	
Med (Med)	22/26	21/25	20/24	19/23	18/22	17/22	15/20	14/20	13/19	12/18	10/17	
Lrg (Hvy)	20/24	20/24	19/23	18/23	16/22	14/20	13/20	12/18	11/18	10/17	8/16	
Gig (X-Hvy)	18/23	18/23	17/22	16/22	14/21	12/20	12/19	10/18	10/16	10/16	10/18	
Pincers-Mndbl												
Small (Lt)	23/28	22/27	21/27	20/26	20/26	19/25	17/23	16/22	15/20	14/19	13/18	
Med (Med)	20/26	20/25	19/24	18/23	17/22	17/22	15/20	14/10	14/19	12/18	10/16	
Lrg (Hvy)	19/24	19/23	18/22	16/21	15/20	15/20	13/19	13/19	12/18	11/17	9/16	
Gig (X-Hvy)	17/23	17/22	16/21	15/21	14/20	13/19	12/18	11/17	10/16	9/16	8/17	
Stinger												
Small (X-Lt)	24/30	22/28	21/26	20/26	19/22	18/22	18/22	17/21	16/20	16/19	15/18	
Med (Lt)	21/26	20/24	19/24	18/23	18/23	16/22	14/21	13/20	12/19	10/16	11/18	
Lrg (Med)	19/25	18/25	17/24	16/23	15/22	14/21	14/20	14/19	14/18	14/18	14/18	
Claws-Talons												
Small (Lt)	24/23	23/28	22/26	21/25	19/25	18/24	17/23	15/21	13/20	12/18	11/17	
Med (Med)	22/26	21/26	20/25	19/24	17/23	16/22	15/22	14/21	12/19	11/18	9/16	
Lrg (Hvy)	19/25	18/24	17/23	16/22	15/21	14/20	13/19	12/18	11/17	10/16	9/15	
Gig (X-Hvy)	17/23	17/23	16/22	15/21	13/19	12/18	11/17	10/16	9/14	8/15	8/15	
Horns												
Small (Lt)	22/24	21/24	20/23	20/23	19/23	18/23	16/23	15/20	14/19	13/18	12/17	
Med (Med)	22/24	21/24	20/23	19/23	17/22	16/21	14/21	13/19	12/18	11/17	10/16	
Lrg (Hvy)	19/23	19/23	18/22	17/21	17/21	16/20	15/20	15/19	14/18	13/17	12/16	
Gig (X-Hvy)	17/22	17/22	16/20	16/20	15/20	15/19	14/18	15/18	15/18	15/17	15/16	

MONSTER WEAPON	A R M O R C L A S S										
	10	9	8	7	6	5	4	3	2	1	0
Beaks											
Smll (X-Lt)	26/32	25/30	22/27	21/26	20/24	19/22	18/22	17/21	17/20	16/20	15/19
Med (Lt)	24/30	21/25	20/25	19/24	18/24	17/23	16/22	15/20	15/20	15/19	14/18
Lrg (Med)	20/24	20/24	19/23	18/23	17/22	16/21	16/21	15/20	14/19	14/18	13/17
Spiked Tail											
Lrg (Hvy)	17/20	17/20	16/21	16/21	14/19	14/19	15/18	15/18	15/18	14/18	13/17
Gig (X-Hvy)	16/21	16/21	15/20	15/20	14/19	14/18	13/18	13/18	13/17	13/17	12/16
Clubbing Tail											
Lrg (X-Hvy)	16/21	16/21	16/20	16/20	14/19	14/19	13/19	13/18	12/17	13/16	13/16
Whipping Tail											
Med (Med)	13/25	13/24	14/24	14/24	14/24	14/23	14/23	15/23	15/22	16/22	17/22
Lrg (Hvy)	12/23	12/22	13/22	14/22	14/21	15/22	15/22	16/20	16/20	17/20	17/20
Gig (X-Hvy)	11/23	11/22	12/22	13/22	13/21	14/21	14/21	15/20	15/20	16/20	17/20
Tentacle											
Med (Med)	18/20	17/21	17/21	18/20	17/20	16/20	15/19	14/19	13/18	12/17	11/16
Lrg (Hvy)	14/22	14/22	15/22	15/21	14/21	14/21	14/20	15/20	15/20	15/19	15/19
Gig (X-Hvy)	13/24	14/24	15/24	15/24	16/23	16/23	17/23	17/23	18/23	18/22	19/21
Sucker-mouth											
(Med)	13/28	13/26	14/25	14/20	15/20	15/20	15/20	14/19	14/19	14/19	14/16
Hooves											
Small (Lt)	22/28	21/26	20/25	20/24	19/23	19/23	18/23	18/22	18/22	17/22	16/20
Med (Med)	21/25	21/25	19/24	19/23	18/23	17/22	16/21	15/20	14/19	13/18	12/17
Lrg (Hvy)	20/24	19/23	18/23	18/22	16/21	16/21	15/20	14/19	13/17	12/16	10/14
Stomp											
Lrg (Hvy)	19/24	19/24	17/22	16/22	15/21	14/21	14/20	13/19	13/18	12/17	11/16
Gig (X-Hvy)	16/22	16/22	15/21	15/21	16/20	16/20	15/19	14/18	13/17	13/16	13/15
Touch											
man-size	21	21	20	19	19	19	18	18	18	17	17

Melee Weapons List

Weapon	Damage	Rel Lnth	Req Str	2 Hnds	Req Dex	Adv. ToHit	Mod. Dam	Brk/Drp
Dagger	Ex Lt	1	.	no	.	.	.	-/5
" , Thief's	Lt	1	.	no	12	-2	-1	10/20
Foil	Ex Lt	5	.	no	8	-1	.	80/-
Sword, Short	Lt	3	7	no	.	-1	.	5/10
" , Light	Lt	5	4	no	.	-1	.	15/20
" , Normal	Med	5	8	no	.	-2	.	5/10
" , Bastard	Hvy	7	8	yes	.	-1	.	15/50
" , Broad	Hvy	6	12	yes	7	-2	-1	0/30
" , Long	Hvy	8	10	yes	10	-2	-2	15/20
" , X-Hvy	X-Hvy	8	15	yes	7	-3	-2	5/30
Scimitar	X-Hvy	5	8	no	7	-1	.	15/30
" , X-Hvy	Hvy	6	10	no	10	-2	-1	10/40
Axe, Hand	Lt	2	.	no	.	.	.	5/-
" , Battle	Med	5	9	yes	.	-2	-1	10/20
" , 2-Handed	Hvy	7	14	yes	9	-3	-2	10/25
Mace	Med	4	8	no	.	.	-2	5/10
" , Hvy	Hvy	5	12	no	.	.	-3	5/15
Hammer	Med	3	8	no	.	.	-1	5/10
" , War	Hvy	5	11	no	7	.	-3	5/30
" , X-Hvy	X-Hvy	7	14	yes	7	.	-5	10/15
Club, Light	Lt	2	.	no	.	.	.	25/-
" , Heavy	Hvy	4	8	no	.	.	-2	20/25
Spear	Med	9	8	yes	6	-2	.	35/40
" , Short	Lt	6	7	no	10	-2	.	25/40
Pike	Hvy	10	10	yes	8	-3	.	35/45
Halberd	X-Hvy	10	13	yes	3	-2	-2	20/30
Quarterstaff	Lt	7	7	yes	7	.	-2	15/25
Flail	Med	7	.	no	14	-2	-1	15/20
Morning Star	X-Hvy	7	13	no	12	-3	.	10/25
Military Pick	Med	5	8	yes	5	-1	.	5/25
Pitch Fork	Med	7	5	yes	.	-1	.	25/30
Sickle	Med	3	7	no	10	-3	-2	10/50
Chair	Med	3	9	yes	.	.	.	100/-
Bottle	Lt	1	.	no	.	.	.	100/-
Punch	Ex Lt	0	.	no	.	.	.	50/-

Rel Lnth .. is relative length of weapon

Req Str ... is Strength required to use weapon without adverse modifiers

Req Dex ... is Dexterity required to use weapon without adverse modifiers

2 Hnds indicates whether two hands are required to use weapon. If 'yes', both hands must be used, unless Strength is 10 greater than the Req Str.

Adv Mod ... Adverse Modifiers: lists the die roll modifiers for both the To-Hit and Damage die rolls if any of the following are true:

a) character has less than Req Str value for his Strength;

or b) character has less than Req Dex;

or c) character has insufficient room to employ weapon properly. Insufficient room is defined as one the following situations:

- 1) anything (walls, trees, friendly character) in any two of the character's six adjacent if the character is using a weapon with a relative length (Rel Lnth) of 6 or greater;
- or 2) anything in any adjacent hex for character with a weapon with a relative length of 8 or greater.

Brk/Drp ... see Optional: Weapon Breakage

Optional: The Bash

This is a combat maneuver where a shield or body portion is used to knock into an opponent, hopefully causing him to lose his balance, and force him back. A bash is attempted during a melee round by stating your intentions to do so, and expending the proper amount of Melee Points. Two 6-sided dice are rolled (2 to 12) and the result is compared to the following table.

Bash Type	dice roll to succeed	If Successful	
		MP lost	force back
Light	8+	4	0 or 1 yard
Medium	7+	5	1 yard
Heavy	6+	7	1 or 2 yards
X-Heavy	5+	9	2 yards

If the dice roll indicates success, the opponent loses the indicated number of Melee Points, and is moved back the indicated number of yards. If the dice roll is 4 or more greater than the the number indicated, the opponent is knocked to the ground in addition to the above effects.

Monster To-Hit

The monster to-hit table are used in the same manner as the other weapons. The only exceptions are the tentacles, tails, and sucker mouth items. In these cases, the second number is for FP damage (not HTK damage as normally), and the first number is for lost Melee Points (not FP as normally). This is to simulate the effect of being knocked around, grabbed, or held. In all cases, an actual strike is only achieved if the second number or greater is rolled. So, if the monster had poison, (stinger, fangs, etc.) it can take effect only if the second number or greater is rolled (HTK).

Optional: Special Aimed Blows

This optional rule appears by request. A special area on an opponent may be aimed at (place where a small scale is missing on huge dragon, for example). If the special shot is declared, and a 20 is rolled during the To-Hit determination it is hit, and special damage is determined by the Judge. If the special shot is declared, and a 20 is not rolled, 1 to 12 (random) is subtracted for the To-Hit determination.

Optional: Legendary Arms

A fighter who is prone to exceedingly good luck in fighting certain types of opponents, or who really goes out of his way to dispose of this type will impart a special ability to his weapon (actually, it is all in his mind). For each 50 Htk inflicted on a single type of monster by the same weapon, the weapon will impart a +1 on all future To-Hit dice rolls. This ability is not imparted to any user of the weapon, unless the weapon's history has been revealed to that user. If, upon a use of the weapon versus the particular type of monster, the user is vanquished or retreats/runs, then he and all who know about it will lose faith in the weapon. It will become ordinary.

Melee Experience (see also Experience)

It isn't logical that a character receive experience only if he kills an opponent. He certainly learns and improves simply by fighting, regardless of the outcome. However, in order to significantly improve, his opponent must put up a meaningful fight. One learns more from a difficult opponent than from an easy opponent. An indication of the 'toughness' of a character's opponents is how much damage the character receives. So, the following experience points are awarded at the conclusion of any combat situation:

	melee exp. pts.
For each Htk inflicted upon opponent	5
For each Htk lost	20
For each FP lost	5

These are in addition to experience points earned via 'tasks' (see Experience section).

Optional: Facing (highly recommended)

Obviously, a character wielding a sword in his right hand has a pretty tough time hitting to his left-rear hex. This rule will assume characters use their right hand for a one handed weapon. If the character has left handed weapon use, just change the diagram in the obvious manner.

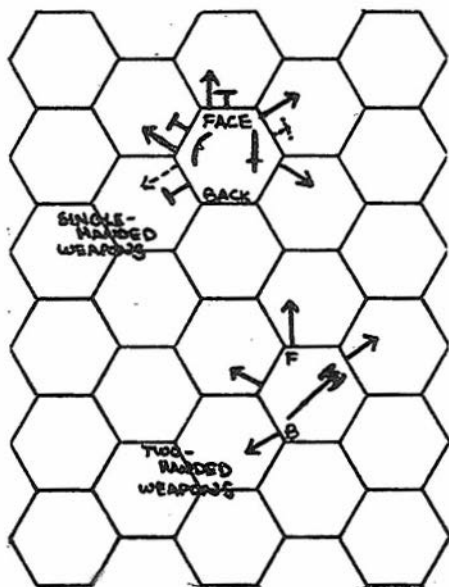
As shown, the character may only attack in the directions indicated by the arrows. His shield defense bonus only counts against attacks from directions indicated.

If the shield is worn on the back instead of being held, the character obviously gets no defense bonus for shield use. He does get automatic defense of +1 from his one back hex.

In addition, if the shield is on his back or if he has no shield at all, he may also attack in the direction indicated by the dotted-line-arrow.

A shield bearer may extend his shield defense to include the hex with the dotted line shield indicator. To do this, he must expend melee points as if he was performing a better shield defense. He can have Marginal shield protection in all 4 hexes by paying melee points as if he had a Normal defense bonus for an Active expenditure, and an Active for an Exhaustive expenditure. One can get an Exhaustive defense bonus for attacks from the 4 hexes by expending double the normal fatigue points.

Parrying may be done to help against an attack from any hex the character could attack. However, a parry may be helpful against attacks from one hex only (per parry), unlike shield defense.



→ = WEAPON ATTACK

← = SHIELD DEFENSE

Optional: Movement During Melee

The Speed of most characters is 3 yards (hexes) per melee round. But even this has the following modifiers (and a little randomness):

Random Die (1 to 6)	Modifier	Armor Class	Modifier
1	-1	0	+2
2	-1/2	1-2	+1
3-4	0	3-4	0
5	+1/2	5-6	-1
6	+1	7-8	-2
		9-10	-3

Intelligence + Wisdom + Dexterity	Modifier
12 or less	-3
13 - 17	-2
18 - 25	-1
26 - 38	0
39 - 44	+1
45 - 49	+2
50 or greater	+3

The result is the character's Speed.

During a melee round, a character may spend part of all of his Melee Points moving instead of swinging a weapon. The act of moving expends melee points. The amount of Melee Points expended equals:

$$\text{MP expended} = (\text{MP total}) \times (\text{Hexes moved}) / \text{Speed}$$

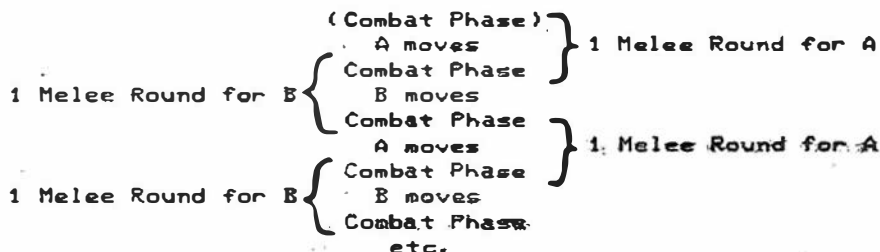
The character must move into one of his three forward hexes unless he spend one melee point each time he turns. (Note that as characters gain experience, and therefore melee points, this one MP cost of turning becomes proportionally less).

A character may double his Speed (and so move twice as far) if the following conditions are all met:

- 1) The character expends no MP for anything other than movement this melee round;
- 2) The character makes no turns (moves only to his three frontal hexes);
- 3) The character ONLY moved or turned last melee round (no weapon swings).

Optional: Sequence of Movement in Melee

Generally, there will be two hostile groups of characters (usually one group is the players and the other group the monsters). Call one Group A, the other Group B. The sequence is then:



So, there are two combat phases and one movement phase during each player's melee round. During each combat phase all blows are considered simultaneous. The total expenditure of MP in one entire melee round cannot exceed the player's allotment. The player may expend any fraction of his total during any phase of one melee round (he may spend it all by moving, or all in one combat phase, or he may spread it out). Any defensive actions (expenditures of MP for parry, shield defense, etc) taken by a player during the first combat phase ALSO apply (help him) during the second combat phase in his melee round, unless he moved to a different hex in between those combat phases (during his movement phase).

Optional: Weapon Breakage

Whenever a 1 is rolled on a To-Hit attempt in melee, there is a chance that the weapon used was broken or dropped. Whenever a 1 is rolled, consult the Melee Weapons List. It has a column labeled 'brk/drp', which gives two numbers, for example: 10/40. The player rolls a percentile die. If he rolls 10% or under the weapon broke and is unusable, if he rolled 11% to 40%, he dropped the weapon to the ground, but it is unbroken.

Optional: Surprise in Encounters

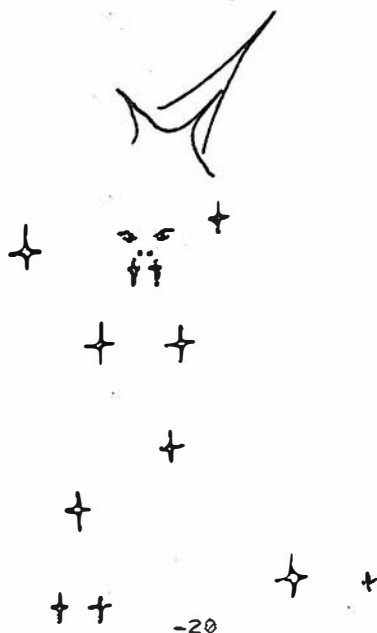
Whenever the judge determines that the characters have encountered some monster or non-player/characters, there might be the possibility of one or the other being 'surprised'. Picture this as walking around a corner and meeting someone, or being ambushed by something, etc.

The percent chance of a group being surprised depends on a number of factors. First, if one group is aware of the other's nearness, and is attempting to ambush, the 'base' is 80. Otherwise, the base is 40. From this base, subtract the MP and TAP (melee points and thieving ability points) totals of each awake character of the 'unaware' group. To this result, add any of the following modifiers which apply:

in open	-20
in hallway, passage	+20
in forest	+5
in daylight	-10
light provided	
only by torches	+10

Roll the percentile dice and compare with the number obtained from above. If the die roll is less than that number, that group is surprised.

The degree of surprise depends on how much the die roll was below the needed number. Multiply the difference by 2 and this result is equal to the percent of melee points (MP) lost during the first melee round by all of the surprised characters. This reduces the surprised character's movement and fighting ability. If the result is greater than 100, the excess is lost from the second melee round's melee points.



Optional: Critical Hits

Every now and then a blow will be struck that will be different from the normal. This is called a 'critical hit'. A 'critical hit' is obtained whenever the modified to-hit die roll is 6 greater than the needed to-hit number. There is also a chance for a critical hit if an unmodified 20 is rolled, and a 1 on another 6-sided die is then also rolled. A 2 through 6 on the extra roll means it was just a regular blow.

If a critical hit is obtained the critical hit chart is consulted. Subtract the number of melee points the defender allocated for defence (shield use, parry), from the number the attacker allocated for that one attack. This will give you the 'melee point difference' which is added to the percentile die roll. Against a given defender, your best shot will give a better critical hit table than a quick shot. (More simply, but less accurately, you may subtract the defenders total melee point allotment from the attackers total allotment to obtain the 'melee point difference'.) Add this number to a percentile die roll, add modifiers, and consult the chart. Modifiers: -5 for light weapons, -20 for extra light weapons.

Die Roll	Damage Multiplier	Special
1-10	1X	A
11-20	2X	B
21-50	2X	
51-60	2X	C
61-80	3X	
81-90	3X	C
91+	--	D

Specials:

A: possible weapon break or drop: see Optional: Weapon Breakage rule and roll for brk/drp chance.

B: Sharp weapon caught for 0 to 3 melee rounds;

Blunt weapon might brk/drp as in A

C: Opponent must stagger back 1 yard, and may spend no more than 50% of melee points next round.

D: Consult large Special-Critical-Hit tables below

Special-Critical-Hit Blade Type Weapons

01-04	Flat of blade, light bash
05-09	Deep thrust, double damage
10-14	Weapon arm cut, bleed-1 HTK/MR
15-20	Stomach/chest slash, get 50% MP bonus, 1x damage
21-30	Trip-no MP for opponent, prone for 1 MR/4 AC
31-33	Double damage
34-36	Weapon break at hilt, no use, double damage
37-40	Weapon break in half, use at -4, triple damage
41-43	Weapon stuck for 0-2 MR, double damage
44	Weapon limb break + 1 x damage
45	Weapon limb break plus cut to body, double damage
46-48	Double damage, opponents weapon breaks
49-50	Flat of blade in face, double FP damage, blinded 1-6 melee rounds.
51	Neck hit, triple damage, blood blinds attacker for 0-2 MR
52	Neck hit, clean, cut off
53-54	Deep thrust, past hilt, 3x damage, now face to face, stuck 1-3 MR
55	Upper cut, arm cut and corresponding ear,
56	Upper cut, leg and arm, 3x damage and bleed, -1 HTK per MR
57-59	Deep thrust thru heart, if another opponent in line, roll 1 in 6 to do same
60-61	Arm slash, muscles cut, 1x damage, defender may use bone as light club
62-70	Triple damage
71-73	Flat of blade to neck, spinal hit, paralyzed for (19 minus Constitution) weeks, 1x damage
74	Upper cut thru jaw, nose, and eyes, 4x damage
75	Cleft in twain down thru middle, if mounted break horse's spine
76-77	Leg cut, triple damage
78-79	4x damage
80	Cleft in twain, take attackers strength/8 = number of others to do same to, if around
81-83	Break parry, weapon, or shield thru, double damage
84-85	5x damage
86-88	Double damage and limb break
89	Flat of blade to groin, free attack at +4 against the back of the neck, double damage
90-92	Triple damage
93-94	Flat of blade, 1x damage plus full bash, defender drops weapon
95-98	Parry limb cut, 3x damage, if shield, limb broke with two times damage
99	Deep thrust, through, 5x damage, defender gets automatic critical against attacker
00	Upper thrust through abdomen, heart, neck and top of head, weapon stuck 1-3 melee rounds

Special-Critical-Hit Blunt Weapons

01-03	Arm shatter, double damage
04-08	Stomach bash, double damage(FP), atkr. gets +4 MP
09-10	Non weapon limb smash,if shield,cracked,1x damage
11	Uppercut to face,jawbone pushed through top of head, 4x damage
12-14	Weapon break, double damage
15-20	Triple damage
21	Shoulder smash, pectoral girdle smashed, no upper limb use, double damage
22-23	Defenders weapon breaks, 1x damage
24-25	Defenders limb breaks and smash to body,3x damage only twice damage if shielded
26-27	Chest hit, heart smash, 4x damage,if armor class +8, 3x damage with hole in armor
28-29	Leg smash, 2x damage, limb broken
30-38	Double damage and bash
39-40	Full body hit to lung, 3x damage, if shielded twice the damage
41-42	Full body hit,if w/shield,roll 1 to 6 = number of other opponents bowled over
43	Neck hit,paralysis for(19-Const)weeks,3x damage
44-45	Head hit, 4x damage, if survive, brain damage
46	Upper cut, abdomen and chest, internal viscera forced out of mouth, 3x damage
47-57	Triple damage
58-59	Lower back hit, paralyzed from waist down, 2x damage
60-65	Double damage and full bash
66-70	4x damage
71	Head hit, head smashed into chest cavity
72-73	Face hit, 3x damage,perm. blindness in one eye, other eye 1-6 MR,nose gone,teeth smashed one side
74-78	Triple damage
79	Upper cut, weapon elbow, forces defenders upper arm into neck, 4x damage
80	Neck hit, head 'rubbed' off, weapon breaks
81-82	Side smash, go into body,(Strength/4 dice damage, depth of cut=Strength inches)
83	5x damage
84-88	Rib cage chest hit, ribs broken,2x damage, no exercise or heavy breathing for (19-Const) days
89-90	Face hit, jaw sideswipe,lower jaw gone 1x damage and bleed 1 HTK per MR
91-94	Weapon break, double damage
95	Double damage and limb break
96	Heart smash, blood spurts,blinds attacker 1-3 MR
97-98	Head hit, 3x damage, if helmet 2x damage and deaf for 1-6 hours
99	Spine and side hit,musculature torn, body folds in half, 5x damage
00	Head hit down,thru chest,abdomen and legs, body in half, head on floor

Special-Critical-Hit Missile Weapons

01-04	Double damage
05-07	1x damage, arrow head lodged, -2 HTK per day
08-12	Triple damage and thru to next defender (1 in 6 is critical too)
13-15	Thru shield, double damage
16-20	Chest hit, double damage and bash
21	Weapon limb muscle/bone split, 1x damage, limb unusable
22	Abdomen hit, lower, bladder popped, 3x damage plus death via poison in 1 to 3 days,(must save)
23-24	Mouth hit, thru back of neck, 4x damage
25-30	Double damage
31-32	Neck hit, thru spine, paralyzed, 3x damage
33	Heart hit, death
34-35	Head hit,with helm 1x damage,without helm,skull piece gone, brain exposed, 3x damage
36-38	Leg hit, knee shattered, broken, 1x damage
39-49	Triple damage plus bash
50	Wrist pinned to abdomen, double damage, defender loses 50% of MP
51-52	Neck hit,jugular, 1x damage per 2 MR until death
53-63	Triple damage
64-70	Double damage
71-79	Triple damage plus bash
80-84	1x damage plus 10,thru to others equal to attackers strength/4, each 1x damage plus 10
85	Side head hit, thru one ear and out other, death
86-87	Chest hit, lung, 3x damage plus bleed, -1HTK per melee round (internal)
88-91	Eye hit through to brain
92-93	Eye hit, deflect through ear of same side, double damage, blinded 1-10 MR, plus bash
94-96	4x damage
97-98	4x damage plus bash
99	Thru nose, thru brain and back of head
00	Heart hit, 1 or 2 of 6 goes thru to other opponents heart,repeat until 4-6, 1x damage

Missile

Missile Weapons To-Hit

The throwing of weapons, or shooting of missiles requires the expenditure of melee points as any other weapon use. This cost is outlined in Melee Point Cost Table. The weapon is given a MP type listing on the Missile Weapon chart. This gives the correct column to use on the Melee Point Cost Table.

A MP type 3 or 4 weapon (bows other than crossbow) may not move during the same melee that it is aimed on fired (it may be loaded or prepared before moving. Otherwise, missile weapons may be fired at any point during the melee round, even during a movement phase. If an opponent is moving, the missile may be fired at any hex passed through, as he passes through it.

The Missile Weapon Table is consulted by cross-indexing the defender's armor class with the attacker's weapon and range. The result is a single number. If this number or higher is rolled on a 20-sided die (after modifiers) the missile hit. Any damage that is done is applied half against HtK and half against FP.

On the To-Hit table, 'Req Dex' lists the dexterity required by the character in order to employ the weapon fully. The 'Adv Mod' gives the adverse modifier applied to the character's To-Hit die roll if he doesn't have the required dexterity.

Missile weapons used by special monsters are listed for convenience. The damage done by these is dependant solely on the monster's special characteristics (acid-spitting, fire-breathing, etc.).

Missile To-Hit Modifiers

These are modifiers to the To-Hit number when using any missile weapon. The number given is added to the To-Hit die rolls.

Target with Hvy Shield	-3
Med Shield	-2
Lt Shield	-1
Target is Small	-1
Large	+2
Massive	+4
View of target is partially obscured	-2
Target is part. protected (tress, etc.)	-5
Target moving	-2

Missile Weapons Table

MP type	Req Dex	Adv Mod To-Hit	WEAPON	Range (yards)	10	9	8	7	6	5	4	3	2	1	0	Damage die
3	8	-2	Short Bow	1 - 3	17	17	18	18	18	18	17	17	17	17	17	1 to 4
				4 - 15	20	19	18	17	16	16	15	15	14	13	1 to 4	
				16-50	20	20	19	18	17	16	16	16	15	15	1 to 2	
				51-100	23	22	22	22	21	21	21	21	21	21	1 to 2	
3	9	-2	Composite Bow	1 - 2	17	17	17	17	18	18	18	18	18	17	1 to 4	
				4 - 25	16	15	15	15	14	14	14	14	13	13	1 to 6	
				26-100	15	15	15	15	15	15	15	14	14	14	1 to 4	
				101-200	23	23	22	22	22	21	21	21	21	21	1 to 2	
4	10	-3	Long Bow	1 - 2	24	24	24	24	24	23	23	23	23	23	1 to 8	
				3 - 30	19	19	19	19	18	18	18	18	18	18	1 to 8	
				31-150	17	17	17	16	16	16	16	16	16	16	1 to 6	
				151-250	23	23	23	22	22	21	21	20	20	20	1 to 4	
5	5	-1	Cross Bow	1 - 5	18	18	19	19	19	19	19	19	19	19	1 to 12	
				6 - 15	18	18	18	18	18	18	18	18	18	18	1 to 12	
				16-50	20	20	20	20	20	20	20	20	20	20	1 to 10	
				51-150	21	21	21	21	21	21	21	21	21	21	1 to 10	
2	6	-2	Javelin	1 - 5	18	18	18	17	17	17	16	16	15	15	1 to 8	
				6 - 15	19	19	18	18	18	18	17	17	17	17	1 to 6	
				16-80	23	23	23	23	22	22	22	22	22	22	1 to 4	
1	6	-2	Spear	1 - 2	18	18	18	18	17	17	17	17	17	17	1 to 8	
				3 - 6	21	21	21	20	20	20	19	19	19	19	1 to 6	
1	6	-2	Short Spear	1 - 2	17	17	17	17	17	16	16	16	16	16	1 to 6	
				3 - 9	20	20	20	20	20	20	19	19	19	19	1 to 4	
				10-20	22	22	21	21	21	21	20	20	20	20	1 to 2	

MP	Req	Adv	Mod	WEAPON	Range	Armor										Damage
type	Dex	To-Hit		(yards)	10	9	8	7	6	5	4	3	2	1	0	die
5	12	-5		Sling with Rock												
				1 - 4	20	20	20	20	20	20	19	19	19	19	19	1 to 4
				5 -20	20	20	19	19	19	19	19	19	19	19	19	1 to 6
5	12	-5		Sling with Lead Pellet												
				21-100	24	24	24	24	23	23	23	23	23	23	23	1 to 2
				1 - 4	19	19	19	19	19	19	18	18	18	18	18	1 to 8
				5 -40	18	18	18	18	17	17	17	17	17	16	16	1 to 10
1	11	-3		Knife (Dagger)												
				41-180	22	22	22	22	22	21	21	21	21	21	21	1 to 6
				1 - 2	21	21	21	21	20	20	20	20	20	20	20	1 to 4
2	8	-1		Trident												
				3 - 6	23	23	23	23	21	22	22	22	22	22	21	1 to 2
				1	20	20	20	20	20	19	19	19	19	18	18	1 to 8
5	14	-7		Bola												
				2 - 4	22	22	22	22	22	20	20	20	20	19	18	1 to 8
				1 - 3	24	24	24	24	24	24	24	24	24	24	24	1 to 8
				4 -20	19	19	19	19	19	19	19	19	19	19	19	1 to 8
1	10	-1		Throwing Melee Weapons												
				21-40	21	21	21	20	20	20	20	20	20	20	20	1 to 6
				(LT)	1 - 4	21	21	21	21	21	20	20	19	19	19	1 to 2
				(MED)	1 - 3	22	22	21	21	21	20	20	20	20	20	1 to 6
				(Hvy)	1 - 2	24	24	23	23	23	23	23	23	23	23	1 to 8
4				Monster Spit												
				1 - 2	20	20	19	19	19	19	18	17	17	17	16	var
				3 - 5	22	22	22	22	22	22	21	20	20	20	20	var
4				Monster Breath												
				1 - 3	17	17	17	17	17	17	16	16	16	16	15	var
1				Monster Flatus												
				1 - 2	10	10	10	10	10	10	10	10	10	10	10	death

Missile Weapons Experience

While the experience gained in melee combat depends mainly on the toughness of one's opponent, this is certainly not the case with missile weapons. Missile weapon ability depends to a large extent, on one's own accuracy. And your accuracy is affected very little by your opponent's meanness. In fact, I would say it is harder to hit a bunny with an arrow than to hit a giant with an arrow (if you ignore the fact that I would be too scared to hold the bow).

Hence, we are including this optional rule section. Note that it is possible to play without including this separate missile experience.

Missile experience points are earned whenever a target is hit with a missile weapon:

A character earns 20 points for each 'hit' on a target while in combat.

A character earns 1 point for each 'hit' on a target at greater than short range, in practice.

A character earns no points for a hit at short range or less in practice.

The benefits gained from missile weapons experience include:

- 1) a small chance at an increase in inherent strength or dexterity; or
- 2) a possibility of melee point increase (character getting quicker); or
- 3) a possibility of increased accuracy. Increased accuracy gives a bonus for all future missile weapon use of +1 die modifier on to-hit die rolls.



Recuperation

Recuperation: Recovery of HtK, FP and Constitution

The recovery of lost Hits-to-Kill and Fatigue Points is a process that mainly depends upon time. A player may not recover more points than his normal total.

A) HtK Recovery

Each day a character recovers some of his lost Hits-to-Kill. These are gained at the crack of dawn for characters whose good/evil points are on the good side (see Clerics-Good/Evil Points). These points are gained at sunset for 'evil'-tending characters. The amount recovered is expressed as a percentage of the character's normal total. This percentage is equal to twice your constitution as a base, with the following modifiers for activity:

Activity	Modifier
Complete rest in bed day & night	+15
Sleep nights (8 hour minimum):	
Travel by day in wagon	+10
Travel by day on horse	-5
Travel by day on foot	-5
Occasional walking	0
Light Work	-10
Fighting, Running	-20
Heavy work	-25
Being tortured, flogged	-35
No sleep	-15

The number of HtK recovered in a day equals the total from above (2 times constitution + modifier), divided by 100, multiplied by the character's normal HtK total. Any fractions are rounded up. Example: Kzar, who has a constitution of 15, lost 4 of his 8 total HtK in a fight. He runs until safely away. He then sleeps until dawn. So he gets $[(2 \times 15 - 20) / 100] \times 8 = 0.8$ which is rounded up to 1 HtK recovered by the next morning. This day he spends traveling by foot, and sleeps at night. So the next dawn he gets $[(2 \times 15 - 5) / 100] \times 8 = 2$ HtK back, and so now he has 7 of his normal 8. If he does the same for another day he would be back to full strength at 8 HtK.

(He can't exceed his normal total). Note that it is possible to have a negative percentage, and therefore lose HtK. So a character with wounds might eventually die if he is worked hard or flogged, etc.

B) Fatigue Point Recovery

This is similar to HtK recover, but much quicker. A character may attempt to gain back lost FP any time that he has rested at least 1 melee round. The definition of rest is that the character must do nothing at all: must remain motionless (may be standing up, sitting, or lying down). Any time the character has rested he may roll a 6-sided die and consult the Fatigue Recovery Table. The result is a percentage. This percentage is the percentage of the character's normal total FP (not lost FP) that he will recover. A character may not recover more FP than he has lost.

Fatigue Point Recovery Table

Constitution					Die Roll					
7-4	5-7	8-12	13-16	17+	1	2	3	4	5	6
1 mr					:					5%
2	1 mr				:				5%	10%
5	2	1 mr			:			5%	10%	20%
1 min	5	2	1 mr		:		5%	10%	20%	30%
2	1 min	5	2	1 mr	:	5%	10%	20%	30%	40%
4	2	1 min	5	2	:	5%	10%	20%	30%	40%
8	4	2	1 min	5	:	10%	20%	30%	40%	50%
1/4 hr	8	4	2	1 min	:	20%	30%	40%	50%	60%
1/2	1/4 hr	8	4	2	:	30%	40%	50%	60%	70%
1	1/2	1/4 hr	8	4	:	40%	50%	60%	70%	75%
2	1	1/2	1/4 hr	8	:	50%	60%	70%	75%	75%
4	2	1	1/2	1/4 hr	:	50%	60%	<--75%-->	<--100%-->	100%
8	4	2	1	1/2	:	50%	<--75%-->	<--100%-->	<--100%-->	<--100%-->
	8	4	2	1	:	<--75%-->	<--100%-->	<--100%-->	<--100%-->	<--100%-->
		8	4	2	:	<--75%-->	<--100%-->	<--100%-->	<--100%-->	<--100%-->
			8	4	:	75%	<--100%-->	<--100%-->	<--100%-->	<--100%-->

Note that it appears advantageous to rest short periods of time and gain back FP at a faster rate. Proportionally, one does get FP recovered faster for short times rested. However, there is a disadvantage:

Every time a Fatigue Point recovery is attempted (every time the Fatigue Point Recovery Table is used) by a character, his Constitution decreases temporarily by one. This lowered value of Constitution is used for any purpose the normal Constitution value would be used for, until the Constitution is restored (see (C) Constitution Recovery).

It is conceivable that a character may try to gain back some Fatigue Points during a melee. Since the character must rest to do so, it would be safest for him to slip away to somewhere 'safe' in order to rest. However, a character may try to rest (catch his

breath") anywhere and anytime. He simply must remain motionless for however long he desires, and lose one constitution point, and refer to the Fatigue point Recovery Table. If he is attacked or swung-at, his rest is terminated (he will obviously dodge), but he may expend no MP for that melee round.

C) Constitution Recovery

A character's normal Constitution value is restored when all of the following conditions are true:

- 1) It is dawn (for 'good' characters) or sunset (for 'evil' types)
- 2) The character's HtK is up to its full normal value.
- 3) The character's FP is up to its full normal value.

When these conditions all hold, the character's Constitution value is restored to its full normal value.

Recovery Example: Kzor is normally $FP=20$, $HtK=10$, $Cons=14$. After a battle he has $FP=13$, $HtK=6$, $Cons=14$. Assume that he rests 4 hours and then tries to recover fatigue: he rolls a 2 and gets 75% fatigue back, $75\% \times 20 = 15$ recovered, but he only needed to recover 7, so he is back to his full amount of 20. His Constitution drops a point because of his FP recovery attempt. So now he is $FP=20$, $HtK=6$, $Cons=13$. Assume it is now night, and he sleeps past dawn. The previous day he fought (that is how he got wounded) so he gets a -20 modifier for his HtK recovery. Therefore, his HtK recovery percentage $= 2 \times 13 - 20 = 6\%$ and so he gets 6% of 10 = 0.6 rounded up to 1 HtK returned. Therefore, at dawn he is $FP=20$, $HtK=7$, $Cons=13$. Note that his normal totals must be kept track of so that they are not exceeded with recovery.

Healers

Healing

It is possible to gain experience as a Healer: one who helps cure wounds.

A character's Healing Number (HN) is an indication of his success chance. His Healing Points (HP) value is an indication of how much of an effect a success (or failure) will have on a patient's recovery.

Any character may obtain an initial Healing Number. Just roll a 6 sided die and add 15. Subtract one for each point your intelligence is above 17 (if it is). The result is your Healing Number (HN).

All characters (who desire) have an initial Healing Point (HP) value of 1, unless your charisma is above 10. Add 1 for each point that your charisma is above 10.

Healing Attempt

When an attempt to cure an injured character is made, the following occurs. The "Healer" expends 5 fatigue points and rolls the 20-sided die. The following modifiers apply:

Healer expends 5 extra Fatigue Points	+1
Healer has less than 50% normal FP	-1
" " " 30% " FP	-3
" " " 10% " FP	-5

The possible results are:

- Die roll is equal to or greater than the HN. In this case, the healer's HP is added to the patient's percentage of HtK recovery for the next day. Example: Healer's HP=10, patient has constitution=5, and rested completely in bed. So his HtK recovery would be $2 \times 5 + 15 = 25\%$ without the healer's help and $25\% + 10 = 35\%$ with help.
- Die roll is less than the HN, but not below 5 less than the HN. In this case, nothing special happens.
- Die roll is between 5 less than the HN and 10 less than the HN. In this case, the healer loses a Constitution Point, but does nothing adverse to the patient.
- Die roll is 10 or more below the HN. This is a bad

mistake by the healer. The healer's HP are subtracted from the patient's HtK recovery percentage for the next day.

Notes

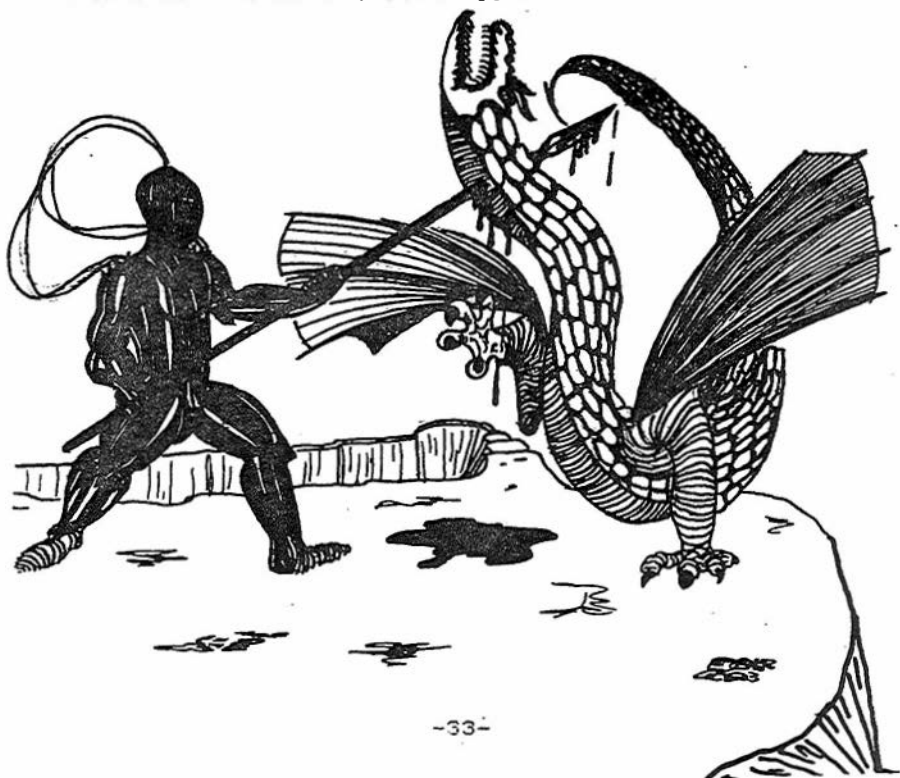
- 1) If the patient's recovery percentage is negative, he will lose HtK and could eventually die.
- 2) The recovery percentage is calculated each day (it depends mainly on what the character does).
- 3) The recovery percentage is a percentage of the normal total HtK (not HtK lost, nor present HtK).
- 4) A healer may only attempt the same person once per day. (He may attempt as many different people as he wishes and is able).
- 5) Each attempt takes either 1/4, 1/2, 1, 2, 3, or 4 hours- determined randomly.
- 6) A die roll of 1 is always a bad mistake (as described in (d) above).

Healing Experience

A character gains 50 Healing Experience Points for each successful healing attempt.

Each time an experience rank is passed, the percentile dice are rolled and the bonus is obtained. HP means the character gains one more healing point. HN means one is subtracted from the healer's HN.

A character's HN may never go below 5.



Thieving Very

Characters can accumulate experience in thieving, and so get better at activities such as Lock-Picking, Pocket-Picking, Trap-springing, Sneaking & Hiding, etc. The amount of Thieving-Experience points earned is equal to the difficulty of the thieving attempt, and they are earned only if the attempt is successful.

Whenever a character attempts a thieving-type action, the following procedure is used.

The character's Thieving Ability points (TAP) are compared against the Target's Thieving-difficulty (TTd), and a ratio is formed (divide character's thieving ability (TAP) points by the target's TTd). The target's thieving-difficulty (TTd) is determined by:

- a) If the target is inanimate, it is assigned an inherent difficulty rating.
For example, if a character is attempting to pick a lock, the lock should have a previously assigned difficulty rating.
- b) If the target is another character, use his Thieving Ability Points (TAP), or a modifier thereof.

Optional - Modifiers:

- | | |
|------------|---|
| x (1/4) | if target character is not alert |
| x (1 to 2) | if target character is on guard duty |
| x (1 to 6) | if target character has taken special precautions |

The ratio just obtained is taken to the Thieving Success Table. A 20-sided die is rolled and compared to the table. If the die roll is equal to or greater than the success number, then the attempt is successful. If the die roll is less than the listed success number, the attempt failed. In addition, if the die roll is less than or equal to the Error number, then a bad mistake has been made. The effects of this mistake are explained later (or can be referee-determined).

Thieving Success Table

Thieving Ratio	Success Number	Error Number
under 0.01	20	15
0.01	19	14
.05	18	13
.1	17	12
.2	16	11
.3	15	10
.5	14	9
.7	13	8
1.0	12	7
2	11	6
3	10	5
5	9	4
7	8	3
10	7	2
20	6	2
30	5	1
50	4	1
70	3	1
100 or more	2	1



Specific Explanations of Thieving Targets

1) Locks

Locks should be assigned a target rating. Extremely simple locks are assigned about 1 or less (even fractions). Average locks are in the 1 to 10 range. Difficult locks are 10 or higher. If the success number or higher is rolled, the lock will open. If the error number or less is rolled, the lock is messed up (jammed, stuck, etc): For all successive attempts the target difficulty is multiplied by (1 to 10) to obtain

its new rating. Effectively, the lock is that many times harder to pick. However, for experience purposes, it is still only worth the original value.

2) Traps

Traps include things like hidden pits, spear traps, bear traps, etc. The target difficulty rating is mainly an indication of difficulty to see or detect the trap. You could have a very deadly trap if sprung, but it might be obvious and so have a thieving target rating (TTd) of 1. Or, the trap might do very little harm if sprung, but be very well hidden (have a TTd in the 10s). When a character comes upon a trap and his actions are such that the trap might be sprung or he might see it, the success table is consulted. The character's thieving experience points are divided by the trap's thieving target rating (TTd). This ratio is referred to the success table and the die is rolled. If the die is greater than or equal to the success number, then the trap has been spotted and avoided by that character. If the die roll is less than the success number, the trap was not spotted but it was not sprung either. If the die roll is equal to or less than the Error number the trap has been sprung (poor fella). There is no experience points awarded for avoiding traps. Note: 1) the Judge determines the type of trap and therefore the effects when sprung; 2) the TTd of the trap is independent of what the trap does when sprung.

3) Locks with Traps (Booby-trapped Locks)

This is a combination lock & trap. The trap and lock may be of different difficulties. For example, there could be a very simple lock (TTd = 0.5) with a well-hidden trap (TTd = 50); or any sort of combination. In this case two separate ratios are determined: one for the lock, and one for the trap. When the attempt is made, the same die roll is used to determine both outcomes (trap and lock). The outcomes for each are the same as described above. Note that it is possible to have a wide range of outcomes. Ranging from total success (trap avoided, lock picked) through partial success (lock picked, but trap sprung) to trouble (lock jammed, trap sprung). The player only gets experience for the lock.

4) Pocket Picking & Purse Cutting

When attempting such an action against a lone target character, the thieving target difficulty (TTd) rating is the target character's Thieving Ability Points (TAP). The player should always specify what pocket/area he is going to try to filch. Therefore, if there was nothing in that pocket, he will get nothing even if he makes his success number. If he makes an error in the attempt (rolls his Error number or less), the target realizes what is happening. If the thief gets a die roll in between the error number and the success number, it means he was unable to get into that pocket/area but the target was not alerted. The

Judge should be subjective and apply adverse modifiers for exceptionally difficult, repeated, or complicated attempts. If there is a crowd, the die roll is compared against all characters who could observe the action. In most instances, a character seeing such an attempt will cry out a warning.

5) Sneaking & Hiding

This case is quite similar to the last one in many ways. The 'thief' must state clearly what he will be doing & how he will be doing it. The Judge will form a ratio for any possible person who might see and care (the Judge should also include modifiers for how good/bad a plan it is). A successful die roll indicates that the other character did not see the 'thief'. An error number (or less than) indicates that the 'thief' was seen. If the die roll is in between, it indicates that the character became alerted (heard feet shuffling, twig snapping or something), the 'thief' "froze", but was not seen. If a group of characters are in a position with a chance to see the 'thief', then one single die roll is employed to compare with each thieving ratio that is determined.

6) Secret Doors, Passages, etc.

No experience points are earned for spotting these. These generally have extremely high ITd's; in the range of 50 and much higher. When the Judge determines that a character might discover one, the Judge determines the ratio and rolls one die. If the success number or greater is rolled, the character discovers the secret door (or whatever). If the error number or less is rolled, the character becomes convinced that there isn't any. If the player insists on continuing to look, he may, but his die rolls for that are meaningless, as his character is only halfheartedly looking for it. The Judge can pretend to pay attention to it, but will answer no success regardless of the roll. Note that the Judge doesn't ever tell the players that he is checking to see if they discover one, unless the players say they are actively searching a particular place for one.

Example 1: Tel is walking down a corridor. The Judge sees that he will walk by a secret door, and secretly the Judge forms the ratio and rolls the 20-sided die. (To help keep the players unaware, the Judge should have a list of their thieving ability points (TAP) handy). If he rolls less than the success number, the Judge never even mentions it. If he rolls greater than or equal to the success number, he will inform Tel.

Example 2: Tel and Kzor say that they are searching a wall for a secret door. They each roll the die. If there is no door, the Judge tells them that they don't see one. Assume there is a door with TTd = 4. Assume Tel has 11 Thieving Ability Points (TAP), and Kzor has 1. The Judge secretly determines the ratio. Tel's thieving ratio is $11/4$. This is greater than 2; but less than 3, which puts him on the 2 row on the Thieving success table. Kzor's ratio is $1/4$, which puts him on the 0.2 row on the Thieving Success Table. Assume Kzor rolls an 8 (less than the error number), and Tel rolls a 10 (in between success and error). The Judge tells them they don't see one. They say they will look again for another 5 minutes. Kzor rolls an 18. The Judge tells him he doesn't see any (this is because he rolled an 'error' before and so all future attempts will be negative (but the Judge doesn't tell him that)). Assume Tel then rolls a 15. The Judge describes to Tel what he sees. If it has a lock, well then on for the lock attempt... (see (1) Locks)

7.3 Special Cases

Note that many of the rules included in the above section are somewhat general. These Specific Explanations are an attempt to make it easy for a Judge quickly handle an unprepared situation. All he has to do is have the various locks and traps assigned a TTd (and an explanation of what happens if a trap is sprung).

But, it is certainly allowable (desirable) for the character to have to do some specific act for a specific lock to open (like say "open-sesame"). Or have a trap sprung only if a character walks onto a specific spot on the floor. Or any other sort of thing. The TTd's and thieving experience points are provided as some system to resort to for normal events. The characters should at all times rely on their imagination to get them through difficult situations (they should not just automatically resort to a die-roll).

Thieving Experience Points

Thieving experience is earned for lock-picking, pocket-picking, purse-snatching, sneaking & hiding, and any other special actions deemed of value by the judge. Experience points are not earned for trap-avoiding, nor for finding secret doors.

The amount of thieving experience points earned is equal to the TTd of the target. For example: If Tel picks a lock with TTd=15, while avoiding a trap of TTd=5, he will have earned 15 thieving experience points to add to his total.

Magir

What would a fantasy world be without magic?

BASIC OVERVIEW

A character attempts to 'cast' a spell by:

- 1) declaring it, and its characteristics:
 - a) when it will be cast (how long he will be concentrating)
 - b) at what/where it will be cast
 - c) what its strength will be (how much Effectiveness (Ef) it is assigned)
- 2) attempt to roll the success number (SN) or better on a 20 sided die.
- 3) if successful, then effect is determined. Saving throws for any target characters are made.
- 4) the spell caster expends Fatigue points for his efforts.

It is potentially possible for any character to cast spells. However, to cast a spell, the character must have learned it (game-wise). There are several methods to learn spells:

- 1) initial knowledge or taught in a 'wizard's school' (limited to learning how to Read Magic, plus 2 or 3 spells)
- 2) reading from scrolls
- 3) reading from history books
- 4) being told by someone else
- 5) discovering during an intrusion into another person's mind
- 6) developing it due to experience (called 'experience enlightenment')

Whenever a spell is gained, the character adds it to his list of known spells. Each spell on this list has two associated parameters: an SN (Success Number); and an EN (Effectiveness Number). These are explained in the following sections but a few remarks will be made now:
1) Each character has a SN and EN for each of his spells;
2) These are semi-permanent: not quite permanent in that it is possible to change these; but semi-permanent in that these are referred to more than once for their respective uses.

Success Number (SN)

In order for a character to cast a spell, he must roll the required SN or higher, on a 20-sided die. For this roll there are temporary modifiers to improve or detract from the probability of a successful cast. These are given in the table below. The modifiers are added(subtracted) to the die roll to make your SN. Therefore, a positive modifier to the die improves your chances, and a negative modifier decreases your chances.

Modifiers for Success Roll					
Caster has less than 50% of base fatigue			-1		
Caster has less than 30% of base fatigue			-3		
Caster has less than 10% of base fatigue			-5		
Caster unable to use hands for physical spells			-10		
For time spent concentrating:					
1 melee round	+2	1/4 hour	+9	2 days	+16
2 melee rounds	+3	1/2 hour	+10	4 days	+17
5 melee rounds	+4	1 hour	+11	1 week	+18
1 min (10 rnds)	+5	2 hours	+12	2 weeks	+19
2 minutes	+6	4 hours	+13	1 month	+20
4 minutes	+7	8 hours	+14	*	
8 minutes	+8	1 day	+15		

* additional +1 for each month thereafter

When a cast attempt is declared, the time that will be spent concentrating must also be declared. The caster must then spend that amount of time without moving or talking. If he does move or talk (game-wise) during this time, 10% to 80% of his modifier bonus will be lost for each disturbance. (Distracting enemy casters in the midst of a spell attempt should be an often used tactic to decrease their chance of successful casts.) Obviously, for long concentration times, the caster should be in a secure place.

At the end of concentration the caster must either cast the spell immediately or not get the modifier when it is cast. If not cast, the time spent is lost (however it may count towards UFD for that spell, see Practice). NOTE: It is not possible to concentrate repetitively for one cast (e.g. you may not concentrate 1 minute and then another minute, etc. to rack up modifiers.) If you concentrate for 1 minute, and then decide to concentrate again, the original modifiers are lost, you start over.

Optional: Extra Time to Cast

At the end of concentration the caster has a limited period of time in which to actually cast the spell. Let the time he spent concentrating be called the "base time". Then, if he casts the spell anytime from immediately to 1/8 base time AFTER he finishes concentrating, there is no adverse effect (he gets the full concentration SN modifier). From 1/8 to 1/4 additional base time, he gets only 1/2 of the concentration SN modifier. During this time the caster may do anything except cast another spell or concentrate on any spell. If he does, any modifiers gained from the original concentration are lost. Example: Snid the wizard concentrates for 8 hours with no distraction. After the 8 hours, Snid has up to one additional hour to actually cast the spell and still get the +14 on the die roll. After the 9th hour Snid will only get +7. After the 11th hour he will get no modifier.

Initial SN

When a spell is learned the player records the spell and its initial SN and EN. The initial SN assigned depends on several factors: how the spell was obtained, the spell difficulty (SD), the character's intelligence, and the character's psychic ability.

A) if the spell is learned via scroll, book, or as "initial knowledge":

$$SN = (Int. Mod.) + (SD) \times (Psy. Mod.)$$

B) if learned via "experience enlightenment":

$$SN = 5 + (SD) \times (Psy. Mod.)$$

C) if learned from another character:

$$SN = (Int. Mod.) + (SD) \times (Psy. Mod.) + (his SN)$$

in the above:

SD = spell difficulty, listed in the spell chart

(Int. Mod.) = $15 - (\text{intelligence}) - (1 \text{ to } 6 \text{ die})$

(his SN) = the SN of the other character for that spell

(Psy. Mod.) = Psychic Modifier

(see Psychic Ability)

Optional: Psychic Ability
(if not used, (Psy. Mod.)=1)

Although everyone could potentially be able to cast spells, such an action is quite difficult. (Have you ever seen a spell cast?). Actually there are very few magic-users around.

The Judge rolls a 20-sided die for each character. The following modifiers are made to this roll.

Intelligence	Modifier	Mental Resistance	Modifier
3-6	+4	3	-10
7-8	+2	4	-8
9-10	0	5	-6
11-12	-1	6-7	-4
13-14	-2	8	-3
15	-3	9	-2
16	-4	10	-1
17	-5	11-12	0
18	-6	13	+1
		14	+2
		15	+3
		16	+4
		17	+5
		18	+6

The Judge compares the modified number rolled to the following table to determine the characters permanent Psychic Modifiers for the two types of spells. (It is easier to cast mental spells than physical spells.)

Psychic Roll	Psychic Modifier (Psy. Mod.)	
	for Mental	for Physical
	Spells	Spells
1 or less	1.0	1.0
2	1.0	2.0
3	1.0	3.0
4-5	2.0	5.0
6-7	3.0	10.0
8-10	4.0	15.0
11-14	5.0	20.0
15-20	10.0	30.0

Improving (Decreasing) SN

There are two ways to improve your Success Number (SN) for any given spell:

A) Each time another rank of magic-user's experience is achieved and the experience roll indicates an SN improvement, the character may improve his SN as follows: The character may lower his SN by a total number equal to his intelligence. (i.e., if his intelligence is 13, he may lower a total of 13.) He may decrease 1 or more SN from his choice of spells until his improvements have totaled his intelligence. There are only 2 rules:

- 1) There is a Minimum SN given in the spell list. A spell SN may not be less than this minimum.

- 2) At any one time, a single spell's SN may not be decreased by more than 50%.

Example: Snid knows the following: Smoke at SN=17, Levitate at SN=10, Fly at SN=20. Snid just increased his experience point total past a rank and when he made his experience roll he rolled up an SN-improvement. His intelligence is 6 (how did he ever become a wizard?), so his total improvement can be 6. He has many options: he could improve Fly the full 6 (to SN=14). Or he could improve Smoke to SN=11. Or he could improve Fly by 2 and Levitate by 4. Or several other possibilities. Note that he could only improve Levitate by 5 (to SN=5) due to rule 2 above.

B) SN may also be improved by Practice. (see Practice)

Optional: Practice

This rule is an attempt to allow magic-users to practice to improve their spell casting ability. However, during playtesting it was observed that such practice uses up the judge's and players' time without any action taking place. So, it is assumed that all magic-users inherently practice every available instant (days when nothing is happening, nights just before going to sleep, etc.) and this practice need never be declared.

Each magic-user keeps a running total of Unfatigued Days (UFD). An Unfatigued Day is defined as a full day (sunset to sunset) during which no fatigue points are expended by the magic-user. A day during which only 1 to 5 fatigue points are expended counts as 1/2 UFD. Expenditure of 6 to 10 fatigue points during a day counts as 1/5 UFD. Expenditure of 11 to 15 fatigue points counts as 1/10 UFD.

Whenever a magic-user has accumulated 3 or more UFD he may attempt to improve the SN of any one spell.

After this attempt is made, the magic-user loses fa-

SN Improvement with Practice

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Spell Effectiveness

Effectiveness (Ef) is a rating of how in most spells it determines such things as volume, mass, area, duration, etc.

Recorded on each magic-user's spell list are two numbers for each spell: Success Number (SN) and Effectiveness Number (EN). The EN is the maximum effectiveness (Ef) at which the spell may be cast. Whenever a magic-user casts a spell he may cast it at any Ef less than or equal to his EN for that spell. The more Ef that is put into a spell cast, the more powerful that cast is.

However, the more powerful the spell is, the more fatigued the caster becomes. The table lists the cost in fatigue points versus Ef. The caster must 'pay' a full fatigue point for any extra Ef spent over the fatigue point whole number amount. Example: Snid is a 400 point magic-user and so loses 1 fatigue point per 5 Ef. If he casts a spell with 11 Ef he loses 3 fatigue points.

These fatigue point losses are like any other fatigue point losses: they are temporary; if you lose more than your base fatigue, you lose hits to kill for the excess; they can be gained back with rest (as described in HTK/FP recovery section).

Effectiveness Table

Magic User's Experience Points	Maximum EN	Fatigue Points
0-100	10	1 every 2 Ef
101-300	15	1 every 4 Ef
301-600	20	1 every 5 Ef
601-1200	30	1 every 5 Ef
1201-2400	40	1 every 5 Ef
2401-6000	50	1 every 6 Ef
6001-12,000	60	1 every 6 Ef
12,001-20,000	70	1 every 7 Ef
20,001-30,000	80	1 every 7 Ef
30,001-40,000	100	1 every 8 Ef
40,001-50,000	110	1 every 8 Ef
50,001-70,000	130	1 every 9 Ef
70,001-100,000	150	1 every 9 Ef
100,000 +	unlimited*	1 every 10 Ef

*but, for the sake of the formulas,
Maximum EN=150.

Initial EN

A) If spell is learned from scroll, book, or 'experience enlightenment':

$$EN = \text{Maximum EN} / 2$$

B) If spell is learned from another character

1) other character gives it voluntarily:

$$EN = (\text{Maximum EN}) (\text{Other's Mod.}) / 4$$

2) other character gives it involuntarily (mind intrusion):

$$EN = (\text{Maximum EN}) (\text{Other's Mod.}) / 3$$

where (Other's Mod.) = Other's EN / His Maximum EN

Increasing EN

A) Whenever a magic-user Rank is attained, and the proper role is made on the Experience Table, the EN of all spells known increases by 5.

B) Each time a spell is used with an Ef equal to the EN: EN of that spell increases by 1.

Remember: 1) there is an upper limit to EN

2) caster pays full fatigue point for any 'fractions' when cast.

Spell Types

Any spell that is cast will fall into one of the following categories below:

- I) General-type spells (physical or mental)
- II) Information-Communication Spell (mental)
- III) Missile Spells (physical)
- IV) Bodily alteration of self or others (physical)
- V) Mental Attack Spells (mental)
- VI) Spells that affect how others perceive (mental)
- VII) Spells that affect how caster perceives (mental)

Once the SN has been rolled (cast is successful), the effect is determined as follows (see individual spells for amplification).

Type I) Most general spells fall into this category.

Type II) The caster gains information. The amount depends on Ef. Or, caster is able to communicate. The clearness, distance, and duration depends on Ef.

Type III) The missile emanates from hand, end of finger, or staff. The accuracy and power of the missile depends on Ef.

Type IV) There is a possibility that the target's body will withstand the attempt due to it's inherent resistance. The target player will try what is popularly called a 'saving throw' to prevent being altered. This is made even if he wishes to have the alteration. If more than one character is the target, the caster may divide up his Ef and apply it toward the targets in any manner he wishes. More Ef applied toward a target character will decrease the possibility of a successful 'saving throw' by that character.

Type V) These are difficult spells to have effect. These also have a 'saving throw' associated as in Type IV.

Type VI) These spells more or less deceive the target. These also have a 'saving throw', and EN is divided among targets as in Type IV.

Saving Throws

The mind or body of a human being is not easily tampered with. The resistance is quite strong. (How many people turned to stone do you know?) When a spell is cast that tries to alter humans (Spell Types IV,V,VI), there is a possibility the body or mind will resist the alteration. However, the more effectiveness (Ef) allocated to the spell cast, the lower chance of resisting the spell.

When a Type IV, V, or VI spell is cast successfully, the target character rolls a 20-sided die as his saving throw. He applies the appropriate modifiers (see below) and consults the Saving Throw table.

Saving Throw Table	
Spell Ef	Number (or Higher) Needed to Save
1-10	6
11-20	7
21-30	8
31-40	9
41-50	10
51-60	11
61-70	12
71-80	13
81-90	14
91-100	15
101-110	16
111-120	17
121-130	18
131-140	19
141-150	20
151-160	21

etc.

The above table can be simply expressed as:
 $\text{Saving-Throw-Needed} = [(Ef-1)/10] + 6$

Modifiers to Saving Die-Roll

- 1) Against Type IV (physical) Spells:
Add (Constitution-10)
Add (HTK/5)
- 2) Against Type V (mental assault) Spells:
Add (Mental Resistance-8)
Add (Fatigue Points/20)
- 3) Against Type VI (mental deception) Spells:
Add (Wisdom-15)
Subtract (2-Fatigue Points/20)

The saving throw is attempted at the instant the spell is cast.

- A) If the saving throw is succesful (number rolled plus modifiers is greater than or equal to saving throw number) the cast has no effect.

Optional: If the spell was a Type IV or V, the target becomes a little more fatigued due to his body's or mind's efforts. The amount of fatigue points lost is determined as follows. Divide Ef applied against him by 10 and round down. Subtract from this number the difference between he rolled (during the saving throw) and the saving throw number needed. If the result is positive, this is his fatigue point loss. If negative, there is no fatigue point loss. Example: 55 Ef is targeted at Krol, and it is then determined that he needs a 10 saving throw. If Krol rolls a 10, he loses 5 fatigue points; if he rolls a 13 he loses 2 fatigue points; if he rolls a 15 or above he loses no fatigue points; if he rolls a 9 or less the spell was successful, so determine it's effect. However, if a character has insufficient fatigue points to lose, he loses what he can, but does not lose HTK.

- B) If the saving throw is not succesful the spell takes effect.

If the spell type is IVr, Vr, or VIr, then the target character will probably recover with time (the 'r' stands for 'recoverable'). This recovery is due to his mind or body's inherent resistance finally breaking free from the spells effects. Note that this is not the only way to recover, you could have other help; for example, if put asleep, you might recover with time by this recovery method, or someone might shake you awake. The following table is given to indicate the times that there is a chance of recovery. The 'time after spell' refers to the total amount of time from when the spell was cast. Whenever this table gives a 'c', it means that there is a chance of recovery at this time. At this time, the character tries another Saving Throw, exactly the same as the original Saving Throw that he failed, except that he might get a modifier to his die roll if one is given in the table.

Time After Spell	Type of Spell		
	IVr	Vr	VIr
1 melee round		c	
2 melee rounds		c	
5 melee rounds			+1c
1 minute	+1c		+3c
2 minutes			+5c
4 minutes	+2c		+7c
8 minutes			+10c
1/4 hour	+5c	c	+10c
1/2 hour			+10c
1 hour	+4c	+1c	+10c
2 hours		+2c	+10c
4 hours	+3c	+3c	+10c
8 hours	+2c	+4c	+10c
1 day	+1c	+5c	+10c
2 days	c	+6c	+10c
4 days	-1c	+7c	+10c
1 week	-2c	+8c	+10c
2 weeks	-3c	+9c	+10c
1 month	-4c	+10c	+10c
each month thereafter	-5c	+10c	+10c

Example: Snid tries to cast a Sleep spell at Krol. Say Krol has Wisdom of 10, Constitution=14, Mental Resistance=7, 14 Fatigue Points, and 7 HTK. Assume Snid rolled his required SN or higher, and that he allocated 60 Ef to the cast. With 60 Ef, Krol needs to roll an 11 or higher. However, it is a Type Vr spell so Krol adds: $7-8=-1$ for Mental Resistance, and $14/20=0$ for Fatigue Points and so, he subtracts one from his die roll. (If it is a different spell, say Type IV, Krol would add: $14-10=4$ for Constitution, and $7/5=1$ for HTK, and so would add 5 to his die roll. If it had been a Type VI spell, Krol would add: $10-15=-5$ for Wisdom, and subtract $2-14/20=2$, so Krol would subtract 7 from his die roll.) Now back to the assumption that it was a Sleep (Type Vr) spell, Krol needs to roll a 11. Assume he rolled an 11, adds his modifier of -1, and thus failed to make his saving throw. So, he falls asleep, and will stay so until physically awakened or until his mind finally overcomes the spell's effects (if ever).

Assuming that he is never physically awakened (no loud noises, nobody shaking him, etc.): The Saving Throw Timetable is now consulted. It indicates that another check should be made in 4 melee rounds (half minute). So after 4 melee rounds Krol gets to roll the die again with the same modifiers. If he rolls above 11 he will wake up. If he does not roll his saving throw, he remains asleep. The timetable indicates that his next opportunity to check is four minutes after he fell asleep. If he fails that he will get another chance at one-quarter hour past the time he first fell asleep. If he fails that, he will get another chance at one hour past the time he first fell asleep. For this die roll, he will get a +1

modifier (indicated on the timetable). Therefore in order to wake up he must roll an 11 after he adds +1 (timetable) and -1 (Mental Resistance) = 0 to his die roll. If he fails that he gets another opportunity at 2 hours past when he fell asleep, this die roll gets a +2 (timetable) and -1 (Mental Resistance) = +1 to make his saving-throw-needed 11 or better. This continues on until he finally succeeds, or quits trying.

Optional: More Complex Saving Throws

This rule requires more work on the part of the players and Judge, and the use of a calculator is desirable; hence, this rule is optional and we included the simpler saving throw rule presented above.

Each player will have to keep track of three additional values for his character. These are the character's inherent resistance. They are:

Physical Inherent Resistance (PIR);

$$\text{PIR} = (\text{Constitution}) + \text{HtK}/2$$

Mental Assault Inherent Resistance (MAIR);

$$\text{MAIR} = 14 + (\text{Mental Resistance}) - (\text{Intelligence})/2 + \text{HtK}/5$$

Mental Deception Inherent Resistance (MDIR);

$$\text{MDIR} = (\text{Wisdom})/2 + (\text{Fatigue Points})/15$$

When a Type IV, V, or VI spell is cast, the Ef is distributed among the target character(s) by the caster in any manner he sees fit.

For each target character, the Ef applied against him is divided by that character's inherent resistance, the result is called the saving throw ratio. If the spell is Type IV, the PIR is used; for Type V, use MAIR; and for Type VI, the Ef is divided by the MAIR.

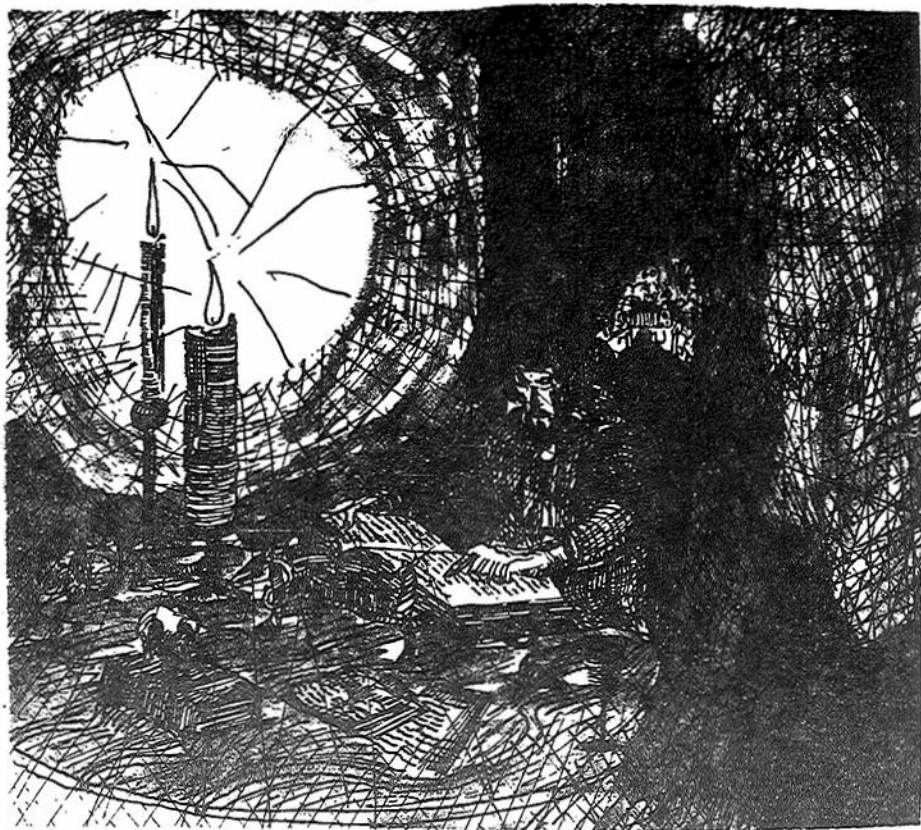
The saving throw ratio is taken to the table where the saving throw number is determined. A 20-sided die is rolled and the target character must roll the saving throw number or greater to prevent being affected by the spell.

Obviously, if 0 Ef is applied against a character, that character receives no effect.

Note that some spells a caster may wish to cast upon himself. If it is a Type IV spell, he must make a saving throw anyway, and must fail in this throw. This is a check of his body's inherent resistance to the spell.

Saving Throw Ratio	Saving Throw Number
0.4 and less	2
0.6	3
0.8	4
1.0	5
1.4	6
1.7	7
2.0	8
2.5	9
3.0	10
3.6	11
4.3	12
5.0	13
6.0	14
7.0	15
8.0	16
10.0	17
14.0	18
20.0	19
30.0 or above	20

The saving throw number is the minimum die roll needed to prevent the spell from taking effect. If the target player does not make the saving throw, the spell takes effect, and then he checks during the times indicated on the timetable with this saving throw number used as his required number.



Each Spell Attempt (Review)

The order of events is as follows:

- 1) The spell-caster declares
 - a) the amount of time (melee rounds, hours, etc.) he wishes to concentrate, if any
 - b) the Effectiveness (Ef) he wishes to cast
- 2) Then the caster spends that amount of time (a)-above) motionless and not talking. If he does move or talk (game-wise) or expend melee points the judge will apply the appropriate modifier. If the caster chooses to stop concentrating early, the modifier he receives is only one-half the modifier he would normally get for the time he spent. (It is a bad deal-so plan ahead!) Note: while concentrating, a character should not respond to distractions or offer advice to any character - the judge should note such actions and apply the penalty modifier for each one.
- 3) At the end of the time spent concentrating, the spell cast attempt is made. Note that the caster never is forced to cast the spell, no matter how long he has concentrated. A 20-sided die is rolled, the appropriate modifiers added to the roll, and compared to the caster's SN for that spell. The die roll plus modifiers must be greater than or equal to the caster's SN for the spell cast to succeed. Otherwise the cast is unsuccessful. No matter what the modifiers are, a die roll of 1 indicates an unsuccessful cast.
- 4) The caster deducts fatigue points as required by his Ef applied (shown in the Effectiveness Table). If the spell is unsuccessful (SN roll), the caster must deduct 1/2 the required fatigue points.
- 5)
 - a) If the spell is Type I or II, the effects are determined.
 - b) If the spell is Type III (a missile spell), proceed to the missile To-Hit table with appropriate modifiers.
 - c) If the spell is Type IV, V, or VI, the target makes his saving throw for his inherent resistance.



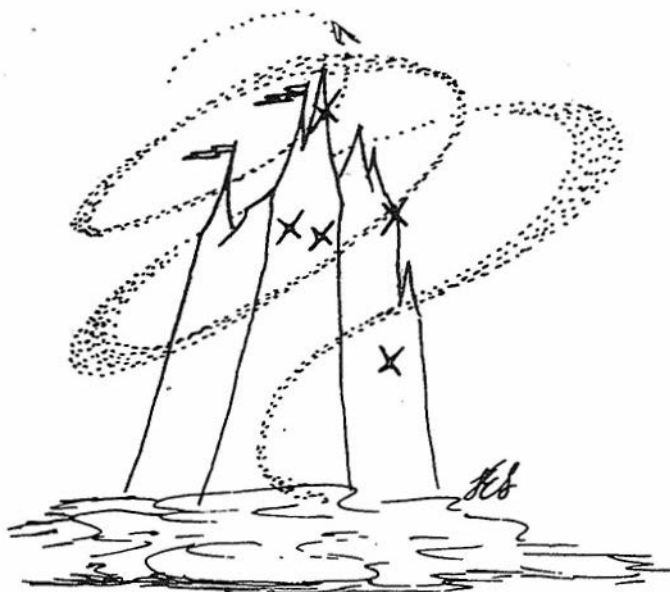
Optional: Backfire

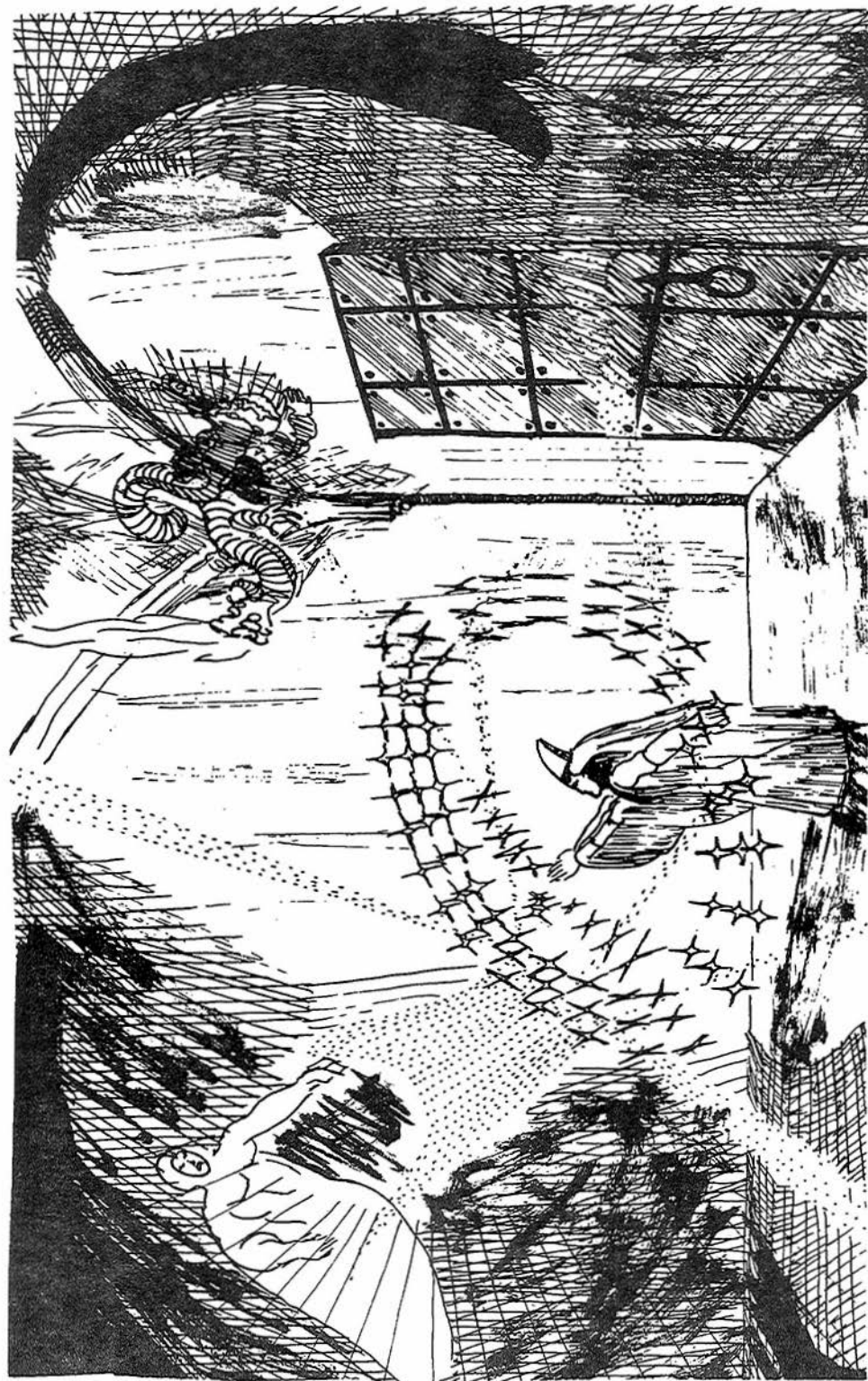
When the spell attempt is made, there is a possibility of a 'backfire' (a bad mistake on the caster's part). A 'backfire' occurs whenever the die roll to make SN comes up a '1' on the die, before any modifiers are added. If a spell backfires, the caster will temporarily lose one point from his constitution (see recuperation), and will lose 1 to 6 additional fatigue points, and the spell will have no effect. If the caster has insufficient fatigue points remaining, the excess are not taken as Hits-To-Kill, instead the caster is rendered unconscious for an amount of time corresponding to the number of excess fatigue points as shown:

Excess Fatigue Points	Time Unconscious
1	5 minutes
2	1/4 hour
3	1/2 hour
4	1 hour
5	2 hours
6	4 hours

Optional: Extra-Successful Cast

For a really good cast, there is the possibility of an enhancement in its effects. If a 19 (unmodified) is rolled during the SN die roll, the Ef for that cast is doubled from the caster originally assigned. If a 20 is rolled, the Ef is tripled. In either case, the caster only pays fatigue points for the original Ef he assigned to the cast.





Obtaining Spells: Explanation

1) Initial Knowledge

This is entirely up to the Judge's discretion. A couple of comments will be made here: Since all characters really should start equal (except for luck), it is preferable for no one to initially know any spells. Hence, the Judge may wish to have something like a magic school, where a character will learn how to read magic writing, and perhaps learn a spell or two. Admission would be tough--some test to pass or quest to perform. Another way to introduce magic would be: give the players a high probability to meet a friendly magic-user who might wish to impart some of his knowledge for a favor or price or other whim.

2) Reading Scrolls to Learn Spells

Any character who is able to read magic can read scrolls. Anyone who cannot read magic still has a chance at reading a scroll. This percent chance is equal to $\text{Intelligence} - 10 + (\text{Magic Experience Points})/10$. And the attempt may be tried once a day. Scrolls that can be read give the reader full knowledge of the spell.

3) Reading From History Books

Every now and then a history will contain a description of something a magic-user did (generally to win a battle). So, in any history book, there is a 2% chance of a random spell description being in it. However, it takes 4 to 20 hours to read such a book.

4) Spell Obtained from Another Character Voluntarily

This happens when another character takes time to teach you a spell. Magicians are generally a greedy and independent lot, so non-player characters will rarely teach spells. The time required is 4 hours, 8 hours, 1 day or 2 days (determined randomly). Note that "Voluntarily" includes agreements made under stress or torture (I don't know very many people able to torture a good magic user).

5) Spells Obtained During an Intrusion into Another Mind

It is possible to "find" a spell in another magic user's mind. See the section on Planar Mind Combat.

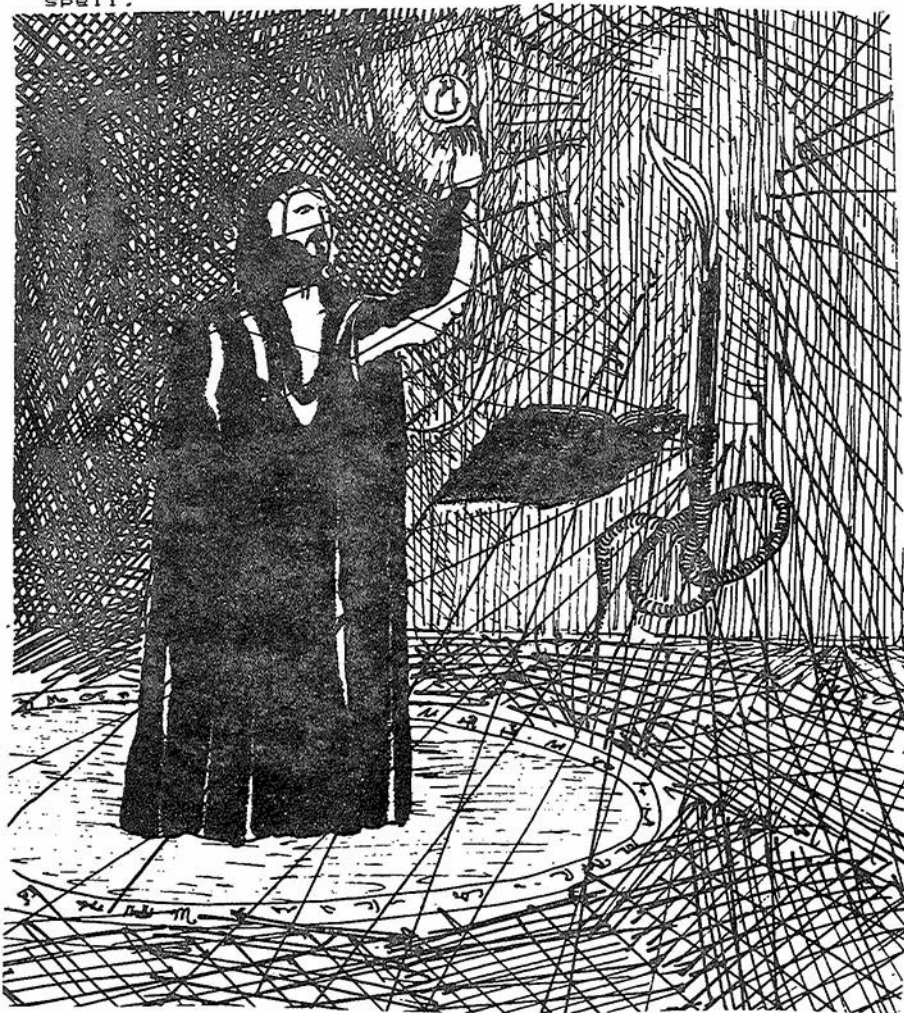
6) Experience Enlightenment

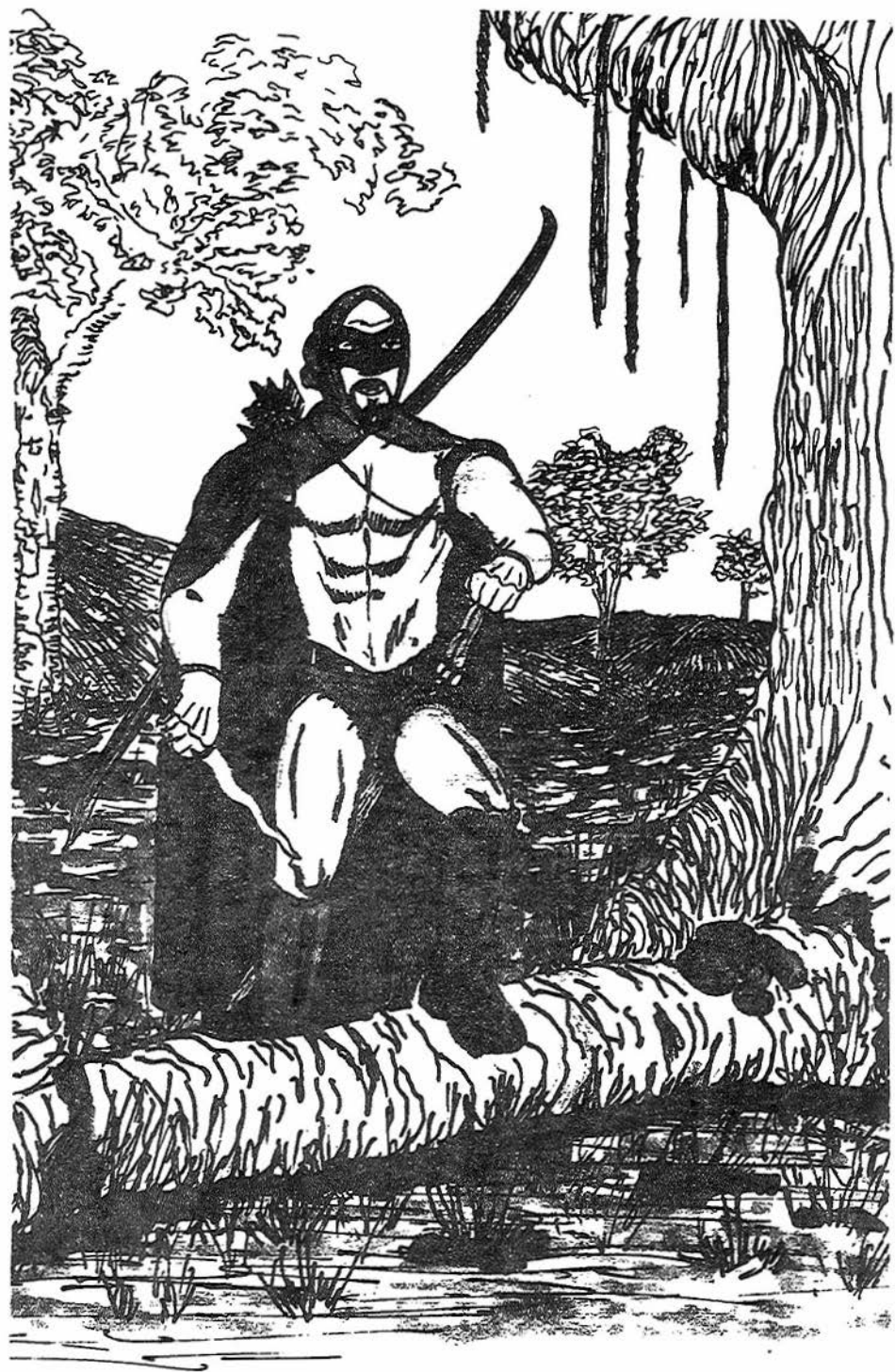
This is a process of learning new spells. Spells learned via this rule are assumed to have been gained by deductions, insight, luck, brilliant thought.

Whenever a magic experience rank is achieved, and the player rolls 18 to 35 on the Experience Bonus Table, and it gives him an "EE", he will gain at least one new spell. The number of spells gained is determined by a (1 to 4) die roll. If a four is rolled, roll instead a (1 to 6) die to get the number of spells gained. If now a 6 is rolled, try a (1 to 8) die, etc. Once the number of spells gained has been determined, it is necessary to determine which spells will be gained. It is assumed that the new spells gained will be similar to spells already known. So randomly

determine one spell already known for each spell to be gained. The spell to be gained will be the lowest spell (not already known) in the same category as the randomly-chosen already-known spell.

Example: Snid crossed a critical rank in magic experience and rolled up "experience enlightenment". He then rolled a 4 sided die and got a 1. This means he gets one new spell. Assume he already knows Web, Stone Wall, Invisible, Fly, Clone and Fire Shield. He must determine which category his new spell will be in. He randomly obtains Stone Wall spell to be of the same category. This category is Walls. He already knows the first spell (Web) so he gets the second spell (Ice Wall) in that category. He now determines the SN and EN (see initial SN, initial EN) of his new spell.





Physical Spell List

	Spell Types	SD	Minimum SN
A) Protection Spells			
1) Melee Shield	I	10	2
2) Missile Shield	I	10	2
3) Fire Shield	I	20	2
4) Cold Shield	I	20	2
5) Physical Magic Shield	I	30	5
B) Walls			
1) Web	I	20	2
2) Ice Wall	I	20	5
3) Fire Wall	I	25	5
4) Blades	I	25	10
5) Stone Wall	I	30	5
6) Iron Wall	I	40	10
C) Polymorphs			
1) Height/Weight	IV	10	2
2) Polymorphs	IV	30	5
3) Gaseous Form	IV	25	5
4) Clone	I	80	30
D) Abilities			
1) Terminate Own Spell	I	20	2
2) Booming Voice	I	10	2
3) Levitate	I	10	2
4) Slow/Haste	IV	15	2
5) Strength	IV	20	5
6) Invisible	IV	25	5
7) Fly	IV	25	5
8) Time Stop	I	80	2
9) Death Hand	IV	100	10
E) Kinetics			
1) Rope Trick	I	10	2
2) Move Objects	I or III	15	5
3) Remote Arm	I	25	2
4) Spatial Leap	I	50	10
5) Animate Dead	I	40	5
6) Animate Objects	I	60	10
F) Weather			
1) Shape Clouds	I	15	5
2) Wind	I	20	2
3) Temperature	I	25	2
4) Precipitation	I	30	2
G) Foul Air			
1) Smoke	I	25	5
2) Cloudkill	I	40	10
H) Elements: Fire, Earth, Water, Air			
each entry below has 4 spells associated with it (1 for each element).			
1) Missile-Ball of Element III		20	2
2) Modify Element	I	25	5
3) Disrupt Element	I or IVr	30	10
4) Convert Element	I	35	5
5) Control Element	I or IVr	40	10
6) Elemental Storm	I	45	10
7) Elemental Demon	I	50	10

I) Binding			
1) Knock	I	10	2
2) Hold Portal	I	10	2
3) Bind Non-living	I	20	5
4) Unbind Non-living	I	20	5
5) Disintegrate	I or IV	55	10
J) Energy			
1) Light	I	10	2
2) Flame	I	15	2
3) Dark	I	15	2
4) Missile	III	15	2
5) Warp Wood	I	20	5
6) Bolt	III	30	5
7) Cold Blast	III	30	5
8) Magnetic/Antimagnetic	I	35	5
9) Power Words	IVr	40	2
10) Reverse Gravity	I	60	5
K) Demonology			
1) Raise Demons	I	40	10
2) Summon Dead	I	45	10
3) Summon Undead	I	50	15

Mental Spell List

	Spell Types	SD	Minimum SN
A) Command			
1) Suggestion	V	15	5
2) Telepathy	II	20	2
3) Body Control	VIr	25	2
4) Charm	Vr	45	5
5) Mass Charm	Vr	100	10
B) Mental Assault			
1) Sleep	Vr	15	2
2) Hold	Vr	20	5
3) Mind Blank	Vr	25	5
4) Confusion	Vr	35	10
5) Mass Confusion	Vr	100	15
6) Death	V	100	2
C) Fakery			
1) Ventriloquism	VIr	10	2
2) Slipperiness	VIr	15	2
3) Heroism	VIr	15	4
4) Fear	VIr	20	2
5) Mental Web	VIr	20	5
6) Mirror Image	VIr	25	4
7) Change Appearance	VIr	30	5
8) Invisibility	VIr	35	5
9) Terrain Change	VIr	40	5
10) Nightmare	VIr	50	10
D) Mind over Body			
1) Pain	VI	12	5
2) Body Weapon	VI	20	10
3) Breathe Water	VI	25	5
4) Body Weight	VI	30	5
5) Fake Cure	VI	40	10

E) Perception

1) Detect Life	II	15	2
2) Detect Magic	II	15	2
3) Detect Invisible	II	20	2
4) Read Willing Minds	II	20	5
5) Locate Object	II	25	5
6) Probe Minds	II	30	5
7) See Invisible	II	30	5
8) X-Ray Vision	II	30	10
9) Clairtactance	II	35	15
10) Clairaudiene	II	35	10
11) Clairvoyance	II	40	15
12) Speak With Dead	II	50	15

F) Concentration

1) Intelligence	VI	20	15
2) Wisdom	VI	20	15
3) Dexterity	VI	20	15

G) Protection

1) Mind Bar	I	15	2
2) Wall of Will	I	20	2

Spell Descriptions: Explanation

When a spell is cast the caster determines how much Ef he is going to 'give' the spell. This Ef is allocated by the caster among the choices given. The choices include Duration, Intensity, Mobility, Extent, Amount, Control and Special. Most spells only have allocation into a couple of these categories. It is not necessary to determine these allocations until the SN is determined to be successful. The game should be run as fast or faster than real time, and so if characters spend a lot of time calculating in detail they will lose out and miss the action.

In the spell descriptions the durations are given in time 'steps'. A time step is each doubling of time as shown on the timetable. For example: Assume a spell lasts one time step for every 5 Ef allocated to Duration. Then if Snid casts this spell with 40 Ef, and allocates 30 Ef to Duration, it will last 4 minutes (see the timetable). At the time the spell is cast (only), the caster may declare the spell will last any given amount of time that is less than the maximum determined by Ef allocated to Duration.

In all % chances, the judge secretly rolls the die to determine the result. The player will not be sure what happened. Example 1: The caster tries a Detect Magic spell on an object. The judge tells him he didn't detect any. The player will not be sure if the object was not magical or if he just failed to detect it. Example 2: The caster tries a Locate Object spell, the judge rolls the % chance, determines a failure, and gives the caster a random direction. The caster doesn't know if it is the true direction or random.



Descriptions: Physical Magic Spells

A) PROTECTION SPELLS

This type of spell puts up a sort of shield. It may be cast upon any character (including the caster). It is non-transferable from character to character. The spell duration will be: 1 time step for every 5 Ef allocated for duration for a non-mobile shield, and 1 time step for every 5 Ef allocated for Duration for a mobile shield. If a non-mobile shield is created, it will cease the instant the character moves more than 1 yard.

1) Melee Shield (Type I, SD=10, Min SN=2)

This will absorb 1 damage point inflicted (either HtK or FP) for every 3 Ef allocated to Intensity. The spell will cease as soon as it has absorbed its maximum (or it runs out of time (Duration)), or the character moves (if non-mobile)).

2) Missile Shield (Type I, SD=10, Min SN=2)

This will absorb 1 damage point inflicted due to any missile (arrow, rock, etc.) for every 2 Ef allocated to Intensity. Otherwise same as above.

3) Fire Shield (Type I, SD=10, Min SN=2)

With this, it is impossible to get harmed by any sort of fire. It is also impossible to use any sort of fire, e.g. may not light a fire, create a fireball, hold a torch, etc. May be extended to all persons within a radius at a cost of 30 Ef allocated to Extent per 1 yard (1 hex) of additional radius. A spell with no Ef allocated to Extent will be a shield only for the 'target' character it was cast upon. If 30 Ef are allocated to Extent, the shield will include the 'target' character and anyone who wanders into the 6 hexes surrounding him. If someone enters, he is 'shielded'. This shielding ends for that character when he leaves (or when the spell normally ends). If 60 Ef was allocated to Extent, the shield extends 2 hexes (2 yards) of radius (to include anyone in the 6 hexes and the next 12 adjacent hexes), and so on.

4) Cold Shield (Type I, SD=20, Min SN=2)

Blasts of cold, or cold temperature will not have any affect on the character. May be extended to include a larger area by allocating Ef to Extent, as explained under Fire Shield above.

5) Physical Magic Shield (Type I, SD=30, Min SN=5)

This puts up a shield to help defend against any Type IV spells directed at the shielded character(s). When it is necessary to make a saving throw to save against any Type IV spell, this shield will add 1 to your saving throw die roll for every 5 Ef allocated to Intensity. This shield may be extended to include a large area by allocating Ef to Extent, as explained under Fire Shield (above).

B) WALLS

As the name implies, these are spells that create walls. The thickness of a wall is given below. The surface area depends on amount of Ef allocated to Extent as indicated for each spell below. That surface area = (length of wall) x (height of wall). The caster can designate where it will be created, but must be within 3 feet of some portion of it at the time it is created. A wall will be stationary. It is possible to hack or chip through a wall with a weapon. A hit with a weapon is assumed automatic, but roll for damage inflicted. The descriptions below indicate how many damage points will make what size hole in a wall.

- 1) Web (Type I, SD=20, Min SN=2)

This web type wall must be attached to something (anything) at the corners; it will not support itself. Anything smaller than 1 square inch can pass through. If set on fire, it will burn away in 1 to 4 melee rounds. The size will be 30 square feet per Ef allocated to Extent. The web lasts 1 time step for each Ef allocated to Duration. Can be made passable in one direction (only) if 40 Ef are allocated to Special. When attempting to hack through it, a 1 square foot hole will be hacked for each damage point.

- 2) Ice Wall (Type I, SD=20, Min SN=5)

This wall will be 3 inches thick.

The size will be 15 square feet for each Ef allocated to Extent. The wall will last 1 time step per Ef allocated to Duration. Can be made one-way if 20 Ef allocated to Special. Every 10 damage points inflicted will knock a 1 square foot hole through the ice (consider a torch (or it's equivalent) to inflict 10 damage points for this purpose only).

- 3) Fire Wall (Type I, SD=25, Min SN=5)

This will be 3 feet thick flames. The size will be 2 square feet for each Ef allocated to Extent. The fire will do damage to any person that passes through it, at a rate of 1 6-sided die of damage (Fatigue Points) for every 10 Ef allocated to Intensity. Wall will last 1 time step for every 5 Ef allocated to Duration. It can be made one-way if 40 Ef is allocated to Special.

4) Blades (Type I, SD=25, Min SN=10)

This is a barrier of whirling swords. It is 3 feet thick. The size will be 2 square feet for each Ef allocated to Extent. It will inflict Hits-to-Kill on anyone passing through at a rate of 1 four-sided die per 5 Ef allocated to Intensity. It will last one time step for each 5 Ef allocated to Duration. Can be made one-way if 5 Ef are allocated to Special.

5) Stone Wall (Type I, SD=30, Min SN=5)

This is stone 1 foot thick. Size will be 5 square feet for each Ef allocated to Extent. It will last one time step for every 2 Ef allocated to Duration. One-way if 30 Ef allocated to Special. Will chip through at a rate of 1 square foot per 100 damage points inflicted.

6) Iron Wall (Type I, SD=40, Min SN=10)

This iron is 1 inch thick. Size will be 5 square feet for each 2 Ef allocated to Extent. It will last one time step for each Ef allocated to Duration. One-way if 70 Ef allocated to Special. A one inch hole will be cut through for every 100 damage points inflicted.

C) POLYMORPHS

These spells cause physical change in characters or objects. Most of these are Type IV spells and therefore the target character gets a saving throw. The total Ef of the spell is used to determine the saving throw as explained in the section of these rules. If the saving throw is not successful, the spell takes effect and the caster allocates Ef to the various areas as explained below.

1) Height/Weight (Type IV, SD=10, Min SN=2)

This spell causes the target character to get taller or shorter at a rate of 1% change per 2 Ef allocated to Special. The character will also increase/decrease in weight at 1% per 2 Ef allocated to Special. This change will last 1 time step for every Ef allocated to Duration.

2) Polymorph (Type IV, SD=30, Min SN=5)

With this spell, the caster may change any character to any sort of creature. This change will last 1 time step for every Ef allocated to Duration. While changed, the character will retain his own mind, HtK, FP, MP, Str, etc. The only abilities (other than appearance) he gains are the instinctive abilities of the creature he is polymorphed to. But in doing these instinctive abilities, his mind must adjust to it (learn to do it). For example, if a man was turned into a sparrow, he would have to be taught how to fly and he would have to learn not to gag on worms. However, he would be a tough bird to kill, considering his HtK & FP. As another example, if the change was to a creature with arms (an ape), he could use weapons in his hands, but due to lack of muscular coordina-

tion, he would lose 10-80% of his melee points. Each time he returns to this creature's form (different spell each time), he would get more used to it (0 to 70%, then 0 to 60%, etc.), just as he would get better at flying the second time he was a sparrow. At the same time, though, the shock on the body will take its toll. Each time a man is changed to a specific creature, roll percentile dice: 01 to 05% indicating that he has forever ^{LOST} his original body. Each successive time changing to the same creature increases this likelihood by 5%. Being stuck with the mind of the creature is always worse than your original mind. You lose all accumulated experience points in all categories (start over).

3) Gaseous Form (Type IV, SD=25, Min SN=5)

This allows the target to turn into a gas. The gas is nearly colorless and hard to detect (5% per turn). The character/gas will move (drift) in a random direction at 1-4 yards per melee round. This movement might be modified by the presence of a wind. The character/gas might drift through cracks, under doors, etc. This change will last 1 time step per 10 Ef allocated to Duration.

4) Clone (Type I, SD=80, Min SN=30)

This spell creates an exact duplicate of the target. Chance of successful creation = Ef%. If unsuccessful, there is no result. The judge determines all actions of the clone. It has all abilities of the target. It will always be antagonistic and attempt to kill the "original". Duration is indefinite (until the clone loses its HtK).

D) ABILITIES

1) Terminate Own Spell (Type I, SD=20, Min SN=2)

This spell is used by a magic-user who wishes to end a spell that he (and he alone) previously cast. Remember that spells will cease automatically when their duration is expended; so this spell is used only when the caster wishes to end a spell 'prematurely'. The amount of Ef allocated to the spell determines the Percent chance of early termination of the desired spell: % chance = Ef allocated. [Optionally: % chance = (Ef allocated x 100)/(Ef of original spell); the drawback to the option is that the original assignment must be known].

2) Booming Voice (Type I, SD=10, Min SN=2)

This spell gives the target character (could be the caster) a loud voice. The character, when talking in a normal voice can be distinctly heard by any one within a certain number of yards; the number of yards is equal to 100 times the amount of Ef allocated to Extent. The booming voice lasts for a time equal to 1 time step for every 3 Ef allocated to Duration.

3) Levitate (Type I, SD=10, Min SN=2)

Allows target to float in air. The target can be 10 pounds for each Ef allocated to Amount. Will rise 10 feet for each Ef allocated to Intensity. Will last 1 time step for every Ef allocated to Duration. The target will float at the height determined unless the caster allocates 30 Ef to Control, in which case the caster controls the height—anywhere from 0 to the maximum (which is determined by allocation to Intensity). The floating object/person has Inertia: can not move unless pushed or has something to grab and pull.

4) Slow/Haste (Type IV, SD=15, Min SN=2)

The target experiences a 5% change in speed for each Ef allocated to Intensity. Will last 1 time step for each 5 Ef allocated to Duration.

5) Strength (Type IV, SD=20, Min SN=5)

Target will increase/decrease strength by 1 for every 4 Ef allocated to Intensity. Will last 1 time step for each 8 Ef allocated to Duration.

6) Invisible (Type IV, SD=25, Min SN=5)

Target becomes invisible. Any item in contact with the target may become invisible with the target at the caster's discretion. Anything that is invisible can do no damage to anything/anybody. (However an invisible person might carry a visible weapon). Any person who is totally invisible can't be seen. An opponent may swing at a hex in hopes of hitting the invisible person, but his to-hit will have a -5 modifier. If the invisible person is carrying anything that is visible, a to-hit attempt will only have a -1 modifier. Any hit on an invisible person will do HtK damage even if it is only indicated as FP damage. Invisibility will last 1 time step for each 2 Ef allocated to Duration.

7) Constitution (Type IV, SD=25, Min SN=5)

This increases/decreases the target's constitution for a short while. Change of 1 for each 6 Ef allocated to Intensity. Lasts one time step for each 8 Ef allocated to Duration.

8) Fly (Type IV, SD=25, Min SN=5)

Allows target to fly. The direction, speed, and duration is controlled by the caster unless 30 Ef allocated to Control in which case direction and speed controlled by the flyer. Maximum speed is 5 MPH for each Ef allocated to Mobility. Lasts 1 time step for each 4 Ef allocated to Duration.

9) Time Stop (Type I, SD=80, Min SN=2)

Everything stops dead in its tracks except the caster. He is free to move. For each 10 Ef allocated to Special, one more character will be free to move. The amount of time the caster (and the others) may move with everyone else still is: 1 time step for each 40 Ef allocated to Duration.

10) Death Hand (Type IV, SD=100, Min SN=10)

In this case, the saving throw is not made un-

til the caster/user touches the target. If the target fails saving throw, it dies. The target is the first living creature the caster touches.

E) KINETICS

1) Rope Trick (Type I, SD=10, Min SN=2)

This spell gives the caster control over rope, twine, or thread (made of hemp, cloth, or fiber). It will move in any manner he wishes, including becoming rigid. It will not break or tear. The length under control is 2 feet for every Ef allocated to Amount. The control lasts 1 time step for every 2 Ef allocated to Duration. The caster must be able to see all of the rope that is under control unless he allocates Ef to Special. For every 5 Ef allocated to Special, the unseen rope may be up to 10 yards (hexes) away.

2) Move Objects (Type I or III, SD=15, Min SN=5)

This spell gives the caster the power to raise and move objects. There are two general applications: Just plain moving objects; and 'flinging' objects at other characters. The first application is a type I spell, while in the second, this is a type III (missile) spell. For the type I application: the caster may move an object that weighs 10 lbs. per Ef allocated to Amount. This object may be moved 1 foot per Ef allocated to Intensity. The object will move at a rate of 1 foot per sec. unless Ef is allocated to Mobility. In this case the object will move $1/4$ foot per sec. times the number of Ef allocated to Mobility. Note that an object moving in this type application can be easily dodged by any individual aware of it. For the type III (missile) application: One small rock size object may be 'flung' for each 15 Ef allocated to Special. This is treated as a missile weapon attack; using the Sling with Rock missile table, but subtract one from both the To-Hit die roll and the damage die roll. Additional accuracy of +1 modifier to the To-Hit die roll may be gained for each 10 Ef allocated to Control.

3) Remote Arm (Type I, SD=25, Min SN=2)

This spell has the effect of 'extending' the target's hands/arms by a number of feet equal to the amount of Ef allocated to Extent. They stay extending one time step per 10 Ef allocated to Duration. These arms are rubbery and bendable continuously. If an opponent attempts to hit an arm, he must subtract 4 from his die roll as they are harder to hit. However, they are considered armor class 0. In addition if the opponent inflicts on the arm Hits-to-Kill of an amount equal to one tenth of the characters Hits-to-Kill, the arm is considered chopped off.

4) Spatial Leap (Type I, SD=50, Min SN=10)

This is an instantaneous transportation of the target to another location. This caster must be

able to see the target, and must have at one time been at the destination location. It is well known that all points of the time-space continuum are interconnected, and hence this ability depends in no way on the distance "leaped". For each Ef, 5 pounds may be transported.

5) Animate Dead (Type I, SD=40, Min SN=5)

This spell allows caster to cause body of any dead being to move in any manner that the being was capable of when live. The caster must always be in sight of the animation. If the animate dead attempts an attack, its To-Hit die roll gets a -5 modifier. The caster may control one body for each 5 Ef allocated to Amount. Spell lasts 1 time step for every Ef allocated to Duration.

6) Animate Objects (Type I, SD=60, Min SN=10)

The caster causes inanimate objects to seem animate (chairs dance, statues make funny faces, etc.). The caster must always be in sight of the object(s). Because this spell is so unlimited, the exact limitations given here are vague and must be handled by the judge. One man-sized object may be animated for every 15 Ef allocated to Amount. The animation will last one time step for each 15 Ef allocated to Duration.

F) WEATHER

1) Shape Clouds (Type I, SD=15, Min SN=5)

Allows caster to move whatever clouds that are visible into any pattern and maintain that pattern for 1 time step per 5 Ef.

2) Wind (Type I, SD=25, Min SN=2)

Caster may increase/decrease windspeed 1 MPH per Ef allocated to Intensity. May change direction by 2 degrees per Ef allocated to Control. Lasts 1 time step per Ef allocated to Duration. This wind change is only in the 1 mile radius of the caster position. This radius may be increased by 1 mile for every 2 Ef allocated to Extent. This wind change will not change positions along with the movement of the caster unless 20 Ef is allocated to Mobility.

3) Temperature (Type I, SD=25, Min SN=2)

Adjusts ambient air temperature 1 degree for each Ef allocated to Intensity. Duration, Extent and Mobility are same as Wind (above).

4) Precipitation (Type I, SD=30, Min SN=2)

Causes either rain or snow depending on local temperature. Extent and Mobility the same as for Wind. Will last one time for allocation to Duration as follows: (i) 1 Ef for light precipitation; (ii) 5 Ef for medium precipitation; (iii) 10 Ef for heavy.

G) FOUL AIR

For both spells in this category the following apply. A cloud of foul air is created during the cast. This cloud stays on the ground, is circular in shape, but also extends upward-like a hem-

isphere. The radius is 1 yard per Ef allocated to Extent. The caster must be adjacent to some edge of it when it is cast. The cloud will move with the speed and direction of the wind, unless the caster allocates 50 Ef to Special, in which case the cloud stays in its initial position regardless of the wind.

1) Smoke (Type I, SD=25, Min SN=5)

The smoke will obscure vision. This makes it harder to hit in melee: add a modifier to the to-hit die rolls of -1 for every 5 Ef allocated to Intensity. Also visibility is limited to a number of yards equal to 50 divided by the Ef allocated to Intensity. Will last 1 time step for every 2 Ef allocated to Duration.

2) Cloudkill (Type I, SD=40, Min SN=10)

This causes a temporary loss of Constitution value of any character within the limits of the cloud. For every 20 Ef allocated to Intensity, a character will lose one Constitution point each turn. Recovery of Constitution is same as explained under Recuperation. Cloud will last 1 time step for every 5 Ef allocated to Duration.





H) ELEMENTS: FIRE, EARTH, WATER, AIR

Note that there are sub-categories in each spell listed, one for each of the four elements. Each sub-category is an entirely different spell. They are listed in this manner only to compare the different spells. The four different elements should be treated as four different spell categories. For example: for 'experience enlightenment' if another spell is gained, the four different elements should be treated separately for the random new spell determination.

1) Missile Ball of Element (Type III, SD=20, Min SN=2)

A missile/ball emanates from the caster's hand. He must be holding some of the appropriate element in one hand (some dirt, or torch, or water), and will use the entire amount when cast (torch will go out).

To-hit = $8 + (\text{Target range in yards}/10)$

Only one ball may be 'thrown' per spell cast. Ef may be allocated into either Intensity or Control. For each 5 Ef allocated into Control, the accuracy improves by +1 on the to-hit die roll. If a hit is scored, damage is given below:

1a) Fireball

This does 1 to 8 FP damage for every 10 Ef allocated to Intensity.

1b) Catapult

This does 1 to 6 damage per 5 Ef allocated to Intensity.

1c) Splashball

This might blind the target. Use the type IVr saving throw and recovery tables. Use 2 times the Ef allocated to Intensity for the saving throw.

1d) Pressure Ball

Same as Splashball, only stun instead of blind. Use 3 times Ef allocated to Intensity for saving throw purposes.

2) Modify Element (Type I, SD=25, Min SN=5)

2a) Fire to Smoke

Billowing smoke pours from any fire. This is same as Smoke spell, but gets twice as much effect (double his Ef allocation) for same FP expenditure.

2b) Transmute Metal

Caster may change any metal to any other metal, two ounces per Ef.

2c) Freeze Water

Caster freezes an amount of water equal in cubic yards to the amount of Ef allocated to Intensity. Will stay frozen one time step per 2 Ef in Duration.

2d) Air-Cloudkill

Same as Cloudkill, but caster gets twice as much effect.

3) Disrupt Element (Type I or IVr, SD=30, Min SN=10)

3a) Extinguish

Caster may put out fire in circular area with a radius equal to 1 yard per 5 Ef.

3b) Flesh Stone

This spell will turn the target to stone if he fails his saving throw. The target might recover via the recovery rules under saving throws.

3c) Fluids to Water

The caster may convert 1 pint of any fluid to water per 10 Ef.

3d) Disperse

The target is dispersed 'to the four winds'. Amount dispersed is 1 pound per Ef. It is not possible to disperse a living being, but you can disperse his weapons/armor, etc.

4) Convert Element (Type I, SD=35, Min SN=10)

These spells convert one element to the next. The amount converted is cubic yards equal to Ef allocated to Extent. Sixty divided by Ef allocated to Intensity is the number of minutes the conversion takes.

4a) Air to Fire

After the time needed for the conversion, the fire will die out unless there is something near to catch on fire.

4b) Fire to Earth (ashes)

4c) Earth to Mud to Water

4d) Evaporate/Boil Water

5) Control Element (Type I or IVr, SD=40, Min SN=10)

5a) Fire Blast

Any one fire will explode. Any being within the blast radius might be stunned and blinded if they fail their saving throw which is based on Ef allocated to Intensity. The blast radius is 1 yard per 4 Ef allocated to Extent.

5b) Crack Ground

Caster can designate where a crack will appear. The earth separates 1 yard per 10 Ef allocated to Intensity. The crack will be 20 yards per Ef long.

5c) Part Water

A body of water will separate 1 yard per 5 Ef allocated to Intensity. The length will be 20 yards per Ef allocated to Extent. It will last one time step per Ef allocated to Duration.

5d) Weather Tunnel

Allows a passage through storm, cloudkill, etc. One yard wide per 10 Ef in Intensity, 100 yards long per Ef in Extent. Lasts one time step per Ef in Duration.



6) Elemental Storms (Type I, SD=45, Min SN=10)

6a) Fire Storm

Burning fire falls from the sky. Moves with speed and direction of the wind. Lasts one time step per Ef in Duration. Falls in circular area of 1 yard radius per 5 Ef allocated to extent. Does 1 to 4 HtK damage per turn to anyone in area for every 10 Ef allocated to Intensity.

6b) Avalanche/Mud Slide

Anyone near steep hill or mountain has a percent chance of being hit equal to the number of Ef allocated to Amount. If hit, damage will be 1 to 6 HtK per 15 Ef allocated to Intensity.

6c) Whirlpool

Possible only in water. The ship it is cast at has a percent chance of being sucked in equal to half the Ef allocated. If ship's crew abandons ship, the chance of their being sucked in is one quarter of the Ef allocated.

6d) Tornado

A storm of a radius equal to one yard per 5 Ef allocated to Extent. Moves in direction, but at twice the speed of the wind. Does 1 to 6 FP damage to each being caught by it per every 10 Ef allocated to Intensity.

7) Elemental Demon (Type I, SD=50, Min SN=10)

A nearly invisible demon is summoned. It is in all respects as described under Demonology (see Demonology spell category) except where noted below. Only one demon may be summoned. It will remain one time step for every Ef allocated to Duration.

7a) Fire Elemental

For every 10 Ef allocated to Intensity, the demon has one-half HtK, 20 FP, 6 MP. Its Speed is 8 yards per melee round, and is armor class 4. The to-hit and damage caused by its attacks is the same as for a medium mace.

7b) Earth Elemental

For every 10 Ef allocated to Intensity, this demon has 12 HtK, 4 FP, and 3 MP. It is armor class 10 and has a Speed of 1. It attacks like it has an extremely heavy Hammer.

7c) Water Elemental

For every 10 Ef allocated to Intensity, the demon has 9 HtK, 3 FP, and 3 MP. It is armor class 4, and has Speed=10, but must stay in water. It attacks like it has a heavy Hammer.

7d) Air Elemental

For every 10 Ef allocated to Intensity, this demon has 2 HtK, 16 FP, and 8 MP. It is armor class 0, and has a speed of 18. It attacks like it has a light club.

1) BINDING

1) Knock (Type I, SD=10, Min SN=2)

This spell will free stuck doors, or magi-

cally held doors. The percent chance of success is the Ef at which the spell was cast.

- 2) Hold Portal (Type I, SD=10, Min SN=2)

This spell magically holds doors shut. Any attempt to open the door is reduced by a percent equal to the Ef allocated to Intensity. This reduction will be in effect one time step for every Ef allocated to Duration.

- 3) Bind Non Living (Type I, SD=20, Min SN=5)

This holds things together. The amount of force (weight) required to pull apart is the square of Ef allocated to Intensity. Will stay together one time step for every 5 Ef allocated to Duration.

- 4) Unbind Non Living (Type I, SD=20, Min SN=5)

This applies a force at the desired spot to pull two things apart (or break something). Force applied is the square of Ef allocated (Ef x Ef).

- 5) Disintegrate (Type I or IV, SD=55, Min SN=10)

When used to disintegrate a being the saving throw attempt is made. If it failed, the creature/being is reduced to a pile of dust. There is no recovery from this condition. When used to disintegrate an inanimate object the volume disintegrated is Ef cubic feet.

J) ENERGY

- 1) Light (Type I, SD=10, Min SN=2)

There are two possible applications of this spell. One is a blinding flash which has an Ef percent chance of blinding for 1-4 melee rounds anyone looking at the caster. The other application is a continuous light. This will light to 1/2 daylight level a circular area, with 1 yard radius for every Ef allocated to Extent. It will last one time step for every Ef allocated to Duration. The area covered will be in a circle around the caster, unless 25 Ef is allocated to Control, in which case he is at an edge of the circle of light and it will be in the direction of wherever he faces. The light will stay stationary where cast, unless 5 Ef is allocated to Mobility, in which case it will move along with the caster.

- 2) Flame (Type I, SD=15, Min SN=2)

A flame is produced at the tip of the caster's thumb. The intensity of this flame is proportional to Ef. The exact parameters of this flame must be referee-determined, because the variety of uses and conditions is too large to detail easily. As a guide 5 Ef will produce a flame about the intensity of a cigarette lighter and lasting for 1 melee round. And note that to set something on fire generally requires the application of an intense flame for a reasonable amount of time.

3) Dark (Type I, SD=15, Min SN=2)

This produces a darkness (like night with no stars or moon). All parameters are the same as for the Light spell. If a Light spell and Dark spell are cast such as to affect the same area or part of the same area, the one most recently cast has dominance.

4) Missile (Type III, SD=15, Min SN=2)

A magical missile emanates from the caster's finger. The missile, if it hits, does 1-4 damage. The to-hit is determined as a short bow. One missile will emanate for each 15 Ef allocated. However the accuracy may be improved by +1 on the to-hit die roll for each additional 10 Ef allocated to each missile.

5) Warp Wood (Type I, SD=20, Min SN=5)

Caster is able to change the shape of any piece of wood of Ef cubic feet volume. The total volume must remain the same, just the shape changed.

6) Bolt (Type III, SD=30, Min SN=5)

This is a magical bolt which emanates from the caster's hand. Damage is 1-6 per 10 EF allocated to intensity. It is 10 yards long and can be hurled an extra 100 yards for each 10 EF put into distance. If the target saves vs. magic, the damage is one-half of normal. The 'to-hit' number is $S_1 + \lceil \text{yards range}/10 \rceil + \text{target speed in yards}$, the caster can get a bonus of one on the 'to-hit' for each 5 EF allocated to accuracy.

7) Cold Blast (Type III, SD=30, Min SN=5)

This is a moving wall of coldness moving at a speed of 1 yard per melee round per EF allocated to mobility. The wave emanates from the caster's finger in a 60 degree spread. It is 1 yard thick plus an additional yard thick for each 5 EN allocated to intensity. Each yard of cold that a target is in causes a loss of 1-3 fatigue points and 1 constitution point (temporary). It's maximum range is 10 yards plus an additional 100 yards for each 15 Ef allocated for range. A target may try to dodge the wave by taking the ratio $[\text{speed of target}/\text{speed of blast}]$ and multiplying by 100, this is the % chance of a dodge, which takes 50% of a character's MP to do.

8) Magnetic/Anti-Magnetic (Type I, SD=35, Min SN=5)

The caster may attract or repel metal. The weight attracted/repelled is 5 times the Ef allocated to intensity. Range is 1 yard per 2 Ef allocated to Extent. Spell lasts one time step per 5 Ef allocated to duration.

9) Power Words (Type IVr, SD=40, Min SN=2)

This spell affects the closest character directly in front of the caster who can hear the caster. The saving throw is attempted by

the target. The Ef for this attempt is the allocated Ef if the caster wishes to stun the target. Use Ef minus 20 if the caster wishes to blind the target. Use Ef minus 50 if the caster wishes to kill the target. The stun and blind results may recover with time as explained under Saving Throws.

10) Reverse Gravity (Type I, SD=60, Min SN=5)

Everything falls upward in the area prescribed during this spell. All the parameters are the same as for the Light spell except Duration: The spell will last one time step for each 30 Ef allocated to Duration.

K) DEMONOLOGY

These spells summon beings from the netherworlds. The beings will be summoned for the duration of the spell and then return. The caster must remain in visual contact with them at all times, and may cast no other spell, else he loses control of the beings. The being will then be hostile to the summoner and control cannot be regained. Ef of the spell is allocated into two areas: Duration and Intensity.

1) Raise Demons (Type I, SD=40, Min SN=10)

Summoned Demons will remain one time step for every 4 Ef allocated to duration. The number summoned is chosen by the caster. To determine the parameters of each demon take the Ef allocated to Intensity, divide by the number summoned and subtract 10. This is the Demon Points (DP). A demon will have 1 HTK, 5 FP and 3 MP per every 10 Demon Points. All demons summoned at one spell cast are the same. These demons have a Speed of 4 yards (hexes) per melee round, armor class 1, use the to-hit table of, and do damage with, Medium Fangs.

2) Summon Dead (Type I, SD=45, Min SN=10)

The dead bodies of the beings summoned must be present. The percent chance of summoning is 4% per Ef allocated to Intensity, divided by the number the caster is attempting to summon. If successful, they will remain one time step for each 5 Ef allocated to Duration. They will have all the abilities they had just before they died (so it wouldn't be too good to summon something that died of old age - it would be pretty decrepit).

3) Summon Undead (Type I, SD=50, Min SN=15)

Will remain one time step for every Ef allocated to Duration. Divide Ef allocated to Intensity by the number summoned and subtract 20. For every 10 of the result, the Undead beings will have 2 HTK, 10 FP, and 3 MP. All will have a Speed of 2, armor class 2. The caster may choose which one medium, heavy or extra heavy weapon they will use. If any blow struck by an Undead being is supposed to do HTK damage, the character temporarily loses 1

to 10 constitution points instead. All attempts to hit the undead being have a -5 To-Hit modifier.



Spell Descriptions - Mental

A) COMMAND

- 1) Suggestion (Type V, SD=15, Min SN=5)

If the target fails the saving throw he will think/consider whatever was suggested. Only suggestions which are not directly harmful or destructive are allowed. The judge must be careful, but still allow inventive characters to use original suggestions.

- 2) Telepathy (Type II, SD=20, Min SN=5)

Caster may transmit his thoughts to another character. This will last one time step per 5 Ef allocated to Duration. The chance of successful transmission is 2% per Ef allocated to Intensity.

- 3) Body Control (Type VIr, SD=25, Min SN=2)

If the target fails the saving throw, the caster gains total control of one limb (randomly determined) of the target until the target recovers.

- 4) Charm (Type Vr, SD=45, Min SN=5)

If target fails the saving throw the caster gains total control of the target until it recovers. The target character will automatically recover if it is 'ordered' to do anything self-destructive.

- 5) Mass Charm (Type Vr, SD=100, Min SN=10)

The caster may attempt to charm up to his Ef number of characters. Only one saving throw (that of the character with the best chance of succeeding) is made for the entire group. The entire group recovers all at the same time also.

B) MENTAL ASSAULT

- 1) Sleep (Type Vr, SD=15, Min SN=2)

The target will fall asleep if he fails the saving throw. He will remain asleep until he recovers (via saving throw), or someone jars him awake, or 8 hours pass.

- 2) Hold (Type Vr, SD=20, Min SN=5)

Same as Sleep, except the target will 'freeze' until he recovers (via saving throws).

- 3) Mind Blank (Type Vr, SD=25, Min SN=5)

If saving throw is failed, the target will lose 1 to 10 Intelligence and 1 to 10 Wisdom, and all spell casts will have a -5 die modifier for the SN, until he recovers.

- 4) Confusion (Type Vr, SD=35, Min SN=10)

If saving throw is failed, the target may not expend Melee points to do anything other than move until he recovers.

- 5) Mass Confusion (Type Vr, SD=100, Min SN=15)

This spell has the same effects as Confusion and works in the same manner as Mass Charm.

- 6) Death (Type V, SD=100, Min SN=2)

If the target fails the saving throw, he dies. No recovery.



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C) FAKIRY

All effects described below occur if the target fails its saving throw, and lasts until it recovers (via saving throws).

- 1) Ventriloquism (Type Vlr, SD=10, Min SN=2)

The target will believe someone/something else is talking, rather than the caster.

- 2) Slipperiness (Type Vlr, SD=15, Min SN=2)

The target will think the floor/ground is slippery. If he moves more than one yard per melee round, he will slip and fall.

- 3) Heroism (Type Vlr, SD=15, Min SN=4)

The target will believe that he himself is a powerful fighter. He gets +5 MP.

- 4) Fear (Type Vlr, SD=20, Min SN=2)

The target will run in fear and continue running until he recovers.

- 5) Mental Web (Type Vlr, SD=20, Min SN=5)

The target believes he is stuck in web-like strands. Loses half his MP until recovery.

- 6) Mirror Image (Type Vlr, SD=25, Min SN=4)

The target will see an exact duplicate of the caster, and has a 50% chance to choose the correct one when swinging or anything. Lasts until recovery, or until caster physically hits the target with an object.

- 7) Change Appearance (Type Vlr, SD=30, Min SN=5)

The target thinks the caster looks like the caster's choice of man-size characters.

- 8) Invisibility (Type Vlr, SD=35, Min SN=5)

The target will not see whatever the caster desires it not to see. Will terminate if it comes within 1 yrd of an 'invisible' object. (Also terminates upon recovery as do all other 'r' spells.

- 9) Terrain Change (Type Vlr, SD=40, Min SN=25)

The target will believe the ground looks like the caster desires it to look. Any ground within 3 yards of target will seem normal.

- 10) Nightmares (Type Vlr, SD=50, Min SN=10)

The target sees some horrible creature chasing him, but it never catches up to him.

D) MIND OVER BODY

The following effects occur only if the saving throw is failed.

- 1) Pain (Type VI, SD=12, Min SN=5)

This allows target to withstand any pain for one time step per 2 Ef.

- 2) Body Weaponry (Type VI, SD=20, Min SN=5)

Target's hand acts as a weapon. Lasts one time step per 5 Ef allocated to Duration. Type of weapon depends on amount of Ef allocated to Intensity: 10=light club; 30=medium mace; 60=heavy mace; 90=ext. heavy hammer.

- 3) Breathe Water (Type VI, SD=25, Min SN=5)

May breathe water for one time step per every 10 Ef.

- 4) Body Weight (Type VI, SD=30, Min SN=5)

Adjust body weight. 1% change per Ef allocated to Amount. One time step per 4 Ef allocated to Duration.

- 5) Fake Cure (Type VI, SD=40, Min SN=10)

This will change 1 HTK per 5 Ef to Fatigue Point damage. However, the HTK will reappear in 3 to 18 days.

E) PERCEPTION

- 1) Detect Life (Type II, SD=15, Min SN=2)

Caster has a chance (2% per Ef allocated to Intensity) to detect if there is any life within a given direction and distance. The distance is 5 yards per Ef allocated to Extent. This detection may be made through walls, rock, etc.

- 2) Detect Magic (Type II, SD=15, Min SN=2)

Caster has a 2% chance per Ef to detect if an object has a magical aura.

- 3) Detect Invisible (Type II, SD=20, Min SN=2)

Caster has a 5% chance per Ef to realize that something invisible is near (within Ef yards).

- 4) Read Willing Minds (Type II, SD=20, Min SN=5)

This is a 'reverse telepathy' and works in the same manner (but opposite direction) as the Telepathy spell.

- 5) Locate Object (Type II SD=25, Min SN=5)

Caster will have a 1% chance per Ef of learning direction (but not distance) of the desired object from the present location.

- 6) Probe Minds (Type II, SD=30, Min SN=10)

Caster has a 1% chance per Ef of obtaining an answer from the mind of another person.

- 7) See Invisible (Type II, SD=30, Min SN=5)

The caster has a 5% chance per Ef of seeing something that is invisible.

- 8) X-Ray Vision (Type II, SD=30, Min SN=10)

The caster can see through 1 inch of anything per Ef allocated to Intensity, in an area of 1 square foot per Ef allocated to Extent. Lasts one time step per 10 Ef allocated to Duration.

- 9) Clairtactance (Type II, SD=35, Min SN=5)

Caster declares exact direction and distance, and judge tells what he feels (with hands) at that point only. Gets one feel per 10 Ef. May change location for each feel.

- 10) Clairaudience (Type II, SD=35, Min SN=10)

Same as Clairtactance except that judge tells what he would hear at that point. Can 'listen' one time step per 10 Ef.

- 11) Clairvoyance (Type II, SD=40, Min SN=15)

Same as Clairtactance, but judge tells what he would see if he were at that point looking in the direction the caster is looking. Gets one glimpse (may change location for each glimpse) per 25 Ef.

- 12) Speak with Dead (Type II, SD=50, Min SN=15)

One question will be answered (with 75% chance

of correct answer) per 25 Ef.

F) CONCENTRATION

These are all temporary increases/or decreases of one of the targets' characteristics. The choices are Intelligence, Wisdom, or Dexterity. This is a Type VI spell, and so the target must fail its saving throw to have an effect (even for an improvement). If the saving throw is failed, the characteristic will increase/decrease 1 for each Ef allocated to Intensity. This change will last for one time step per 10 Ef allocated to Intensity. All three spells are SD=20, Min SN=15.

G) PROTECTION

1) Mind Bar (Type I, SD=15, Min SN=2)

This gives the caster protection against type VI spells. If any such spell is directed at him, the "attacker's" Ef is lowered by the amount of Ef allocated to Intensity on this spell. Will last one time step for every 4 Ef allocated to Duration. Can be extended to include all characters within a radius of 1 yard per 5 Ef allocated to Extent. This defense will only move with the caster if 5 Ef is allocated to Mobility.

2) Wall of Will (Type I, SD=20, Min SN=2)

This is the same as Mind Bar, except it works against Type V spells.



Optional: Magical Devices

Any character with more than 1000 Magic Experience Points is able to emplace a magical aura upon a physical item. This item will then be called a Magical Device. The Device will now "contain" spells and the advantage of having such a device is in its ease of use.

The physical item to be used may be virtually anything. Keep in mind, however, that something too small is easily lost, and something too large may be hard to carry around. Popular items are staves, amulets and rings (even weapons).

Once the item is selected, it must be readied. Any particular item will initially be from -25% to 75% ready (1 to 100 die roll -25). Any character with more than 1000 Magic Experience Points will be able to tell how "ready" any item is. If the item is not otherwise special in any way (many like it can be found), there is no sense in wasting time rolling dice to determine the initial readiness—just assume it is 70-75 percent ready (e.g., it is necessary to roll from -25% to 75% if the character wished to use his one-of-a-kind item, for example: his zircon-encrusted tweezers. If many duplicates of the item can be found, it can be assumed that the best one has been found).

Now the item must be raised to 100% ready. First add your intelligence to its initial readiness. Now, each fatigue point permanently lost will raise it by 2%. These are permanent losses (The character's normal total fatigue point total is reduced by the proper amount).

Once the item is 100% ready, a spell may be emplaced. The character may choose any of his spells. After an expenditure of 1 permanent HtK by the character (yes—permanent!), the spell is "part" of the device. The SN and EN of the spell in the device are that of the character's at that time—it never will change.

At the time the spell is emplaced, the character must designate what will trigger the spell. The "trigger" is a specific action by the holder of the device. The "trigger" may be very complicated: e.g., must be during full moon and must jump up and down 3 times while reciting "Regrubneffualtreknad". Or it may be simple: if the holder says "Stop!" the time stop spell will go into effect. Note that complicated triggers will take time to employ (sufficient time may not be available during a melee).

Also, an indication of how the spells target will be determined must be made when the spell is emplaced. For example: the fireball will shoot straight out of the end of its sword—or—the staff will put to sleep whoever it is pointed at.

Additional spells may be emplaced in a device in the same manner (and at the cost of one permanent HtK each). However, for each additional spell emplaced, there is a 1 in 12 chance that it was "overloaded", and all previous emplaced spells lost.

When a device is used to cast a spell it is in all

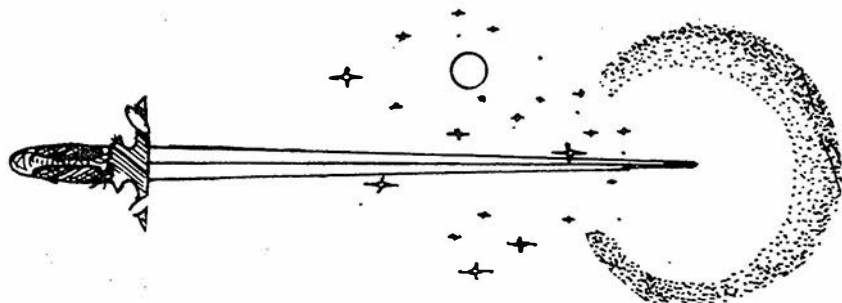
ways similar to a normal spell except as noted anywhere in this rule. The SN and EN are those of the spell when it was emplaced. There are never any modifiers to the SN. The fatigue point cost to cast such a spell using a device is 1 FP per 10 EN.

It might not be obvious, but there is a huge number of things that can be done with this magical device rule. Examples: A sword that contains a Heroism spell directed at its user, triggered whenever a HtK is scored against a monster. Carpets which fly when sat upon. Rings that cause invisibility when worn. Etc.,etc. Note that the spell cast is automatic when triggered. The Fatigue Point cost is paid by whoever triggered it.

Below are some examples of a few possibilities.

- A sword with a heroism spell, triggered by drawn blood or a magic word.
- A sword with a light spell triggered by holding the sword vertically.
- A necklace of invisibility set off by body heat.
- Two bracelets that when touched together emits a fear spell.
- A ring with a stone, turning the stone to the right emparts magical resistance to its user, to the left causes the user to become confused.
- A mirror that when looked into turns the viewer to stone.
- A wooden shield with an 'iron wall' spell activated by a weapon blow, giving the user a +3 on defence.
- A cape of flying, triggered by jumping off a cliff for 50 feet (SPLAT! on 43 foot cliffs).
- Helmets that when worn cause growth or shrinkage of the wearer, or that emparts a detection spell.
- A belt that levitates its wearer when placed in the correct notch.

Remember, all a magical device creator has to do is simply say what the triggering mechanism is, once done, it cannot be changed. Also remember that no one except the creator knows the trigger, finders of devices will not know it unless told or through trial and error, in fact, they should not even suspect a find is a magical device unless a 'detect magic' spell indicates the possibility or the finder accidentally triggers the mechanism (let's hope he remembers how).



Optional: Scrolls

Any Physical Magic Spell may be written down on paper (a scroll). Obviously, the character must have paper to do so. The time needed to write is 1-6 hours.

Once a scroll has been read and learned, the character may cast the spell as another spell, or he may cast it by reading it from the scroll. Reading it to cast has some advantages and disadvantages. When reading it, there is a +10 modifier to the SN die roll (but NO other modifiers). The scroll must be in hand and read during the cast. It takes 0.5 melee rounds per 10 Ef to read the scroll. The fatigue point cost is only 1 fatigue point per 10 Ef. There is a greater chance of mistake due to mis-reading: a die roll of a 1, 2 or 3 during the SN die roll is a backfire (see Backfire).



Magic Experience

A character receives guaranteed experience points in magic for each time one of the following is accomplished:

	magic exp. pts.
For learning new spell	100
Successful spell cast:	
a) if SN was greater than 20	100
b) if $15 < SN < 21$	50
c) if $10 < SN < 16$	30
d) if $5 < SN < 11$	10
e) if $SN < 6$	0
f) if cast with Ef = EN	50

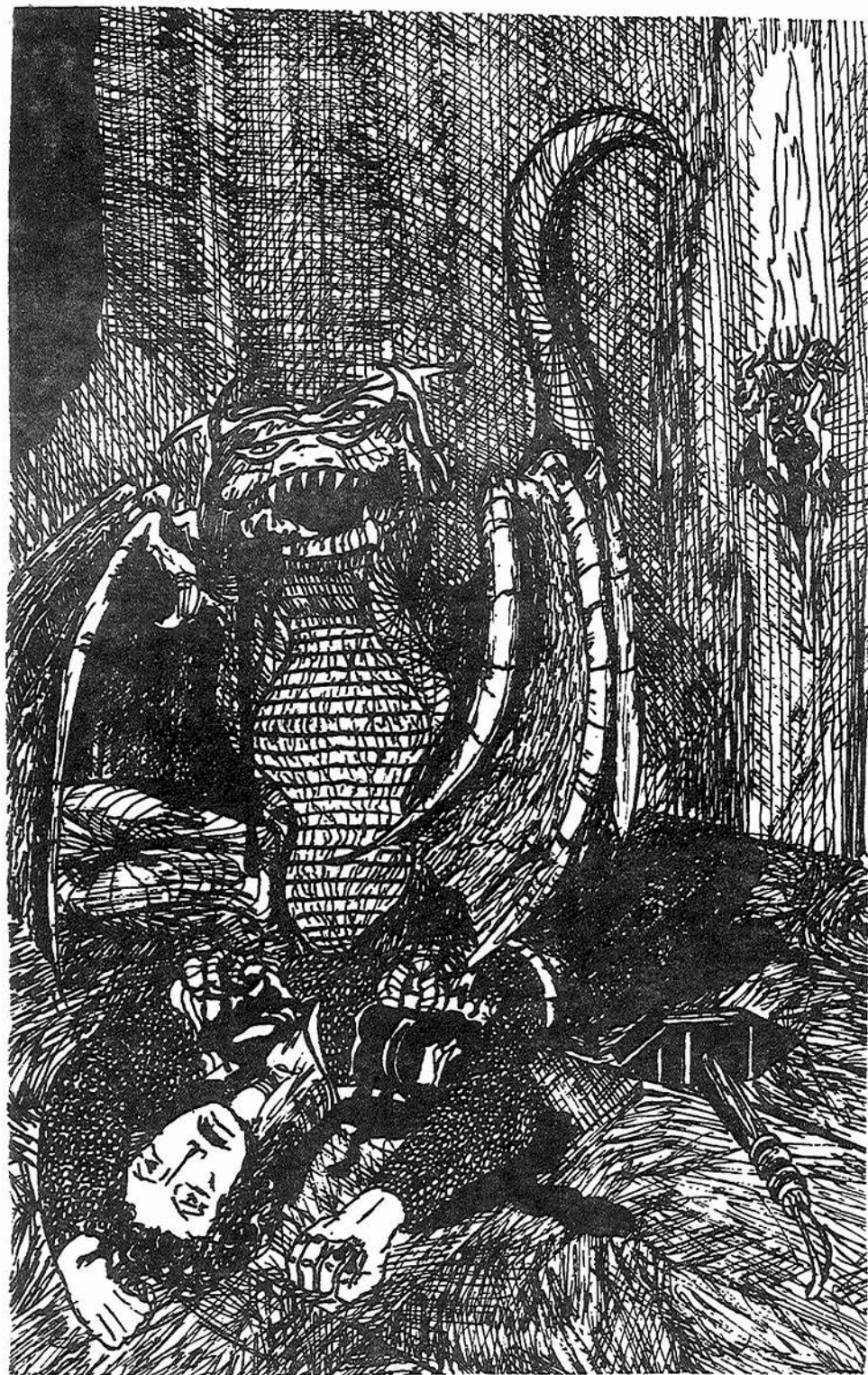
As with all experience, these are in addition to points earned via 'tasks'. (see Experience)

Clerics

Good and Evil

Clericism is a category of experience in which experience points are earned by doing or promoting one or the other of the two opposing forces in the universe, good and evil. The growth in experience, though, is different from the other categories in that your point total can only be in one of the two sides, good or evil. Therefore, the higher number is the side a character is on, further actions in this "force" give experience points while actions in the opposite "force" subtract experience points, even to cause the person to switch to the other side. From this it can be seen that most people will remain around 0 or fluctuate between good and evil. On the other hand, those characters that are truly good or evil will be able to use these "forces" to promote it further. All characters should keep a track of good/evil points so they may be categorized for purposes that will be explained below.

Clerical miracles are different than magic spells that in rather than affecting an object's physical or mental state, it affects the nature of an object in altering its composition of the 2 powers. A cleric can cause 4 types of miracles, detection miracles, miracles caused by holding back the opposing force, holding back the opposing force while holding your own, or withdrawing your force quickly, causing a "vacuum" which can have physical effects. At any moment, good and evil are at odds with each other, trying to gain control over the other. This has an effect on the success, for an individual or object with good "controlling" or permeating it will be protected in some way from evil (harder to move evil in) miracles. This is reflected in saving throws vs. clerical miracles. (see Clerical Saving Throws). The point totals of characters in their cleric category becomes important in that this represents the character's "amount" of good and evil and affects his resistance against the miracle. A character who is really evil will be protected from good, while evil miracles would have a greater chance of success. Again, good and evil deeds (rated in a "task" form-see Tasks-Clerical) are rewarded and the difference determines your own personal good or evil lesson. For example, a player starting out gets 30 "good" points and 10 "evil" points. His total for clerical experience would be 20 (to the good). If he gets 10 more good it would go to "30-good". If he then earned 50 evil



points, his total would be $(30g + 50e) = 20\text{-evil}$. This constant change of Points continues on throughout the character's life.

Energy Points (EP) & Special Power (SP)

In the experience bonus table the cleric will be able to gain Energy Points (EP) and Special Power (SP). Energy points allow the cleric to cause miracles due to their good or evil nature. Clerics may cause miracles of a difficulty (Miracle Difficulty $\pm$ MD) equal to their EP total or below. The cleric uses his energy points as he causes miracles at the rate of 1 EP/miracle, regardless of miracle difficulty, regardless of whether the attempt succeeds or fails. As the character temporarily decreases in EP, it gets harder for him to cause more miracles. It should be noted that the cleric may cause miracles of difficulty equal to his normal total EP, not his temporary EP value due to previous miracle attempts. Good clerics renew their EP to the maximum (100%) at dawn, evil clerics go to 100% at sunset. When 'renewed', the character is back to his full normal maximum EP.

The other total, Special Power (SP), should be kept as a series of separate totals. The 1SP, 2SP and 3SP rolls represent separate abilities, that are not to be totaled together. If a character rolled "1SP" twice and "3SP" once, it should be recorded as "+1,+1,+3". These numbers allow the cleric to try to cause miracles of a higher difficulty than their maximum. (A +1SP to 2 EP cleric can try a miracle of difficulty 9, normally not allowed him.) Once done, the cleric loses the appropriate SP Bonus. In the above case, it would go from +1,+1,+3 to +1,+3. If he tried a miracle of difficulty 10 or 11, he would have had to remove the +3 and could not do another +3 until he rolled again on the bonus table. Notice that this does NOT give the cleric any temporary EP increases to improve his chance of success in the miracle.

Miracle Attempt

To successfully cause a miracle, the cleric must roll greater than or equal to a total of $(16 + MD - EP)$ on a 20 sided die. This die roll may have a modifier for time spent concentrating. These modifiers are the same as those listed for concentration for magical spell casting, except that 3 should be subtracted:

Time spent concentrating	die modifier
1 melee round	0
2 melee rounds	0
5 melee rounds	0
1 minute (=10 melee rnds)	0
2 minutes	+1
4 minutes	+2
8 minutes	+3
1/4 hour	+4
1/2 hour	+5
1 hour	+6

and so on (see Success Number in Magic rules)

In any miracle attempt, if the 20 sided die roll is less than the number necessary for success, the cleric will take damage (in fatigue points) equal to the amount under the required number.

Clerical Experience

It should be stated again that all characters have good/evil points, and all belong in one of the categories (a through g). However, by definition, a cleric must have greater than 1000 points in either direction (good or evil). So, a cleric has performed quite a number of good (or evil) deeds. A cleric is defined as one who has accumulated so many good (or evil) points that through all of his rolls on the Experience Bonus Table, he has rolled at least one EP (Energy Point). Therefore, it is possible to become classified as a cleric after only 1000 good (or evil) points, if you are lucky; or one might never achieve it.

Each time a cleric gains good/evil points such that he passes a thousand-mark, he gets to roll on the Experience Bonus Table in the clerical column. If he reverses direction (toward evil from good, or vice versa) and passes a thousand-mark, he rolls on the table, but he loses any result. For example, if a character has 10,000 good points and then gains 1000 more good points, he will get a roll on the Bonus Table. If he then loses 1000 good points (by earning 1000 evil points) he takes another roll but subtracts the result (if any).

Wisdom is the special characteristic that is important to clerics. Characters with a low wisdom might not

even realize whether any act is good or evil. In order to reflect this, the chart below will be used to determine the % bonus or penalty for any good or evil points awarded:

Wisdom	% Bonus
3-6	-30
7-8	-20
9-12	-10
13-14	0
15	+5
16	+10
17	+15
18	+20
19	+21

etc.

Clerics with 15 or greater wisdom receive 1 EP upon reaching their first 1000 good (or evil) points, in addition to the normal bonus roll for passing a thousand-mark.

Example: Dins the meek has Wisdom=16, FP=5, WtK=3, and assume he has 200 good points. Next time out, somehow he gets 1200 evil points (must have raped his grandmother, then tortured her, then killed her, etc,etc!!). Since his Wisdom is 16 he gets a 10% bonus and so actually earned 1320 evil points. This puts him at 200G +1320E = 1120E. He passed a thousand-mark, so he gets a roll on the Experience Bonus Table. He also gets the automatic 1 Energy Point (EP) for his first 1000-mark. He now can try to cause miracles of difficulty (MD) 1. His success number for such a miracle is $16 + 1 - 1 = 16$. In order to cause a miracle he must roll a 16 or greater. Assume he tries and rolls a 13. He loses 3 Fatigue Points, and he would use up the one EP for the rest of that day. One day Dins meets Gok the Good, and Gok tries a miracle of difficulty (MD) 3 on Dins. Assume Gok has 11000 experience points on the good side. Consulting the Clerical Saving Throw Table, and knowing that Dins has 1120E and therefore is category "f", it is seen that Dins needs to roll a 8 or better to save himself....

Saving Throws versus Miracles

For miracles to take effect against a character, that character gets a chance to make a saving throw. This is due to the inherent power of the good or evil forces. The character's good or evil rating will determine what number he must roll on a 20-sided die to prevent the effects of the miracle. A player will be in one of 4 categories in either a good or evil direction. These are:

Neutral (d)
 usually good (c) or usually evil (e)
 good (b) or evil (f)
 very good (a) or very evil (g)

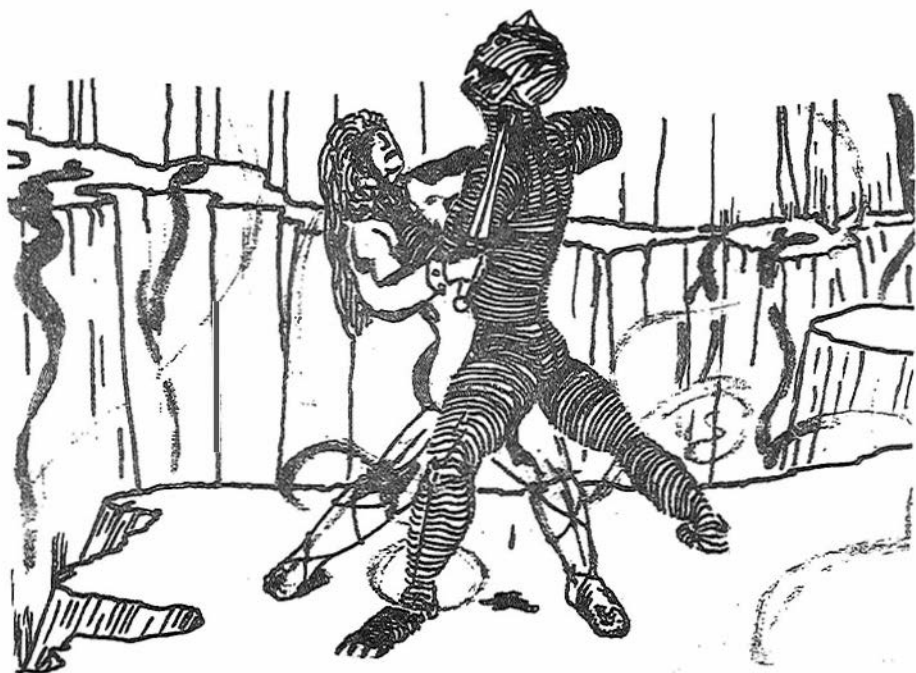
and the one that describes a character depends on his good/evil point total:

Good/Evil Pts	Tending Good	Tending Evil
0 - 200	neutral (d)	neutral (d)
201 - 500	usually good (c)	usually evil (e)
501 - 2000	good (b)	evil (f)
2001+	very good (a)	very evil (g)

Clerical Miracle Saving Table

Evil versus ---->	a	b	c	d	e	f	g	Evil/Good Pts of attempter
Good versus ---->	g	f	e	d	c	b	a	-----
	5	6	7	8	9	10	11	0 to 5,000
	6	7	8	9	10	11	12	5K to 10K
	7	8	9	10	11	12	13	10K to 15K
	8	9	10	11	12	13	14	15K to 20K
	9	10	11	12	13	14	15	20K to 30K
	10	11	12	13	14	15	16	30K to 45K
	11	12	13	14	15	16	17	45K to 65K
	12	13	14	15	16	17	18	65K to 90K
	13	14	15	16	17	18	19	90K to 120K
	14	15	16	17	18	19	20	120K +

Miracles that have a saving throw associated with them use the above table. The character causing the miracle is called the attempter. Determine the target character's category (a,b,c,d,e,f,or g). Attempter is either evil or good. This, with target's category gives correct column. Index this with the attempter's Good or Evil point total given in far right column. The resulting number must be rolled or greater for the target character to succeed in his saving throw. If he rolls equal to or greater than the number, he will not be affected by the miracle. (In this case there is no penalty to cleric, other than losing the 1 EP). If the die roll is less than the number, the miracle takes full effect.



Clerical Miracles

All miracles have a duration of one hour or until dawn for an evil cleric or sunset for a good cleric, whichever is longer (unless otherwise noted). The range of the miracles which have a saving throw is as far as the cleric can see. When exp. pts. is referred to, use the cleric's number of good/evil points. All cases below where there is a phrase 'exp. pts./some-number', divide the cleric's good/evil points by the 'some-number'.

MIRACLES WHICH REPEL THE OTHER POWER

Protection - Miracle Difficulty (MD) = 1

This miracle gives a +1 on saving throws/20,000 experience points of the cleric causing the miracle, against a miracle of the opposing power. It can be given to protect the cleric or another being.

Purify/Taint - MD = 1

The ability to make food and water edible or tainted. (If tainted, eating causes sickness and loss of 50% of FP for 19-constitution hours).

Cure/Wound - MD = 1

Allows the cleric to cause healing or inflict wounds in the amount of 1-6 HtK for each 20,000 experience points of the cleric. Subject to saving throw for the target, even if favorable to the target.

Fates - MD = 2

This miracle allows the cleric to re-roll any die roll that he is present for. He must state before the die is cast that he will try this miracle. He then chooses which roll will apply.

Poison/Neutralize Poison - MD = 3

A miracle which makes poison harmless or turn substances Poison. The effect is Permanent, unless changed by the same type of miracle.

Summoning Evil/Good Manifestation - MD = 5

This will summon a being in 1-4 melee rounds with 1-6 HtK, 2-12 FP, 1-6 MP, and 1 unit of armor class/10,000 experience points of the cleric. It carries one weapon of the cleric's choice and is responsive to his voice only.

Cure large wounds/Inflict large wounds - MD = 5

As "Cure/Wound", but will double the amount of damage cured or inflicted (and double again at 100,000 and 200,000 experience points) and can mend or break bones. Use saving throw.

Protection from Evil/Good - MD = 6

A barrier surrounding the cleric in a radius = to his experience points/1,000 feet. Each 10 feet of barrier gives a +1 saving throw. Any being of the other power entering this radius if it is not moving is subject to 1-6 FP damage every 10 feet.

Call of Good/Evil - MD = 6

This miracle causes the voice of the cleric to sound as loud as thunder. This can also cause stunning to all to all within 50 feet of the cleric. The stun lasts for 1-4 melee rounds /20,000 experience points of the cleric. Duration = 1 call.

Silence - MD = 2

The causing of all noise about the cleric in a radius = to cleric's experience points / 1,000 feet, except himself if he so wishes.

Bless, Good or Evil - MD = 3

When placed upon a person or object, it gives a +1 bonus to all die rolls against the object or person from the other power and a +1 on all attacks against the other power. At 75,000 exp. pts. +2, at 150,000 exp. pts. +3, etc.

Curse/Remove Curse - MD = 3

This causes or removes a discomfort, looks change, or characteristic drain. In causing discomfort (itch, breath block, twitch, etc.) it causes a 10-60% /75,000 exp.pts. against an opponent's MP. If used on a characteristic (STR, INT, etc.), subtract 1-6 points/75,000 exp.pts. To remove a curse, a curse must already be there. This effect lasts until removed

or until 13-constitution week(s). Subject to saving throw.

Cure Disease/Cause Disease - MD = 4

The ability to cure/cause sickness in exp. pts./100 beings (as a tainted food consumption) or a single serious sickness in one being. Lasts until cured or healed. Subject to saving throw.

Heroism/Anti-Heroism - MD = 7

This miracle causes a person to fight (in terms of MP) as a higher or lower experience fighter. Add/subtract 1-6 MP/ 30,000 exp. pts. of the cleric.

Tame/Stampede - MD = 7

The ability to cause or stop a stampede of unintelligent beings.

Paralysis, Blindness-cure or inflict - MD = 8

Causing or curing either of the above maladies, Subject to saving throw.

Dispell Evil/Good - MD = 9

Causing an opposing miracle to be dispersed, or as a direct assault against another of the other power inflicting a 1,000-20000 experience point loss to the being in his cleric category (good or evil, it approaches 0). Or causing 1-10 HtK/25,000 exp.pts. Subject to saving throw.

Good/Evil Power Word - MD = 10

A single utterance by the cleric causing different effects depending on who hears it (within exp.pts./100 yards) due to their goodness or evilness. To those in category D - stun 1-6 melee rounds, in C or E - as D and 1-5 FP damage, in B or F - as D, C, E and 1-6 HtK damage, in A or G - as B, C, D, E, F and 1-6 additional HtK damage. Subject to saving throw.

Symbol - MD = 10

As "Power Word", except that an object is denoted which causes the above effects when looked upon. No saving throw.

DETECTION MIRACLES

Detection Good or Evil - MD = 1

Allow detection of a being of opposing or same power.

Direction - MD = 2 Gives the vector (direction only) to a given place known by name to the cleric.

Direction Object - MD = 3

Gives the vector (direction and distance) to a given object/person previously touched by the cleric.

Polygraph - MD = 4

Can detect "truth or lie" of a statement or gesture made by another being. Subject to saving throw.

MIRACLES OF HOLDING BOTH FORCES

Hold - MD = 2

The ability to "freeze" in their tracks 1-6 individuals for 1-6 minutes/20,000 exp. pts of cleric - or to "freeze" 1 individual for a standard clerical duration. Subject to saving throw.

Domination - MD = 4

The ability to give simple commands to creatures/beings as suggestions (not directly harmful to the target), such as "look that way", "ignore us", "scratch".

Force Field - MD = 8 This miracle places a force field vs. physical objects as an iron wall in an area of [exp.pts/100] feet squared, or in a radius as "silence miracle". The wall is placed perpendicular to the facing of the cleric, in front or in back of the cleric up to [exp.pts/100] feet away.

Crush - MD = 10

The ability to "focus" a force field-like pincer wherever the cleric wishes (as force field) doing either: 1) an area crush (2 'walls' 1/2 size of force field, or 1 full size downward) doing 2-12 FP which does 2-12 FP and 1-6 HtK per minute per 50,000 exp.pts of the cleric; or 2) a small pincer (hand size, for limbs, throats, etc) which does the same damage. The cleric may at any time limit the damage done (so to just pin the opponents). Crush is invisible.

MIRACLES HOLDING BACK EITHER POWER QUICKLY

these cause physical manifestations

Flame/Extinguish - MD = 2

Causing or extinguishing small flames in a radius as a Silence miracle (or less)

Eruption - MD = 4

Causes any inanimate object's insides to spew forth (like a geyser) doing damage in a radius equal to [exp.pts/5000] foot radius. Anything inside radius takes damage. Amount depends on closeness to center. Each 10 feet from the edge (toward center) is 2-12 FP damage. Cleric may point to ground and it will erupt.

Electrical Discharge - MD = 8

The cleric points to the target and an electrical discharge occurs there, doing 1-6 FP damage/10,000 exp.pts. Subject to saving throw.

Earthquake - MD = 12

Causes earthquakes and volcanic eruptions in a radius equal to or direction up to exp. pts./5,000 miles. The cleric may protect any areas before the miracle happens

Eclipse - MD = 12

Eclipsing of the sun or moon for a duration of exp. pts./20,000 hours.

Pillar of Fire - MD = 10

This creates a non-moving tornado of fire doing 1-20 HtK damage/10,000 exp. pts. of the cleric. The pillar is exp. pts./100 feet high with a radius as 'Silence'. It's duration is exp. pts./10,000 hours or less.

Crack Earth - MD = 11

A miracle causing the earth to split exp. pts./10 feet wide and exp. pts./5,000 miles long in any one direction. The crack can be up to 5 miles deep. Standard duration.

Part - MD = 12

The ability to part oceans, rivers, forests, mountains, etc. for easy passage. Length and width as 'Crack Earth'.

Call Winds - MD = 4

The calling of the wind at the cleric's back = to exp. pts./1,000 MPH.

Animate Objects - MD = 6

The ability to cause objects to shake violently up to exp. pts./10 pounds of object(s).

It should be noted that a good or evil cleric can try to cause any miracle (a good causing wounds or evil curing damage, for example) as long it promotes his own power or force. If it does not do this he should lose many (task 1-12) experience points to the other power.



Experience

Experience is the general term used to refer to a character's improvement with age and practice. It is measured in 'experience points'. A character may earn experience in any or all of a number of categories:

- a) Fighting (melee weapons)
- b) Missile (missile weapons)
- c) Magic
- d) Clericism
- e) Healing
- f) Thievery

A player keeps track of his character's experience points separately for each category. As experience points are earned and awarded, the player adds them to the correct experience category.

There are certain amounts of experience points, called ranks. These ranks are:

50
100
200
350
500
750
1000
1500
2000

and each additional 1000 there-after.

Whenever a rank is exceeded, the player gets a roll on the Experience Bonus Table. He cross-indexes a percentile die roll with the correct column of experience.

Experience Bonus Table

% Die	Fighter	Magic	Thief	Cleric	Healing	Missile
01-17	MP	FP,SN	TAP	--	--	+1 Acc
18-35	MP,FP	EE	TAP	EP	HP	--
36-50	HtK,FP	FP,SN	TAP	--	--	--
51-60	HtK,FP	FP,EN	TAP	SP	FP	--
61-70	FP	FP,EN	TAP	--	HN	MP
71-75	FP	FP,EN	--	2SP	HP	--
76-86	MP,FP	HtK	--	--	HN	--
87	Str	Con	Wis	3SP	Wis	Str
88	Dex	--	Int	--	Int	Dex
89-90	Con	Int	Dex	Wis	HP	--
91-93	FP	SN	--	--	HP	--
94-98	FP	EN	--	EP	FP	--
99-00	roll	again	twice	to	gain	two bonuses

where:

- MP = 1 melee point gained by character
- HtK = 1 Hit to Kill . . .
- FP = 1 Fatigue Point . . .
- Str = 1 Strength . . .
- Dex = 1 Dexterity . . .
- Con = 1 Constitution . . .
- Wis = 1 Wisdom . . .
- Int = 1 Intelligence . . .
- TAP = 1 Thieving Ability Pt . . .
- HP = 1 Healing Point . . .
- HN = Healing number decreased by one
- SN = SN's of magical spells lowered by total equal
to Intelligence
- EN = EN of all magical spells raised by 5
- EE = new spell gained via 'Experience Enlightenment'
- EP = 1 Energy Point gained by character
- SP = 1 'Special Power' gained by character

For a detailed explanation of exactly what all of these are, see the appropriate rule section. All points gained in this manner are permanent increases.

(Note for players familiar with other fantasy rule sets: Each experience level in other rule sets corresponds roughly to 6-to-10 ranks in this rule set.)

Earning Experience

In each category, experience points are assigned in two general manners: via the 'guaranteed' table, or via the 'task' table. The guaranteed table is for points that are earned each and every time a specific action occurs. The task table is not as specific, and the judge is allowed much freedom in the awarding of points. It is important to note that any experience earned in one category is added together in that category, whether earned as guaranteed points or as task points. As a clarification, remember that magic experience points are kept separate from melee experience points, for example; but the magic experience points might have been earned either as guaranteed points, or task points.

The reason for these general task points becomes

clear in the following example: Ethor the Tough jumps a guard from behind and kills him. Meanwhile, Jason fights his way into a prison, kills a guard, frees a captive, and escapes. It is clear that Jason should have earned more experience points than Ethor. However, it is possible that both Jason and Ethor inflicted and suffered equivalent amounts of damage, so from the guaranteed tables, they would receive the same amount of experience points. This is where the task table comes in. It is used to award the vague, nebulous experience points. But note that it is difficult to say exactly how many more experience points Jason should receive. That is why the task tables are very general in nature. By being general, they can be applied in any situation; if it was made more specific, its usefulness would be limited.

Guaranteed Experience

	points earned
Fighting (melee weapons)	
Each HtK loss inflicted upon opponent	5
Each HtK lost by self in combat	20
Each FP lost by self in combat	5
Magic	
For learning a new spell	100
For successful spell cast:	
a) if SN is greater than 20	100
b) if $15 < SN < 21$	50
c) if $10 < SN < 16$	30
d) if $5 < SN < 11$	10
e) if $SN < 6$	0
f) if cast with Ef = EN	50
Missile weapons	
For each Hit on target in combat	20
For each Hit on target in practice	1
Healing	
Each successful healing attempt	50
Thieving	
For success:	points earned = TTd of target
Clericism	
For making a saving throw against a miracle	20
(most clericisem experience comes via the task table)	

Task Experience

As explained above, the amount of experience points earned via 'tasks' is very subjective. Whenever the judge decides that a player has accomplished an act that would impart valuable experience, he calls it a 'performed task', assigns it a task level, and awards experience points. Below are guidelines and a basic set of task level assignments.

Task Level	Exp Pts earned
1	10
2	30
3	50
4	75
5	100
6	150
7	200
8	250
9	350
10	500
11	750
12	1000

The tasks have been divided into 12 levels, 1 being the 'easiest', 12 'hardest'.

It is recommended that the judge keep an ever lengthening list of what tasks are assigned to what level. We have provided a partial list below. We regret that our list does not cover all possible

For most tasks, the first time a character performs it, he earns the full amount. Each time thereafter that the same character performs the same task, its worth to him drops one task level. Something repeated over and over, imparts slightly less experience each time. However, some tasks should not decline in this manner (for example: fighting as a rear guard probably never 'gets old').

Example Task Table - Fighters

These tasks should relate to constitution, strength, and military prowess.

- Task Level 1: military guard duty, mock fighting, weapon practice
- Task Level 2: exploring, jumping pits & fissures.
- Task Level 3: scaling walls, merely seeing a 20,000+ experience point monster.
- Task Level 4: seeing a 50,000+ exp. pt. monster, being subject to a magic spell or miracle.
- Task Level 5: gladiator arena battle, subduing a 'young' cleric or magic user
- Task Level 6: seeing a 100,000+ experience point monster, participating in a tournament (jousting).
- Task Level 7: hand to hand fight with a large animal, being subject to a powerful spell or miracle.
- Task Level 8: escape from prison/dungeon, being first 'over the top' in an attack or charge.
- Task Level 9: fighting a 100,000+ experience point monster, rescuing another from a prison or dungeon
- Task Level 10: being a 'rear guard' in battle
- Task Level 11: rescuing a human sacrifice from middle of ceremony.
- Task Level 12: fighting a 150,000+ experience point monster, subduing a powerful cleric or magic user.

Example Task Table - Clerics

The points awarded will go toward either good or evil: any character is awarded good points for good actions and evil points for evil actions. Good and evil points cancel each other, so at any one time a character has an amount of only either good or evil points. (see the Cleric section for a full explanation of good and evil and experience points.)

- Task Level 1: Evil: stealing
- Task Level 2: Evil: going out of your way to do evil; Good: doing an honorable thing.
- Task Level 3: Evil: tormenting any being; Good: an act that 'brightens up' another's existence.
- Task Level 5: Evil: physically injuring a non-hostile

- beings; Good: caring for an injured being until well.
- Task Level 6: Evil: a non-physical injury of a friend; Good: doing the honorable thing when it 'hurts bad'.
- Task Level 7: Evil: capturing an imprisoning innocents; Good: freeing innocents from a prison or dungeon.
- Task Level 8: Evil: abandoning any being in your party; Good: setting an enemy free.
- Task Level 9: Evil: physically injuring a friend or companion; Good: restoring another's stolen property or status.
- Task Level 11: Evil: an act that makes your Judge blush; Good: risking your life to do good.
- Task Level 12: Evil: (wow!); Good: (?).
- Additional: 1 Task Level per difficulty of Miracle.

Example Task Table - Magic Users

All of these tasks should deal with magical devices and spells.

- Task Level 1: lowering a spell's SN
- Task Level 2: lowering a spell's SN to its minimum.
- Task Level 4: finding a new library.
- Task Level 5: creating a magical device.
- Task Level 6: battling an enemy magic user.
- Task Level 7: raising a demon.
- Task Level 8: capturing an enemy magic user.
- Task Level 9: summoning undead successfully.
- Task Level 11: planar travel.

Example Task Table - Thieves

These should deal with dexterity and thieving.

- Task Level 1: climbing walls
- Task Level 2: eluding a search.
- Task Level 3: cheating at gambling.
- Task Level 5: eluding an all-out manhunt.
- Task Level 6: stealing the jewel in a religious idol.
- Task Level 8: stealing the whole idol.
- Task Level 9: escape from a prison or dungeon.
- Task Level 10: stealing an idol during temple services.
- Task Level 11: stealing a king's crown or crown jewels.

Example Tasks - Miscellaneous

For healing: treating wounded during a melee might be a Task Level 5; being a doctor during a full scale army battle might be a Task Level 8.

For missile weapon experience: shooting an apple off the head of a friend would be about a Task Level 10.

Additional Experience Notes

Note that in all the experience rules above, points are never earned for finding gold, silver, copper (or any money). This is totally intentional. Money is its own reward; it can be spent and goods and services can be bought. The idea that a man becomes a better fighter upon finding a sack of gold is foolish.

Optional: Allowing characters to develop into jacks-of-all-trades may not be desirable. The purpose of the following rule is simulate the idea that a character who is interested in a wide variety of things has a harder time becoming excellent in any one thing. A character who diligently concentrates on one thing will learn it faster.

Each time an experience rank is passed in any given category, the character must lose 100 points from another experience category in which he has at least 3000 experience points. This other category may not be clericism, and if no other category has more than 3000 points, no points are lost.

No bonus experience die rolls may be made due to the lost 100 points when they are later regained (e.g., if you had 5005 exp pts, lose 100, you will have 4905. But

you do not get a Bonus roll on the Experience Bonus Table if you gain 95 points subsequently. You don't get a bonus roll until you pass a rank that you have never passed before.) This lost 100 points simply makes it that much harder to gain the next experience rank.



Monsters

Monsters

Obviously, in any world there will be some very frightening creatures. The existence of these monsters (and plants and animals) generally make the player/characters "lives" more exciting (and less certain). There are several methods that the judge can use to determine monster characteristics.

- 1) The judge might use other books, rules, etc. Some of the more common monsters are described below.
- 2) The judge might use the tables below for random monster characteristic determination.
- 3) The judge might draw upon his imagination to surprise the players. Some of the more notable monsters have been produced in this manner (the Sulfur Monster being a memorable example from our campaign).

Morale of Monsters and Non Player Characters

The morale of all characters and monsters has important effects on the outcome of any action. There will be some condition where virtually any creature (including human) will flee or surrender. The morale of player/characters is built-in. The player's own desire to keep their character alive will compel them to try to flee (or surrender) if they are fighting a vastly superior foe.

For the non-player/character's and monsters; however, the judge needs a guide to help determine their actions. This rule provides morale guidelines.

Each non-player/character (NP/C) or monster is assigned a value from 3 to 18, called its Morale Rating. Common monsters have a listed Morale Rating; for randomly generated monsters, the rating can be either random or assigned. Every 10,000 experience points a monster has gives him a +1 on his Morale Rating.

A morale check is made by any non-player/character or monster each time one of the following occurs:

- a) It is injured such that it has less than one-half of its base HtK remaining.
- b) One-half of its group is dead, captured, or fleeing.
- c) Its leader (if one exists) is killed, captured, or fleeing.
- d) Any other time that the judge decides a morale check is necessary.

A morale check is made by rolling three 6-sided dice. If the number rolled is greater than the non-player/character's Morale Rating, it has failed the morale check.

Whenever a group or a single individual fails a morale check, the following table may be used if there is no obvious course of action. Roll two 6-sided dice, and apply these modifiers:

leader killed	-1
leader running	-3
no retreat	-4
total HtK of defenders <50%	-1
total HtK of defenders >90%	+4

Using result, consult this table:

result	action
?-2	: play dead
3-4	: surrender
5-6	: scatter, panicked: drop weapons, etc.
7	: flee in one direction
8	: hasty retreat to new position
9	: fall back orderly
10-12	: special: roll another 6-sided & see below

Special

die roll	action
1	: negotiate
2	: 50% flee
3	: 25% flee
4-5	: stay fighting
6	: Berserk ! : all fighters regain full FP, all MP increased temporarily by two, but all MP must be allocated to attacks - no defensive actions.

Age and Experience

It is assumed that experience and age are strongly related (for monsters, at least). All of monster's experience is in Melee Combat, except for special instances determined by the judge (for example, it is possible to have intelligent monsters with magical experience).

The judge may either make an arbitrary determination

or a random determination of experience points.

Exp Range	Exp Points	A v e r a g e		
		MP	HtK	FP
1	under 500	2	3	4
2	500	3	3	5
3	1,000	4	3	6
4	2,000	5	4	7
5	4,000	6	4	8
6	7,000	7	5	10
7	10,000	8	6	12
8	15,000	10	7	16
9	20,000	12	8	20
10	25,000	14	9	24
11	30,000	17	10	28
12	35,000	19	11	32
13	40,000	21	12	35
14	45,000	23	13	39
15	50,000	26	14	43
16	55,000	28	15	47
17	60,000	30	16	51
18	65,000	32	17	54
19	70,000	35	18	58
20	75,000	37	19	62



For random determination, the general size of the monster is used to determine the range: for small monsters roll 1 to 6, medium monsters 2 to 12, large monsters 3 to 18. The lower numbers of each range represent younger age; higher, older.

Since not every monster with any given experience point total is going to have exactly the average amount of HtK, FP, or MP, the Judge may wish to roll for a divergence from the average:

Die	MP	HtK	FP
2	-5	-4	-8
3	-4	-3	-5
4	-3	-2	-3
5	-2	-1	-2
6	-1	0	-1
7	0	0	0
8	+1	0	+1
9	+2	+1	+2
10	+3	+2	+4
11	+4	+3	+7
12	+5	+4	+10



Common Monsters

Listed for each monster is a series of ratings and a brief description. Exp Range is the possible range for the Age and Experience tables and is used to determine the monster base HtK, FP and MP. This base is modified by the divergence die roll, and by any modifiers listed under each individual monster (there might not be any). The Morale number is the Morale Rating. A.C. is the inherent Armor Class of the monster's skin or hide, if there is a -may wear armor- indication, the monster might be wearing armor in which case his armor class will be greater. Cons, Str, Int, Dex, Wis, give the AVERAGE value of the constitution, strength, intelligence, dexterity and wisdom respectively. Speed is given in yards (hexes)/melee round. The monster's inherent weaponry, and whether it carries weapons is given.

Orcs- Exp Range 1 to 6; Morale 10; A.C. 3 (may wear armor); Cons 8; Str 6; Int 6; Dex 6; Wis 2; Speed 4; Carries all sorts of weapons. Orcs have been described thoroughly in Professor Tolkien's books.

Goblins- Exp Range 1 to 4; Morale 10 in dark, 8 in light; A.C. 3 (may wear armor); Cons 5; Str 4; Int 6; Dex 8; Wis 4; Speed 4; Carries weapons. Goblins are similar to Orcs but smaller.

Hobgoblins- Exp Range 2 to 12; HtK +2; Morale 13 in dark, 12 in light; A.C. 3 (may wear armor); Cons 11; Str 9; Int 10; Dex 8; Wis 4; Speed 3; Carries weapons. Hobgoblins are an "improved version" of Goblins.

Ogres- Exp Range 2 to 12, HtK +4; Morale 14; A.C. 3 (may wear armor); Cons 12; Str 14; Int 4; Dex 8; Wis 2; Speed 2; Has medium claws, also carries weapons; Ogres look like large ugly humans.

Trolls- Exp Range 3 to 18, FP +10; Morale 14; A.C. 5; Cons 22; Str 15; Int 6; Dex 15; Wis 4; Speed 3; Has light claws or medium bite, also can carry weapons. Trolls are ogre sized, but rubbery. Trolls have the ability to regenerate (heal) lost FP and HtK at a rate of 1 to 3 per minute.

Giants- Exp Range 1 to 12, HtK +4; Morale 10; A.C. 2 (may wear armor); Cons 14; Str 24; Int 10; Dex 8; Wis 11; Speed 4; Carries weapons, might try to stomp on small opponents; can throw boulders; use Thrown Weapon or Missile To-Hit table, but multiply range by 10 and damage by three; Giants look human-like but are 10 to 30 feet tall.

Skeletons- Exp Range 1 to 4; HtK -2; Morale 16; A.C. 2; Cons 4; Str 3; Int 3; Dex 8; Wis 0; Speed 4; Carries

weapons; This monster looks exactly as you might picture a skeleton.

Ghoul- Exp Range 2 to 12; HtK -1; Morale 12; A.C. 4; Cons 7; Str 4; Int 10; Dex 10; Wis 6; Speed 2; Uses Touch: Any being touched by a ghoul gets the effect of a Type IVr magic spell: gets a saving throw, the Ef used is equal to the experience of the ghoul divided by 1000; if the saving throw is failed, the touched being is paralyzed. This is Type IVr, so natural recovery is possible (see the Saving Throws section in the Magic rules).

Mummies- Exp Range 3 to 18; Morale 18, 8 if fire is used; A.C. 6; Cons 9; Str 14; Int 6; Dex 4; Wis 6; Speed 2; Uses arms as Heavy Clubs; however, each HtK inflicted by a mummy also causes a loss of 1 Constitution point from the victim.

Dragon- Exp Range -any-; HtK +10; FP +20; Morale 15; A.C. 9; Cons 10; Str 20; Int -any-; Dex 6; Wis 9; Speed 6 on ground, 12 in air; Has gigantic teeth, large claws, gigantic stomp; Breath (fire, gas, etc) inflicts 1 to 20 damage points.

Noj- Exp Range 1 to 8; Morale 5; A.C. 1 (may wear armor); Cons 15; Str 17; Int 16; Dex 20; Wis 3; Speed 4 (only during finals week); Carries; This creature is somewhat human-like but will frighten the weak-hearted to death; extremely dextrous, but in a constant stupor; addicted to paraquat; will ingest anything.

Frazz- Exp Range 1 (they seem to die at a young age); Morale 20; A.C. 6 (always wears armor); Cons 12; Str 12; Int 9; Dex 10; Wis 2; Charisma 18; Speed 2; carries a military pick; This burly, hairy, but elf-like being makes its presence known with a raucous laugh; has never been known to surrender or flee; fond of playing with any sort of devices; natural habitat: wherever human females may be found.

Bifur- Exp Range 1 to 4 (but believes itself to be better); Morale 10; A.C. 1; Cons 10; Str 8; Int 8; Dex 5; Wis 14; Speed 2; This creature's weapon is an energy beam which emits from a large stiff appendage that protrudes from its upper chest (treat beam equivalent to Crossbow); otherwise, it looks humanoid, but with smoke continually escaping (sometimes in rings) from mouth; generally docile, but violently hostile to all creatures of the Fiech family.

Sprimo Chimera- ER 3-18, HtK +2; Morale 12; A.C. special; Cons 14; Str 12; Int 0; Dex 7; Wis 6; Speed 2. This three-headed beast with the head of a snake-like dragon (bite 1-12, A.C. 5, breathes fire three times per day), a serpent necked, horned wolf's head (bite 1-8, A.C. 3, bite causes lycanthropy unless victim saves versus poison strength 13), and the large head of a gargoye (bite 1-10, A.C. 4, is able to open its jaws 180 degrees and can swallow a whole man in 1-3 mr if an 18 or better is rolled on its 'to hit' die). The body consists of a chest with clawed arms (1-4 each) and a lower half resembling a satyr.

- Yipper-** ER 1 to 4; Morale 8; A.C. 2; Cons 10; Str 10; Int 3; Dex 12; Wis 11; Speed 6; Carries Weapons. Yippers are small monkey-like creatures that dwell in trees and rarely leave them, attacking animals (their food) with clubs while hanging from the trees by their tails.
- Bolg-** ER 1 to 10 and up; MP +2; Morale 14; A.C. 0, (may wear armor); Cons 12; Str 10; Int 6; Dex 14; Wis 12; Speed 5; Carries any weapon. Another simian race like the Yipper, but larger, more intelligent, and ground dwelling, appearing as thin gorrillas.
- Shendai-** ER 2 to 12, ER +4; Morale 12; A.C. 3; Cons 11; Str 12; Int 0; Dex 7; Wis 6; Speed 4. A snake-like creature of the swamps that follows wanderers in the swamp until it can strike with its large poisonous fangs.
- Wyvern-** ER 2 to 12, ER +2, Dex +2; Morale 13; A.C. 7; Cons 11; Str 13; Int 0; Dex 13; Wis 9; Speed 3. A large reptilian beast that stands on two legs while biting, or, on all fours when it whips it's stinging tail (poison) over it's head.
- Goran-** ER 3 to 30, MP -4; Morale 16; A.C. 4; Cons 12; Str 12; Int 15; Dex 12; Wis 13; Speed 3; Mental Resistance 3. These spirit-like creatures use magical spells and their strength-draining touch (-1 per touch) to increase their magical abilities. Planar travel experience ranges from 51 to 151 for most, but those Goran of great experience (ER up to 100) have no bounds in planar experience.
- Werg-** ER 1 to 6; Morale 6; A.C. 2; Cons 10; Str 12; Int 0; Dex 9; Speed 8. The Werg can be domesticated for riding or other work. These hyena-like beasts bite with medium teeth and live in loose packs. They are nocturnal and shun daylight, preferring to sleep during the day.
- Krog-** ER 2 to 20; Morale 11; A.C. 6; Cons 14; Str 22; Int 4; Dex 8; Speed 6; Carries weapons. A gigantic humanoid creature of high mountain forests. Uses big trees as clubs or as food for this herbivore.
- Botuma-** ER 2 to 12; Morale 10; A.C. 3; Cons 8; Str 10; Int 0; Dex 13; Wis 0; Speed 5, 10 flying. A large cat with wings and back paws resembling talons. It can bite (1-6), paw (1-4, 2x), or use talons (1-4, 2x).
- Lizard Men-** ER any; Morale any; A.C. 2, can wear armor; All Characteristics as men. An intelligent reptilian race, man-sized with older ones reaching 8 feet. Advanced tool users with an ordered social structure living in caved cities. They have no conventional agriculture due to their distaste for plant life, but they do "farm" worms and insects and herd domesticated animals. Some outstanding individuals (Priests, etc.) have developed primitive magical talents. These are weapon carriers, but can also bite for 1-4 points of damage.
- Manticora-** ER 1 to 10; Morale 11; A.C. 1; Cons 12; Str

- 12; Int 3; Dex 13; Wis 8; Speed 5. A lion with limited intelligence that has 6-24 spikes on its tail which can be hurled (1-6 per melee round) doing 1-4 points of damage each. Bite for 1-10, claws 1-4, 2x.
- Cyclops- ER 50+; Morale 12; A.C. 4, can wear armor. Cons 14; Str 22; other characteristics 3-18; Speed 4. Another giant type that little is known about due to its habits. Reportedly a shepherd lifestyle with a menu that includes humans.
- Banshee- ER 3-12; Morale 10; A.C. 0; Cons 6; Str 4; Int 10; Dex 12; Wis 10; Speed 8. Has two claws (1-6) and one bite (1-6). This spirit-type creature also has a hideous howl that makes even those stout of heart take a morale check (+3 in favor of listener), those failing will panic and scatter.
- Hell Hound- ER 2 to 12; Morale 9; A.C. 2; Cons 12; Str 8; Int 0; Dex 10; Wis 0; Speed 6. Bite 1-6. On any bite doing HtK damage, this canine beast will secrete a burning acid saliva into the wound doing an additional 1-6 points HtK damage for each 5000 exp. pts. of the beast.
- Hydra- ER special; Morale 6+ 1 per head; A.C. 6; Cons 11; Str 12; Dex 7; Int 0; Wis 8; Speed 2. A multi-headed (2-12) beast with each head having 2000 exp. pts. Those with 12 heads have the ability to breathe fire (once/head/day) doing 1-20 points of damage. Those with < 7 heads bite for 1-6 per head, 1-8 points damage for 7-9 heads, 1-10 for 10-11 heads, and those with 12 heads bite for 1-12 points of damage in addition to fire damage.
- Gargoyle- ER 1 to 6; Morale 8; A.C. 4; Cons 8; Str 5; Int 0; Dex 11; Wis 0; Speed 2, 8 flying. A small scaled creature with wings that bite (1-4) and claw (1-3, 2x).
- Fire Salamander- ER 10+; Morale 13; A.C. 1 (human part), 7 (tail portion); Cons 12; Str 12; Int 14; Dex 6; Wis 12; Speed 2. A flaming creature with human head, arms, and trunk with a long scaled snake-like body below the waist. It uses weapons and its flaming tail can constrict for 3-18 points of damage.
- Thi Monster- ER 10-100; Morale 16; A.C. 10; Cons 14; Str 20; Int 12; Dex 8; Wis 10; Speed 4. A large elephant sized beast that walks on its two hind legs and tail. It has two claws (1-6 each) and a bite (1-12). In addition the Thi Monster has a rigid snout that emits a burning mucus in bursts of 1-4 going up to 50 feet, each doing 1-6 points of damage. It has about 100 of these to use each day.
- Minotaur- ER 2 to 12; Morale 18; A.C. 4; Cons 15; Str 13; Int 4; Dex 7; Wis 3; Speed 3. A bull headed form with the body of a human. Butts for 1-8 points of damage and when the butt does 8 points of damage the victim is stunned for 1-100 melee round. These beasts have never been known to give up a battle or chase.
- Sem Spider- ER 1 to 6; Morale 9; A.C. 3; Cons 9; Str 8; Int 4; Dex 8; Wis 8; Speed 3. Sem Spiders are dif-

ferent in that they seem to have an intelligence. Many will gather to hunt, sometimes 100's will group to entrap herds of wild or domestic animals (and humans) for their blood diet. They will also raid isolated farms and villages.

Wolf Spider- ER 2 to 12; Morale 7; A.C. 5; Cons 8; Str 14; Int 0; Dex 14; Wis 0; Speed 5. Wolf spiders build covered pits that they hide in, waiting for passing prey at which time they jump out and drag the prey in to feed. They have a poisonous bite (1-8 + poison) which makes the victim sleep. Large wolf spiders can be 10 feet long, not including legs.

Gila Monster- ER 3 to 18, ER -2; Morale 12; A.C. 8; Cons 11; Str 13; Int 0; Dex 4; Wis 0; Speed 1. This slow moving reptile has a poisonous bite (1-8 + poison, poison strength = ER) and a length of ER x 2 feet. It lives in dry, hot areas.

Glops- ER 1 to 6; Morale 5; A.C. 0; Cons 7; Str 6; Int 5; Dex 4; Wis 4; Speed 2, 4 swimming. This is an amphibian race, sometimes called froggies, that are restricted to fresh water areas due to their need for water. They can walk on hind legs and tail, and carry weapons. Their sensitive skin will not allow armor but they do carry shields. Slow moving, they breed fish and insects for food. They eat anything live, and drink blood of humans and lizard men. Some of this race, called toaders (Str 9, Speed 3), are able to wear armor and travel away from water for long durations. All Glops hibernate in cold (less than 40 degrees) weather if the cold persists for 1-3 days until the temperature goes above 50.

Sand Worms- ER 50+, HtK +10, FP +15; Morale 13; A.C. 6; Cons 12; Str 24; Int 0; Dex 5; Wis 6; Speed 4. These worms live in vast sandy deserts. Sounds from the surface bring them up from below the sand. Up to 300 feet in length the worm can swallow a man in one bite (on 15's or above on worm's to hit die), the bite doing 1-20 points damage.

Urchin Beast- ER 1 to 10; Morale 12; A.C. 8; Cons 11; Str 8; Int 0; Dex 4; Wis 6; Speed 1, 3 in water. A spine covered monster of fresh and salt (ER up to 30) water. It has the ability to discharge 1-3 of the Javelin-like spines on its body (30-180 total) up to 20 feet in water and 40 feet on land. It will replace lost spines in 1-3 days.

Molds, Oozes, Jellies, and Jams- All characteristics variable; this is the blob class of monsters that seep under doors and thru cracks, etc. to dissolve or poison victims. When cut they might grow into two monsters, some might be fire resistant, others hardly noticeable. All in all, a most variable source of trouble for most.

Lycanthropes or Were Creatures- ER +4; Morale +3; A.C. +2; Cons +3; Str +3; Int -4; Dex +0; Wis -3; Speed +2. These are crazed and transformed humans, now half

beast. This is due to special wounds received by some creature at a time in which the magical spell will have effect, placed by some witch or magician. Each time a human changes to his were form, there is a 1% chance of either remaining in this were form or being freed from the spell. This chance is cumulative. For example, after the 5th transformation, if a 5 or less is rolled on a 01-100, or, on the 20th transformation a 20 or less is rolled, etc., there will be another roll of a six sided die. If it is even, he will be "cured", if odd, the were form will remain permanently. A typical transformation will last 1-10 hours. The characteristics given above are added to the human's characteristics during a transformation period. The given ones would apply to a werewolf; different creatures might have other modifiers. A werewolf might have Str +8, Int -8; a wererat Str +1, Int +2; etc. Typical were beasts are wolves, bears, rats, boars, lions, tigers, and the like. Things like weresparrows and wererabbits might not apply.

The Little People- All characteristics variable, low mental resistance. These include nixies, pixies, sprites, and the like. Small with limited magical abilities in one or two areas of specialty, given to them at birth. (Ex: Sprites might have control weather spells). Their magic being limited calls for combined efforts with each individual contributing 1 EN to the spell (assume SN = 1). Outstanding individuals have 1 to 20 EN, more for the "King and Queen". They can also turn invisible and fly if in danger.



Random Characteristic Generation Tables

	Die		Roll			
	1	2	3	4	5	6
# of heads	0	1	1	1	1	2-20
# of arms	0	1	2	2	2	4+
# of legs	0	2	2	2	4	4+
# of tails	0	0	0	1	1	2+
Head:	fangs	teeth	tongue	fangs	-	beak
fangs	poison	-	poison	-	poison	-
teeth	sm	med	med	med	lrg	gig
tongue	-	sticky	-	sticky	-	sticky
beak	sm	sm	med	med	med	lrg
Arms:	claws	pincers	wings	(--weapon carrier--)		
claws	sm	sm	med	med	med	lrg
pincers	sm	sm	med	med	lrg	gig
# weapons	1	1	1	1	2	2+
Legs:	claws	hoofed	-	hoofed	-	-
claws	sm	med	med	lrg	lrg	gig
hooves	sm	med	med	med	lrg	lrg
Tail:	stinger	spiked	club	grasping	-	-
stinger	-	Poison	-	poison	-	poison
spiked	sm	med	lrg	thorn	med	med
clubbed	sm	med	med	lrg	lrg	gig
grasping	lt	lt	med	med	hvy	hvy
Hide:	fur	scales	skin	quills	shell	special
armor class of:						
fur	0	1-2	1-3	2-3	3	2
scales	0-1	1-3	2-3	4-5	4-6	7-10
skin	0	0	0	0	1	1
quills	1	2	3	4	5	4-6
shell	2-5	6	7	8	9	10
quills	-	(--throwable ----)			-	poison
special	-	gelatinous	-	rock	glue	burning

Notes

Not all monsters are inherently hostile. Some might even be friendly, or maybe just suspicious and cautious. Extremely interesting encounters occur in such instances.

When players encounter a monster, the Judge should not immediately tell the players what it is unless they have seen one before. He should only describe what the players see, hear, smell, (and feel-if they are brave). Players will generally take to calling it something among themselves, and so it becomes 'named'. If the players run into one again, the Judge can just use that name.

H. T. & C.

Belra the bold awakens; he feels the presence of an intruder. Looking about the campsite all seems well with Staphyl on watch. Belra is startled again. He lies down and closes his eyes, fearing what he must do. The next morning the group awakens; all except Belra, who cannot be brought out of his dream-like trance. Fearing the worst, they gather to decide who must undertake the perilous mind excursion to find Belra.

Planar travel is an excursion into your own mind or others' minds, by way of deep meditation. This can be attempted by anyone who wishes to enter the 'planes'. The reasons for going are many: a magic user's craving for new spells can be satisfied by stealing them from other magic user's minds; a person who has forgotten something may search for it or be searched; for talking to someone who is now dead or is not yet alive; for taking control of another's body (for short periods or forever).

Planar travel is dangerous, though. Just think of being lost in your own mind (coma) or in another's mind. Or think of meeting all those terrible nightmarish forms and boogie men of your deepest subconscious. Not only the fear is real. Destruction of your mental self is more permanent than any sort of damage to your physical body. Also, the possibility exists that if you cannot defend your mind you will be possessed by some wandering demons (looking for movie careers or pea soup).

The Inner Planes

The inner planes are areas that connect the minds of all humanity. They can be pictured as consisting of an outer periphery of the conscious humans, with each human represented by a space or area. Connected to each space is a row of spaces going towards the center of the circular form, and each row being infinitely long (you can never reach center). As stated, the outer areas are the conscious beings, the next space in is defined as the first order, the second space in as the second order, and so on. Each human has a set of orders, going from one to infinity, "attached" to his space. The conscious space plus the next six orders inward define the limits of the mind of one human, each human having the same bounds. Orders numbered 7 or above are the areas of crossing, where one may try to venture to the mind of another, or just explore these inner reaches.

Movement Through the Inner Planes

Each order is in itself infinitely large, so travel by foot would take a LONG time. Instead the traveller must go into deeper meditation to get to an order of higher number, and must come out of deep meditation to go to a lesser order. To accomplish this one must succeed in rolling the correct number or higher on the inner plane movement chart (IPMC) given below. The first move from consciousness to the first order also requires the use of the IPMC. Movement within ones own mind (first six orders) is special in that when moving to a lower order, even all the way to consciousness, there is no die roll required, it can be done at will.

Once the attempter has meditated and has succeeded in entering the 1st order, he (and possibly others) will appear on a solid "floor" with patches of light and dark, sight in light areas is unlimited and is only 3 to 18 yards in dark areas. A hex sheet can be used to regulate movement by foot, wing, etc. If there are no encounters, he may then attempt to higher orders. Once outside his own six orders, and is into the 7th order and beyond, the area of the order may be as it was in his own mind, but could also be lands, oceans, skies, fires, or whatever the Judge can think of. The beings that live in the deep orders (demons) are sometimes very powerful and seek to control their own areas, and sometimes others.

Seeking Others Via the Planes

In order to find and enter another persons mind, the crossing areas must be explored. Once in these areas the seeker attempts to find out if this area (or order) is "in line" with the target's mind. If it is, he may then travel to it using the IPMC, if not, the seeker must go to a higher order area and attempt it again. The seeker cannot make the attempt in this order (or lower) again, unless the seeker touches the physical body of the target (both conscious). In order to succeed a $\frac{1}{2}$ die roll of less than or equal to the order number is required (in 8th order, 08 or less; in 15th order, 15 or less, etc.). If travel is made to a higher order, the attempt can then be made again. It is suggested that the seekers can bribe, influence, or beg other beings of the plane for knowledge that they might have of their quest.

Entering Another Mind

Upon reaching a 7th order area "next to" another's 6th order area, one may attempt to enter. If the attempt is made, the target will become aware of the invasion no matter where he is. In order to succeed in entering the target mind, the target's mental resistance must be over-

come. To do this the invader must expend fatigue points. The fatigue points allocated to go through the barrier are taken and the target's mental resistance is subtracted from this. The total is now squared and the resulting number is the % chance of success for the invader $[(FP - MR) \times (FP - MR)]$. If he fails the invader must again expend more fatigue points, the target loses nothing. If he succeeds, the FP are lost, but he will be placed in the target's 6th order area and meet his target, if the target responded in time. If the target is present, the invader will be placed 2-12, 30-180, or 200+ yards away (the target knew where the invader would probably land, and so set himself to his advantage). Normal combat/magic can now take place on the infinite floor. NOTE: The fatigue points lost in a crossing are lost until the person returns to his own consciousness and cannot be repaired, regenerated, or restored in any until then, this includes failed attempts.

Travel to the other orders must be made on at a time using the IPMC for the invader. Each area could be a battleground of sorts. Upon defeating the target in his 1st order area, the invader may venture to the conscious space, where he may attempt to control the target and getting his info, spells, etc. Only one item or spell or piece of info may be taken per invasion. The invader may also take over the target's physical actions. With the one with the greatest amount of FP left controlling 75% of the time, the other for 25%. (Remember the invader's body left unattended though.)

Demon Creation Table

points/demon	Demon Characteristics						
	HtK	FP	MP	AC	Bite	Strength	Morale
1	1	3	1	0	1-3S	5	6
2	2	5	2	1	1-4S	7	7
3	4	7	4	2	1-4S	8	7
5	6	10	6	2	1-6S	8	8
7	8	12	8	3	1-8M	9	8
10	10	14	10	4	1-8M	10	9
12	12	16	12	4	1-8M	11	9
15	12	18	12	5	1-8M	12	9
18	14	19	14	6	1-8M	13	9
20	15	20	15	6	1-12L	14	10
25	16	21	16	7	1-10L	14	10
30	17	23	17	7	1-10L	15	10
40	18	25	18	7	1-12L	16	11
50	19	27	19	8	1-12L	17	12
75	20	30	20	9	2-16L	18	13
100	20	35	20	10	3-12L	19	14

Note: "Bite" lists the size to use on the To-Hit table (S=small, M=medium, L=large); and it also lists the amount of damage done by a "successful bite".

Optional

A) The points listed above are base points. Any individual demon will vary from that base for his actual characteristics.

die	modify characteristic:
1	+20%
2	+10%
3	0
4	0
5	-10%
6	-20%

B) Starting at 40 points, the demon has a chance of magical ability. The chance is expressed as: demon creation points converted to a %. If this percent or lower is rolled, the demon will know 1-6 magical spells at the minimum SN. Their EN will range from 10 to 80. A demon cannot use scrolls, learn more spells, teach spells, etc.

Demons

Demons are the inhabitants of the inner reaches of men's minds and source of the primal fears of man. Most humans have seen one of their many forms during nightmares, when some demons venture into the areas of the mind and subconscious. Demons at times have taken control of humans by crossing into the conscious, displaying their hatred and envy for the physical bodied mankind. Most, however, stay in the deep orders, some so powerful as to have the area looking like normal terrain or even as a fantasy dream-world (Judge's discretion).

Travel through the planes is likely to lead to encounters with demons, the farther in, the more likely. To determine if demons are present, roll a six-sided die for each area entered, with a "1" designating that demons might be present. If a "1" is rolled, go to a percentile (01-100) die roll, and if the roll is less than or equal to the [(order number - 6) x 10], demons will be present, placed 30-180, 100-600, or 200-1200 yards from the traveller(s).

The demons present will be 1-10 in number, +1 per each order number above 10. The demons so 'conjured' will have fighting experience equal to [1000 x order number x 1-6]. The most experienced of the group will have magical experience equal to one-half his fighting experience. If a "1" is rolled on the 1-10 die roll, roll the die again. With 2-10 meaning no change, a "1" designating a "demon-land" with one supreme demon of magical ability equal to his fighting ability, and 2-7 lesser demons of magical ability equal to one-half their fighting ability. In addition, the "kingdom" will consist of (10-100) x (order number) demons of class one on the demon creation table (see below). All demons not of the demon creation

table have an armor class = to one-half their order number, carry weapons (as normal weapons), can bite 1-8, and the only characteristic that is not 3-18 is strength, which is 2-12 + order number. Demons can possess individuals, or attempt to. Those humans with mental resistances of 6 or less have a 5% chance per month of physical time of an invasion by 1-10 demons (treat as random for their experience totals).

Demonology

These strange areas also allow a few who know the ways of these demons to summon them for their own purposes (this is not the magical spell of the same name, no magical experience is really needed). Only those experienced in planar travel will get Demonology points. For each 50 experience points passed of planar travel, one demonology point will be awarded (at \$1,101,151, etc. 1 demonology point is awarded). These demonology points are used to summon demons using the Demon Creation Table (DCT) below. In any area, once per area, the demonologist may summon demons by allocating fatigue points to do so. The FP allocated are multiplied by the summoner's demonology points giving a point total to be "spent" by the summoner on the DCT. If the total is 40 (10 FP x 4 demonology points), the summoner could conjure 40 demons of class 1, 20 of class 2, 4 of class 10, etc. All demons must be of the same class, and will appear in 1-6 melee rounds. The demons are controlled by thought orders of the summoner, each point of intelligence of the summoner allows control of actions of a different group of demons (Int=13, 13 different groups at most). The demons so summoned cannot leave an area conjured in, and, if the summoner leaves, will return to their netherworld state. Demons cannot be summoned in other's minds, only in the summoner's own mind if he desires, and demons summoned in one's own mind do not depart when the summoner leaves the area (can guard his mind), but do depart when the summoner reaches consciousness.

Experience Points in Planar Travel

Each entry into the planes = 1 point

Each spell/object/info taken = 5 points

Each order above 14 entered = 5 points

Each demon summoning = 1 point (not per demon)

Each demon with magical ability killed = 5 points

Special tasks = Judge's decision

Optional: there is a 1 in 12 chance that demons summoned will attack the summoner.

Remember: for the experience for objects taken, that if an invader takes control of another's conscious form, grabs an item, then returns to his own conscious self, the item will disappear from the target and appear in the invader's hand, just as dropped swords and the like

disappear from the physical world until found again in the planes.

Planar Travel Attempt

Mental Resistance of character making attempt)	number (or higher) needed to succeed (roll a 20-sided die)
3	2
4	4
5	5
6	6
7	7
8	9
9	11
10	14
11	16
12-14	18
15-17	20
18	24

Modifiers to die roll:

meditate 1 hour or more	+4
for each individual brought with	-1
for each 25 planar experience points	+2
if moving more than one order	-4/extra order
if moving to order 10 or higher	-3
moving to an order in another's mind	-3

Fatigue Points in Planar Travel

Combat here in the planes is normal melee and magic, with terrain if any. All HtK damage and all magical and miraculous damage is conveyed upon the physical body, FP are returned to the level at which they started before the planar excursion. However, in the planes, HtK and magical damage is normal, but FP are regenerated to 100% upon changing areas (Exception: Mind Invasions) to allow for the dream-like quality of these areas and for long excursions. Other damage must be healed by normal physical means.

Time

Time knows no bounds in planar travel and any number of planar order changes will last 1-6 hours of actual conscious time. Encounters will use normal MR time durations for activities between 2 groups in different planar spaces (orders), allow 1 action per group, the one rolling highest on a 6-sided performing 1 action, then the other group, etc.

Planar Collapsement

Any time an area is moved into, fluctuations in the area could cause all travellers in the area (not inhabitants) to return to consciousness. In the orders 7 and above there is a 5% chance that the order will collapse. It can remain open by expending FP = to (order number $\times$ 0-5), the 0-5 rolled only after the traveller(s) decide to stay. The 0-5 is then rolled and the FP are lost. If FP and HtK go to 0, the traveller(s) is considered in a coma, until the area is opened by another traveller to the area by expending the additional FP necessary to open the area for the ones in the coma. If they decide to leave, they all return to consciousness. FP may be combined by any group, each individual contributing an equal share. If someone does not have enough FP and HtK he will be in a coma until the others about him bring him out of it (by expending the needed FP extra). Note: Those lost in coma must be searched for (i.e. "Which ninth order area?")

Getting Lost

On travel above the 10th order, there is a 5% chance that each order ventured to will result in a loss of "direction", requiring a search for the planar travellers own mind, as if he were the target (but he does not have to cross his own mind barrier).



Misc.

Definitions

Stun - A character who is stunned has the following effects for the duration of the stun: has only half the normal MP, but still expends them for movement as if he had his full amount (i.e., he can only move half as far); all of his To-Hit die rolls have a -2 modifier applied; all success attempts for thieving, healing, and spell casting have a -5 modifier; and the character has half his normal intelligence value.

Blinded - A character is impaired as follows for the duration of the blinding: has only half his normal MP; all melee To-Hit die rolls have a -10 modifier; it is impossible to hit anything with a missile weapon; the character has a 1 in 6 chance of stumbling or running into something (does 1 to 4 FP damage) for each hex moved unless guided; all healing attempts by the character have a -10 modifier; may cast spells, but direction is random, unless pointed or sound is heard from target (missile spells will miss automatically).

Paralyzed - The character is totally unable to move, but is conscious; may cast spells (but can't use hands) or cause miracles;

Unconscious - The player/character is totally unaware of

all that happens for the duration.

Time & the Timetable

Many rules throughout this book present a unique sequence of time. It will be summarized here, and hopefully sufficiently well explained.

All time in this rules book uses the following general timetable:

#	time after original event
(0)	(-original event-)
1	1 melee round
2	2 melee rounds
3	5 melee rounds
4	1 minute = 10 melee rounds
5	2 minutes
6	4 minutes
7	8 minutes
8	1/4 hour
9	1/2 hour
10	1 hour
11	2 hours
12	4 hours
13	8 hours
14	1 day
15	2 days
16	4 days
17	1 week
18	2 weeks
19	1 month
20	2 months
21	3 months
22	4 months
23	5 months
	etc.

A specified time should always reference back to the original event. For example: #3 (5 melee rounds) means 5 melee rounds after the original event (not 5 melee rounds after 2 melees rounds after 1 melee round after the original event). This is especially important in cases where modifiers are gained with time (e.g., concentrating for spell casting). Modifiers are NOT gained for consecutive, short-duration concentration; it is the total time after the start that matters. For example: if a caster concentrates for 5 minutes he only gets a +7 die modifier (for 4 minutes - see Magic: SN rules), NOT a +103 modifier (+2 for each melee round, for 5 minutes, 10 melee rounds per minutes)!

All fractions of time over the nearest lower time given are lost. For example: if a caster concentrates

for 11 hours and 23 minutes, he only gets credit for 8 hours. If he concentrates for 7 and a half minutes, he only gets credit for the 4 minutes. You do NOT get any sort of credit for the lost fractions.

Odd Happenings

Use of the Special Characteristics

The character's special characteristics (Strength, Dexterity, Intelligence, etc) can be used to determine the outcome of things that aren't covered anywhere else, and don't have obvious solutions. This rule should be used as a last resort to determine special events.

The player rolls an 8-sided die. Multiply this number by the player's appropriate special characteristic. Use this result as a percentage. In order to succeed whatever was attempted, the player must now roll less than or equal to this result on percentile dice. If the percentile roll is greater than the number needed, the attempt fails. What happens when a failure occurs depends on what is being attempted. How often the player can try again also depends on what is being attempted. Each successive attempt should get a -1 modifier on the special characteristic being used. For example: in figuring out the workings of a special device, Intelligence would be the special characteristic used; and the player should get 1 chance per week of figuring it out, each time subtracting 'one' from his Intelligence.

Example: Bart is in a tunnel, in an opening closed off by a fairly large rock. Assume Barts Strength=14. He tries to move it: Rolls an 8-sided die- gets a '4'. $4 \text{ times } 14 = 56$. Therefore, he must roll a 56 or less on Percentile dice. Bart rolled a 57 - he fails (loses 1 to 6 FP for his efforts). There is a giant spider approaching, so he tries again. On the 8-sided die he gets a 6, but subtract one for second attempt. On the 8-sided die he rolls a 6. $6 \text{ times } (14 - 1) = 65$. He rolls the percentile dice and gets a 05 - success!, the rock is moved and Bart is free; but, oh no!, the tunnel opening drops off into a deep pit with no 'side' paths....

Note on Dice

These rules are designed to be used with five different types of dice: 4-sided (1 to 4); the normal 6-sided (1 to 6); 8-sided (1 to 8); 20-sided (1 to 10 and 1 to 20); and 12-sided (1 to 12). All of these dice can be found at most hobby stores.

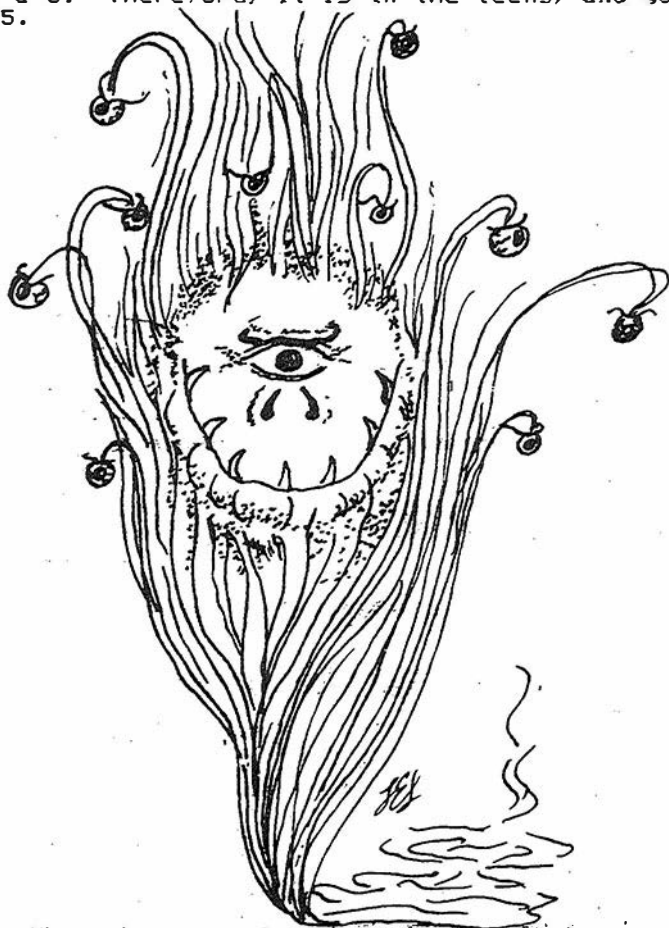
However, even with only normal 6-sided dice, it is possible to play by using the following procedures to convert the die rolls.

Roll a 6-sided dice (hereafter called the 1st

die). Find it on the chart, then roll the 2nd 6-sided die. Look down the appropriate column and cross index to get the result.

1 to 4	1 to 8	1st die	2nd die	1 to 10 or 20 (1 to 12)
1	1	1	1	1 or 11
			2	
			3	
			4	
			5	2 or 12
			6	
	2		1	
			2	
			3	3 or 13
			4	
			5	4 or 14
			6	
	3		1	
			2	
			3	5 or 15
			4	
			5	6 or 16
			6	
	4		1	
			2	
			3	7 or 17
			4	
			5	8 or 18
			6	
	5		1	
			2	
			3	9 or 19
			4	
			5	10 or 20
			6	
	6		1	
			2	
			3	(11)
			4	
			5	(12)
			6	
	7		1	
			2	
			3	
			4	
			5	
			6	
	8		1	
			2	
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			4	
			5	
			6	
re-roll both dice if 1 to 8 or 1 to 4		6	1	
			2	
			3	
			4	
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Example: You need to roll a 20-sided die. So you roll the 1st 6-sided die and get a 3. You roll the second 6-sided die and get a 2. That means you either have a 5 or a 15. So you roll the 3rd 6-sided die and get a 5. Therefore, it is in the teens, and you have a 15.



When the specialty dice are not available another method can be used to generate the needed die rolls. Using a deck of cards in different ways will allow this. For 1-20 die rolls a deck is used in which there are only 20 cards, 1(ace)-10 red and 1-10 black. The black represents the numbers 1 thru 10, and the red ones represent 11 thru 20. Ex: black 5 = 5, red 5 = 15, red 10 = 20, black 10 = 10, etc. For 1 to 8, only the ace thru eight is kept, red or black being the same. For 1 to 4, divide by 2. For 1 to 12 use all cards but the kings, ace thru 10 representing 1 to 10, and the Jack and queen representing the 11 and 12 respectively. For percentile (01-100) die rolls use the 1-20 deck, ignoring colors, with the first draw representing the tens digit and the second draw the ones digit. Ex: draw 1, then 4 = 14; draw 5, then 6 = 56; draw 0, then 0 = 100. Note that the first draw must be returned to the deck before the second draw.

Poison

During the course of play the P/Cs will no doubt encounter certain poisons, be it from a scorpion to tainted food. Below is presented two ways in which a referee may use to handle such situations.

A) In this system the P/C subject to the poison must 'save' versus the poison by rolling a twenty-sided die and comparing this to his own constitution. If the roll on the twenty-sided die is less than or equal to his constitution, the character suffers no ill effects. If, however, the roll is greater than his constitution, the character suffers full damage from the poison (death, blindness, etc.).

B) In this system the poisons encountered are rated by the Judge beforehand, making distinctions between weak and strong poisons. All poisons are given a rating from 3(weak) to 18(strong), with special poisons even higher. Here the person must 'save' also, but it is calculated differently. The P/C's constitution is subtracted from the poison's strength rating, this total is then added to 12. The number now is what is required to roll on a twenty-sided die or LESS which will save the character from the poison's effect. For example: Xenon the thief opened a locket which contained poison powder (strength rating = 14) which Xenon inhaled for some reason of his own. His constitution is 11, so, using the explained formula: [Pois. str. (14)] - [Xen. cons. (11)] = 3, this number added to 12 = 15. Xenon must now roll a twenty-sided die where from 1 to 14 is death and 15 to 20 allows him to continue on his way.

In both systems these optional modifications can be made: for each 25% of the P/C's fatigue point total is down , the twenty-sided die roll is adjusted in the poison's favor by one. Character is bled or has his wound sucked immediately gives a 'two' modification to the P/C, and there are a number of other unforeseen modifications which could possibly arise in an adventure.

Scenario & Initial Ideas

Once a fantasy game gets going, it is generally easy to keep it going. However, starting a game can be difficult. Usually, it is best if the players are initially given some reason for seeking adventure rather than let them wander aimlessly. So, below we have listed some possible starting ideas to give the character an origin, or a background, or a basis for future adventure.

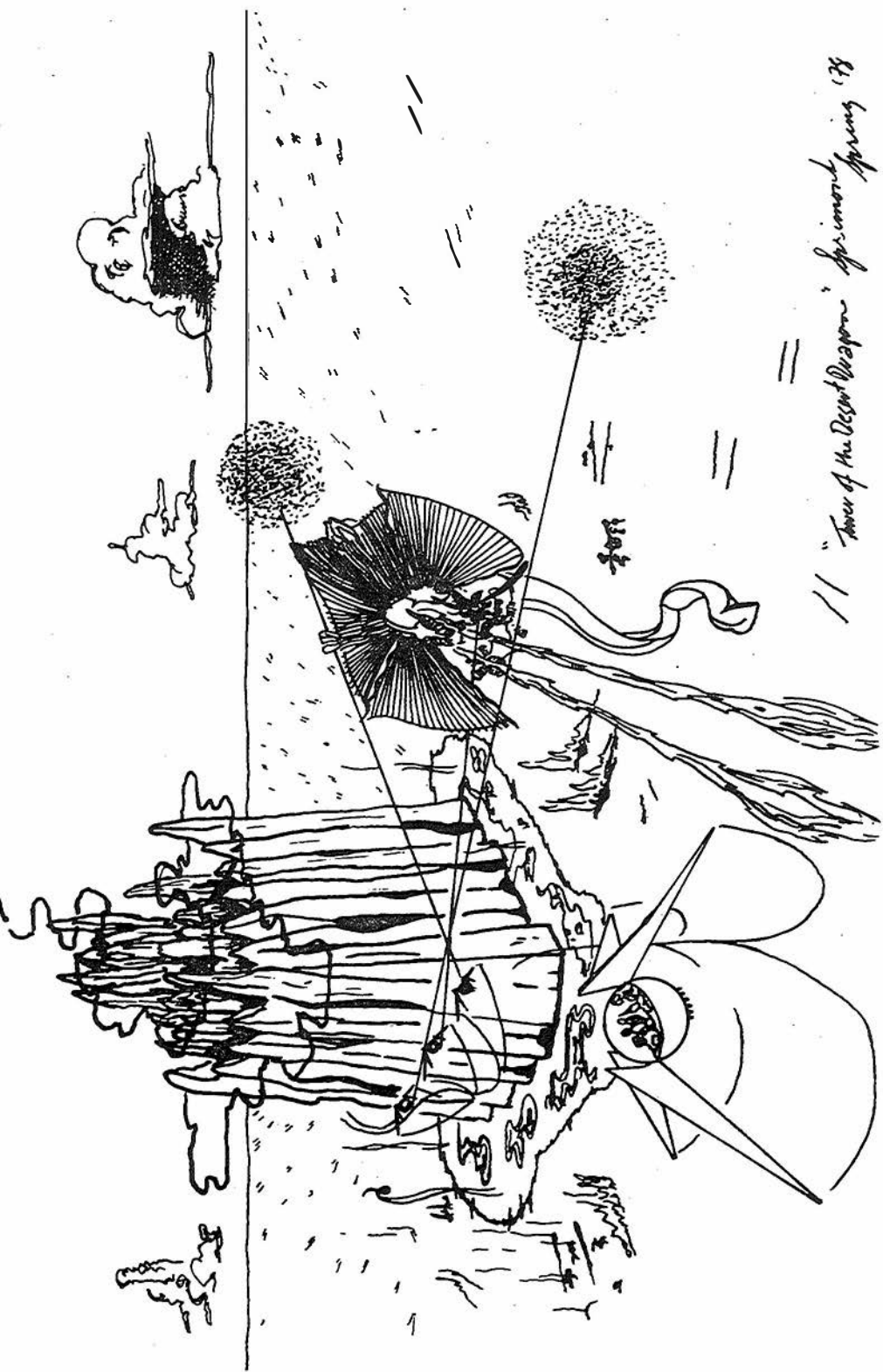
The player/characters could be:

- a) survivors of a space ship wreck on a medieval planet.
- b) escaping slaves from a slave raid on their homeland.
- c) survivors of a natural disaster.
- d) survivors of a raid on the hometown
- e) foreigners shipwrecked on some strange island continent.
- f) the result of some mishap in time travel.

Or, the characters might have:

- a) found a map to some immense treasure.
- b) been hired to escort some pilgrims or merchants.
- c) had one of their group kidnapped by an evil wizard or by some religious sect.
- d) one in their party who is a look-alike to a well known bandit.
- e) been given something extremely valuable, and lots of evil people are hunting for it.
- f) one of their party who is a deposed prince and whose family is being hunted down.
- g) just arrived in a country with some strange custom that they don't know about.
- h) been sent on a quest; by promise of a huge reward, or by some threat or curse, or by some 'kindly old man' with strange powers.





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Additional Judging Guidelines

Setting up a "world" (or area) will be the most important ingredient in a successful character game, with the burden resting directly upon the Judge. How to start the ball rolling is also the Judge's responsibility, players not familiar with the game mechanics should be given explanations, hints, etc., more often until they start to master it. It is recommended that the beginning Judge also become familiar with the game. This is best accomplished with a humble first set-up, not with building towering cities of gold which lead to towering problems of "What do I do now?" Below is given an example of such a starting point, which allows for future additions. After the players have completed "rolling-up" their characters, the questions are: 1) "where are we?"; 2) "who are we?"; and 3) "why are we here?". For this set-up let us assume the Judge gives this introduction. "You are all young men of a small village of about 300 people, your parents are living there and are involved in various jobs and trades in this middle-age village (the characters could determine just what it is their parents do for a living, via a die roll and a pre-determined table). You have been sent out to the forest to hunt boar, you carry with you a wooden spear and small dagger each. You are wearing tunics and sandals, and each has a water skin. This is your first time on a hunt without elders (so they start with no experience). You are presently deep in the forest and looking for signs of wild boar." The Judge should now let them ask questions and let them continue with their hunt. The Judge might even show them a detail-free map of their area (without details like treasure, monsters, pits and other designed places) and show them where they are on the map. Let's assume that they find a boar feeding in the distance (say 30-180 yards). They try to get in spear range. They should state exactly what it is they are doing to "stalk" the beast, with as much info from the Judge as possible (is it near the tree, is it sleeping, the Judge should give much detail, even if this event was not planned for, the Judge must "think on his feet"). Using the hit charts, etc. they kill the boar. Award experience points and let them continue on their way home with the boar. The judge might think that the blood could attract some wandering beast, he should have a chart describing what might come by and how often. (Ex: 1-3 {list of possible monsters} will happen by on a "1" of a 1-6 die roll, check each hour traveled in woods. He might now make it "1" or "2" due to the smell.) Let's say they have no encounters and have their village in sight. "You see ahead your village, with a black smoke and vultures flying overhead." The Players now react, say by investigating the area. In town- "You see all the buildings burned to the ground, and all have been killed. There is, however (this is the "starter"), evidence of what looks like hoof prints com-

ing in from the north and going out of town to the south." Assume they also find evidence of looting and general pillaging and they wish to seek revenge on these bandits. So they follow the tracks.....

Waiting for them is a cave complex where the thieves hide. The Judge could construct it using graph paper, each square representing 10 feet. In this tunnel complex is placed the various stolen goods in possibly this way:

In each open area used for storage,

1 in 6 chance for 10-100 copper pieces

1 in 4 " " 1-3 art works (vases, oil lamps, etc)

1 in 10 " " 1-5 sacks of silver, 100-300 pieces

The Judge, in addition will have areas planned exactly, including the main treasure store. Now the guards. While near the cave there is a 1 in 6 chance per hour of meeting a mounted patrol of 2-12 men, all having ER of 3 (it is easier to use the chart of ER in "Monsters" rather than rolling for each) with a leader of ER 3-5.

In the cave there is a 1 in 8 chance per fifteen minutes in traveled areas, per week in slightly visited areas, of meeting 1-6 guards ER = 2 or, 1 in 12 of meeting a large group 30-80, with 1-6 leaders of ER 4-14.

In open areas there is a 10% chance of guards being present, 3-12 in number. 50% chance they are all sleeping.

In areas with treasure, the 10% above goes to 75%.

The main area has ? gold, silver, etc. There is always 5-25 guards here, ER = 3, 1-8 have ER = 3-6, 1 has ER = 15. Only 20% of the guards sleep at one time.

There is a 33% chance that "the" leader is Present. He is Worfon, a character of str=10, int=15, wis=12, dex=13, cons=9, mental res=3, char=15. He has 15000 exp in magic, 400 exp in fighting, 3000 exp in thievery. Htk = 4, Fp = 18, MP = 3. (Include list of his spells, their SN and EN.)

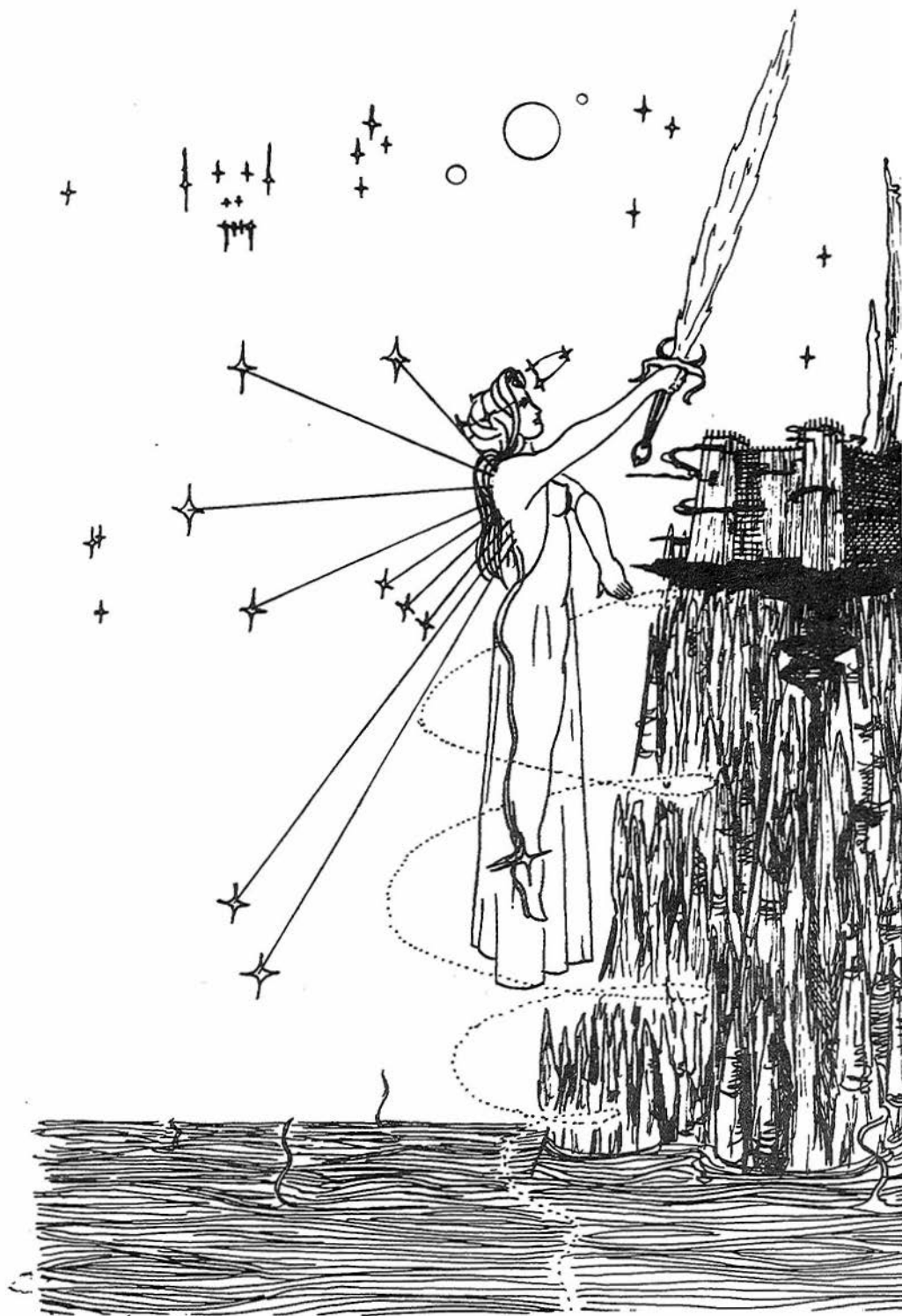
Worfon carries a dagger, is in a robe, and stands about 4 feet tall.

The guards all wear A.C. 4, the leaders sometimes(10%) in A.C. 5-10, all carry swords, 20% also carry short bows.

Horses are kept in a pen in the woods nearby, with 10-30 horses, saddles, etc. 2-12 slaves, and 5-12 guards, ER = 5.

The Judge now has everything set for an adventure into the thieves' den (Oh, did I tell you about the giant scorpion that lives deep in the caves and meets "visitors" in the seldom travelled areas, 1 in 4 per hour?). However, the players might not even venture there, and might not even go there, so the Judge must be ready to respond with a set-up no matter which way the adventures travel.

Remember, the Judge must "play" all of the non-player characters and monsters. He must learn to be subjective



and think as others would (most judge's find it easy for monsters with $\text{Int} = 0$). It is also recommended that the players roll "their own" die for things like to hit and saves, it gets them into the game more than if some judge tells them what he rolled. If there are more questions on starting games and campaigns send a SASE and they will be answered as quickly as possible.

