

MONSTERS! MONSTERS!™

A fantasy game providing equal time for the monsters!

Designed by: Ken St. Andre

Edited by: Steve Jackson

Re-edited by: Ken St. Andre

Illustrated by: Liz Danforth with Jim “Bear” Peters

Published by: Rick Loomis (i.e. Flying Buffalo Inc.)

Scanned to the web by: Khara_Khang

Posted to the web by: David Thorn

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EDITOR'S NOTE

MONSTERS! MONSTERS! was designed to be the flip side of TUNNELS AND TROLLS. Both games are part of the same general gaming system. T&T is designed from the viewpoint of the “good guys”. Playing T&T you might get the impression that the monsters of the world are nothing but victims for hordes of treasure-seeking Men, Dwarves, Elves and Hobbits. Not so! All monsters do NOT spend their time lurking in various dank and slimy dungeons, nor are they always invaded and on the defensive. MONSTERS! MONSTERS! tells the other side of the story, and allows you to play all those lesser known kindred (such as Trolls, Vampires, and Shadowjacks) as the active and offensive characters they truly are.

As some of you may know, the first edition of this game was produced and sold by Metagaming, Inc. The used a full-color cover and produced a very fine-looking product, but I have been unhappy with certain mistakes that crept into the text and with their means of selling it. This new edition says what I meant it to say, not what the previous editor, Steve Jackson, thought it should say. A few other changes have been introduced to make this game completely compatible with the new Sixth Edition of T&T (also posted here at this club), and with all the solitaire adventures that Flying Buffalo produces. Now that you know how to personalize 52 different kinds of monsters, feel free to use them as player characters wherever applicable in the solitaire formats. Eventually, one or more solitaire adventures designed specifically for monsters should be available.

If you've enjoyed demolishing a dungeon now and then, wait until you get the opportunity to lead an army of Trolls and Giants (with a few Dragons providing air cover) on their way to raze a whole city. It's fiendishly good fun.

--Ken St. Andre

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INTRODUCTION

Welcome to the world of monsters!

In the wonderful desert city of Phoenix, where Tunnels & Trolls first made its appearance as the poor man's alternative to the expensive Other Role-Playing Game, an interesting phenomenon soon appeared. After a few promising characters had gone down to defeat beneath the bludgeon blows of giants, trolls, ogres, orcs, and malignant stone statues - after dragons, balrogs, and salamanders had incinerated a few rash adventurers - after that green puddle on the floor turned out to be a highly corrosive slime amoeba - it reached the point where, at the least sign of trouble, people would bolt for the exit shrieking "Monsters! Monsters!" Not long after that, the same catchy battle-cry of "Monsters! Monsters!" began to be heard at any undesirable situation (such as my arrival at a science-fiction club meeting, or upon entering the kitchen and encountering the last fortnight's dirty dishes before me).

So it was only natural that eventually the monsters should come out of their tunnels and dungeons to strike back at the smug world of the Men, Elves, Dwarves, Hobbits, etc., who had been so greedily despoiling their homes and treasures. This turning of the tables, to play monsters as protagonists, has proven to be even more hilarious than the original games. A monster lives by a completely different code of ethics, affording a splendid opportunity to get rid of the impure and perverted impulses which affect most of us - impulses it's hard to express while playing a hero. Monsters get experience points for wanton cruelty and destruction above and beyond the call of duty.

"Monsters! Monsters!" is, of course, the frightened shriek of human victims when the monster's appear. This game is similar to Tunnels & Trolls but you needn't have those rules in order to play this game, since everything you need is explained here. However, you may find the rules to Tunnels & Trolls useful, as they do contain detailed tables of weapons, high-level magic, provisions, etc., that are not included in this variant.

This is dedicated to Cathy St. Andre and her cat Redford (who is a first class monster hims elf) for their months of suffering while Monsters! Monsters! was in production.

II. BACKGROUND

The Game Master

MONSTERS! MONSTERS! is a fantasy game, and the Game Master is the creator of the fantasy. The GM maps a little piece of another world and populates it with characters. Although the players' own characters may enter the fantasy world, the players themselves can participate only through the GM. The more imaginative, articulate, and painstaking the GM is, the more convincing his/her world will be and the more involved everyone will become.

The players cannot see the fantasy world; they shouldn't even see the GM's map. Every step of the way, then, the GM must tell them what they encounter or what encounters them. The GM controls the characters he has created, mediates disputes between players, solves ambiguities by executive fiat, and plays, as the game may require, the roles of Blind Justice, Dumb Luck, and Malevolent Fate. In a sense, the GM is the game. A successful GM will have as much fun as any player. It works both ways, too; the cleverer the players are, and the more skilled they become in using the opportunities that the rules and the GM give them, the more exciting will be the interactions between their characters and the GM's world, and the better time the GM will have.

Setting Up The Map

Before the game can begin, then, the GM must familiarize himself with the rules and makes some preparations - chief among these being the preparation of the human environment which the monsters will invade. For the first time out, the GM new to the game may wish to use the Woodsedge Inn and environs, created by the legendary Jim "Bear" Peters as a ready-made target (the descriptions start after page 20).

You will, however, enjoy creating your own town, city, castle, plantation, or whatever for the monsters to rampage around in. Get some graph paper and a pencil. Study whatever reference books are appropriate. Choose a scale (i.e. 1 graph-square = 10 ft.). Now draw the floor plan(s). If you don't like the results, erase and redraw (that's why you're using a pencil). When you are through, you will want to number the points of interest and record them on your key (i.e. #32 - Headsman's Block in the Town Square, a chunk of heavy wood, rather battered and badly bloodstained). This map is for your eyes only! Don't show it to the players whose characters will be raiding it. This preserves the element of surprise. As the players' characters enter a given locale, you as the GM will describe to them what they see, hear, smell, or otherwise would sense about the area. The players may ask questions for any fine details they wish, but you needn't tell them anything they have no way of knowing. If a player is patient and foresighted enough to map the territory as he explores it, he will soon know it nearly as well as you do.

Remember - you are creating a whole world when you draw and populate your map, and this world will have its own logic. A poor peasant farmer is not likely to have much, either in the way of weapons or much treasure for the monsters to loot - unless he's a whole lot more than he appears to be! Likewise, you should be careful to be consistent with yourself. If you have a reason why something appears illogical, fine - but there should be a cue available somewhere to let the players discover why there's a moibus strip down Main Street.

III. CHARACTER CREATION

Character Cards and Discussion of Attributes

There is a pattern to character creation which, once mastered, will let you invent dozens of human or monster characters quite quickly. You will need 3 six-sided dice, a pencil, and some type of paper. 3 by 5 cards are good.

For each character, make a blank card like this:

NAME _____ TYPE _____ SIZE _____ WEIGHT _____
STRENGTH _____ MYSTIC _____ INTELLIGENCE _____ LUCK _____
CONSTITUTION _____ DEXTERITY _____ CHARISMA _____
WEIGHT POSSIBLE _____ WEIGHT CARRIED _____

COMBAT ADDS _____ ADVENTURE POINTS _____

WEAPONS:

ARMOR:

LANGUAGES:

First, decide what type of monster you will play. You may, of course, choose any kind you like - but, if you want to be sporting, take a deck of ordinary playing cards and pick one at random. Consult the 'Card' column of the MONSTER TABLE (pages 9-10) to see what you will be. Will you get the lordly dragon or the lowly snollygoster? It adds a little more challenge if you have to play with a puny monster, and a game where everyone is a ten-foot troll can be rather boring.

Next, choose a name. Choice of names is entirely up to the person playing the character - have fun.

Consulting the SIZE AND WEIGHT TABLE (page 8), roll the dice to see how big and heavy you are.

The next seven blanks are the character's Prime Attributes. They determine its abilities - what weapons it can use effectively, what languages it can speak, how much punishment it can take in combat, and so forth. Each attribute will be explained in detail below.

STRENGTH is primarily a measure of the ability to move weight. It shows how much weight a character can move around or carry with it. Multiply strength by 100 to determine how much weight a character can carry. The basic unit of weight (and money) is the gold piece (abbreviated "g.p."). Ten gold pieces weigh about a pound (10 weight-units). Note that certain monsters don't use weapons - in fact, monsters without hands to hold them probably don't. A dragon swordwielder, for example, is ridiculous and impossible. Dragons fry and/or swallow their foes.

MYSTIC (MC) (also wrongly called Power) is the power every character has within themselves which to tap into magical energies or in other words their character's latent magical ability. Mystic is also the requirement in casting magic spells (see MAGIC) and in wielding most weapons (see WEAPONS). This attribute is never adjusted by race or size. Only Wizards and Rogues are allowed to tap into their Mystic power. The Mystic stat is also the number of spell points a character has to cast spells. If MC ever falls to 0 or below your character is unconscious for at least 1 hour.

INTELLIGENCE refers to a character's general ability to reason and its learning ability. A minimum IQ of 10 is required for even first-level magic, and the IQ requirement goes up as the level of the spells increase. Magicians have to be smart. Also, for each IQ point over 12, the character can learn another language. Men start out speaking Common Tongue, orcs Orcish, etc. You can't talk to someone unless you know their language.

LUCK is used primarily to calculate what a character's SAVING ROLL (q.v.) is, and whether he would find hidden objects.

CONSTITUTION is physical condition - not the same thing as strength. When a character is wounded, his constitution drops. When constitution reaches zero, the character is dead. Constitution points are recovered at the rate of one per turn after combat is over (if you survive). This applies to monstrous characters, not ordinary humans.

DEXTERITY means skill, grace, agility, and craft. Low-dexterity players are clumsy. High dexterity improves your chances in using MISSILE WEAPONS (q.v.) and magic, and (no doubt) of not spilling food in your lap.

CHARISMA serves the dual purpose of indicating a character's physical beauty or charm, and indicating his leadership ability. Monsters have negative charisma, being on a different scale than ordinary folks. Still, a charisma of -50 when attached to a dragon doesn't necessarily mean it is ugly - it might be beautiful indeed, but there's no question which side of the law it functions on. Players may also let charisma indicate how evil the character is.

Each of the prime attributes is determined by rolling three dice. This will give an attribute number between 3 and 18. Now consult the **MONSTER TABLE**, and multiply each attribute number by the multiplier given for your monster type, rounding up. For instance, an ogre's strength and constitution would be twice the numbers rolled, while the other attributes would be unchanged. The ogre's charisma is 0 - more or less fearsome - so you don't need to roll for

charisma at all, unless you hope it will be beautiful. All prime attributes should be noted in pencil on the character card, as they may change- especially strength and constitution, which will fluctuate whenever combat occurs.

The **COMBAT ADDS** are figured from the prime attributes. These are the bonus that a character receives in combat. A character gets one add for each strength, luck, and dexterity point over 12, and loses one for every such point under 9. In the example below, Ignatz got 14 adds for his prodigious strength, but lost one for his luck, which is pretty bad. His dexterity was average, and so does not affect his fighting ability either way. Adds are more fully explained in **COMBAT**.

Your character card should now look something like this:

NAME: Ignatz Despoiler-of-Maidens, **TYPE:** Ogre,
SIZE: 15'6", **WEIGHT:** 350 lb.,
STRENGTH: 26, **MC:** 7, **IQ:** 7, **LUCK:** 8, **CON:** 32,
DEX: 9, **CHARISMA:** -15, **COMBAT ADDS:** 13
WT, POSS: 2600 g.p., **WT. CARRIED:** _____
ADVENTURE POINTS: _____
WEAPONS: Bludgeon (6 dice), **ARMOR:** None,
LANGUAGES: Ogre - and lower class; with and IQ of 7
he can't speak his own language too well.

On the back of the card, you will note all the equipment the character is carrying at any given time (as well as treasure, captives, etc.) Human characters start with a little gold in most games, and buy what they need. We dispense with that here and assume that monsters bring whatever they want (within reason - see **PROVISIONS AND SUPPLIES**, p. 40). Larger, less couth monsters tend to start without armor or weird weapons. Humans need to keep track of the weight they're carrying. Monsters are hard to overload, but if the GM thinks you've done it, he'll say so. On the card above, **WT. CARRIED** is blank; actually, a big bludgeon would weigh maybe 40 g.p. No problem.

Of course, **ADVENTURE POINTS** is blank at the beginning of an adventure. See that section for further information. Adventure points (a.p.) will increase after successful raids, assuming the character survived. Gathering a.p.s is the true object of the game, as it lets a character increase his prime attributes and become even more formidable.

TYPE of character refers to species only, for monsters. However, humanoid characters fall into one of three categories: warrior, wizard, and rogue. (Ordinary humans are treated as incompetent warriors for game purposes). Warriors are modeled after Conan the Barbarian, wizards after Gandalf or Merlin, and rogues after Cugel the Clever or the Gray Mouser. You may make your human characters whichever you please, but remember: warriors can never learn magic, and wizards can use no weapons but daggers or a quarterstaff to fight. Rogues can use both magic and weapons, but unlike wizards must learn each spell individually from another player. Further, they cannot utilize staffs of any kind, as they have no training in such. Also, for lack of training, they must always cast spells at the listed cost in the spell tables, even if they go up in levels and attain greater practice. Any humanoid, such as elf, dwarf, orc, troll, hobbit, etc. can follow any of these three professions.

You may also wish to record **SPEED** on your card as well. This is only a rough index, given on the monster table in the last column. An "F" means a monster can run faster than a normal human; "N" means its speed is normal, and "S" means a human can outrun it. Note this is ground speed. Flight is much faster, so see **MOVEMENT AND SPEED**. A Harpy couldn't catch a human on the ground, but it's in trouble if the Harpy can fly. **WEIGHT UNITS** should be mentioned again here. As noted earlier, the gold piece is the main unit of weight, with 1 g.p. = 1 weight-unit. All coins are cast to be the same weight so a silver piece (s.p.) also weighs 1 g.p. but it takes 10 s.p. to equal 1 g.p. in worth. The copper pieces (c.p.) also weigh 1 g.p. but are only worth 1/100th of gold. The final equation is this: 1 g.p. = 10 s.p. = 100 c.p. However, they all weigh 1 g.p. Most jewels weigh 1 g.p. also, although a jade statue or a crystal skull will weigh more, according to their size.

Size and Weight Table

This chart was developed to determine the size and weight of human characters. Roll 3 dice and consult the chart. If your character is a monster, adjust the numbers by the multipliers given the Monster Table. If you get a ridiculous combination, just roll again.

Dice Roll	Height	Weight	Dice Roll	Height	Weight
3	4'	75	11	5'8"	180
4	4'3"	90	12	5'11"	190
5	4'5"	105	13	6'1"	200
6	4'8"	120	14	6'4"	225
7	4'10"	135	15	6'6"	250
8	5'1"	150	16	6'9"	280
9	5'3"	160	17	6'11"	310
10	5'6"	170	18	7'12"	350

Monster Table

Kindred	ST	DX	IQ	LK	CON	CH	MC	SPD	HT	WT
Balrog	×10	×2	×2	×1	×7	×5	×1	×1	×3	×4
Basilisk	×1/4	×2/3	×2	×1	×1/4	×1/2	×1	×1	×1/10	×1/10
Black Hobbit	×1/2	×2	×1	×1	×2	×1	×2	×1	×1/2	×1/2
Brownie	×1/4	×1	×3/4	×1	×3	×1	×1	×1	×1/10	×1/20
Centaur	×3	×1	×1	×1	×3	×1	×1/2	×3/2	×3/2	×5
Chimera	×4	max 3	×6/5	×1/4	×3	×5	×1/4	×1	×4/3	×9/2
Chinese Fox	×1	×3	×1	×1	×1	×1	×1	×2	×1	×1
Dark Elf	×1	×3/2	×3/2	×3/2	×1	×2	×1	×3/2	×2/3	×½
Demon	×9/2	×3/2	×2	×1/4	×9/2	×5	×1	×1	×3/2	×2
Dragon	×25	×3	×5	×1/2	×50	×5	×1	×1	---	×50
Dwarf	×2	×1	×1	×1	×2	×2/3	×1	×1	×2/3	×7/8
Elf	×1	×3/2	×3/2	×1	×2/3	×2	×1	×1	×11/10	×1
Elemental	×2	×1	×1/2	×2	×1	×3	×2	×1	×1	×1
Fairy	×1/4	×3/2	×1	×3/2	×1/4	×2	×1	×1	×1/10	×1/20
Giant	×5	×1	×1/2	×1	×5	×5	×1	×1	×5	×10
Giant Spider	×2	×2	×1	×1/2	×1	×4	×1	×1	×1	×1/2
Gnome	×2/3	×1	×3/2	×3/2	×2	×1	×1	×1	×2/3	×2/3
Goblin	×3/4	×3/2	×1	×1	×3/4	×1/2	×1	×1	×3/4	×3/4
Gorgon	×1	×3/2	×1	×3/4	×5/4	×3	×1	×1	×1	×1
Gorilla	×3	×1	×4	×1	×3	×1	×1	×1	×1	×3/2
Griffin	×10	max 3	×1	×1	×10	×5	×1	×1	×3/2	×9
Gremlin	×1/2	×1	×1	×3/2	×1/2	×1/2	×1	×1	×1/3	×1/3
Groxnar	×3/2	×3/2	×1	×3/4	×3/2	×1/2	×1/4	×1	×5/4	×5/3
Half-Orc*	×3/2	×1	×1	×1	×3/2	×1	×1	×1	×5/4	×3/2
Harpy	×3/2	max 3	×2/3	×1	×3/2	×2	×1	×1	×1	×1/2
Hobbit	×1/2	×3/2	×1	×1	×2	×1	×1/2	×1	×1/2	×2/3
Human	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1
Hydra	×15	max 3	max 9	×1	×1	×5	×1	×1	×2	×3
Kobold	×3/4	×3/2	×1	×1	×3/4	×1/2	×1	×1	×3/4	×3/4
Lamia	×5/2	×1	×1	×1/2	×2	×2	×1	×1	×1	×3/2
Leprechaun	×1/2	×3/2	×1	×3/2	×1	×1	×3/2	×1	×1/3	×1/4
Living Statue	×2	×1/3	×1	×1	×10	×4	×1	×1	×1	×10
Lizard Man	×3/2	×3/2	×1/2	×1	×2	×1/2	×1	×1	×11/10	×3/2
Naga	×2	×2	×3	×1	×3	×1	×3	×1/2	×1	×1
Manticore	×4	max 3	×3/4	×3/4	×4	×5	×1	×1	×4/3	×2
Mer-person	×3/2	×3/2	×5/4	×1	×1	×1	×1	×1	×1	×1

Minotaur	×5/2	×3/4	×3/4	×1	×5/2	×5	×1	×1	×5/4	×3/2
Night-Gaunt	×3	×3	×3	×7	×3	×1/2	×2/3	×1	×1	×1
Ogre	×2	×1	×1	×1	×2	×3/2	×1	×1	×3/2	×2
Orc	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1
Primitive (N/thal)	×3/2	×3/4	×3/4	×1	×2	×1	×1	×1	×1	×1
Rock Person	×2	×1	×1	×1	×2	×1/2	×1/2	×1	×1	×5
Satyr	×3/4	×3/2	×1	×1	×1	×1	×1	×3/4	×3/4	×3/4
Scurvexi	×2/3	×3/2	×3/2	×1	×1	×1	×1	×1	×1 (-2")	×5/6
Shadowjack	×1	×1	×3/2	×1/2	×1	×3/2	×3	×1	×1	×1/2
Shoggoth	×20	×1	max 5	×1	×50	×4	×1	×1	×5	×10
Slime Mutant	×2	×1	×1/2	×1/2	×4	×4	×2	×1	×1	×1
Slug-Giant	×2	max 3	max 3	×1/4	×10	×1/2	×1	×1	×2	×10
Snollygoster	×2	×3	×3/2	×1	×1	×1/2	×2	×1	×1	×1
Sphinx	×3/2	max 3	×2	×1	×1	×2	×1	×1	×1	×2
Snark	Can become any monster with a strength multiplier of 3 or under.									
Sylvan Elf	×2/3	×2	×1	×1	×2/3	×2	×1	×1	×2/3	×1/2
Troll	×3	×1	×1	×1	×3	×4	×1	×1	×2	×4
Unicorn	×2	max 3	×1	×3/2	×3	×3	×1	×1	×1	×2
Warg	×5/2	max 3	×3/4	×1	×5/2	×2	×1	×1	—	×3/2
Witch or Warlock	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1
Wolf	×1	max 3	×2	×1	×2	×2	×1	×1	×1	×1
Wurm	×15	max 3	×5	×1/2	×25	×5	×1	×1	---	×25
Wyvern	×3	max 3	×3	×1/2	×5	×4	×1	×1	×3/2	×2
Yeti	×4	×1	×5	×2	×4	×1	×1/2	×2	×3/2	×2

The Strength multiplier also represents the number of hit dice the monster rolls in unarmed combat (q.v.). Round fractional multipliers upward.

If a number on this chart is underlined, it is not a multiplier. Instead, it is the absolute limit to the range of that attribute for that monster. For example, 3 in the Dexterity column means that such a monster's dexterity - generally because it lacks hands - will never be more than 3. This will also give that monster a negative add, or 'subtract,' of 6 in combat; see **COMBAT ADDS**, page 7. At no other time does the low dexterity rating affect the monster, unless it is trying to do something ridiculous or clever with its nose or something.

* Half-orcs are a strange breed. Neither orcs nor humans fully accept them. Most parents abandon these cross breeds at birth. Still those that survive are toughened by the experience. They are muscular, physically intimidating creatures. All half-orcs are sterile.

Created Kindred

These kindred are not born as much as created. Traditional reproduction is impossible for all but the were-creatures. Weres can reproduce, but it does not guarantee their curse will pass to their offspring. Vampires can infect others turning them into vampires, but they are sterile creatures. Most kindred distrust these created kindred, and several seek their total annihilation. Mostly humans suffer from these afflictions. It is up to the GM whether to allow different kindreds or even starting characters to be one of the created kindred.

Kindred	ST	DX	IQ	LK	CON	CH	MC	SPD	HT	WT
Ghost	---	---	×1	×2	×1	×4	×1	×1	×1	---
Ghoul	×3	×1	×1/4	×1/2	×3	×4	×2/3	×1	×1	×1
Living Skeleton	×1	×1	×1	×1	×1	×1	×1	×1	×1	×1
Mummy	×2	max 3	max 3	max 10	×3	×1	×1	×1	×1	×1
Vampire	×5/2	×1	×3/2	×3/2	×1	×1	×1	×1	×1	×1
Werewolf	×5/2	max 3	×1/2	×2/3	×3	×4	×1	×1	---	×1
Zombie	×2	max 3	max 3	×1/4	×3	×1	×1	×1	×1	×1

Half-Breeds

In magically charged environments almost any kind of crossbreeding can occur. Half-breeds tend to be rare. Chances are that most half-breeds will be the offspring of dungeon-delving or adventuring characters. In addition, only logical creatures could breed together (fairies and giants do not cut it.) To create a half-breed, roll 3d6. If you do not roll triples, the child is not a noticeable half-breed. Roll one more die: if it comes up even, the child will resemble its mother; odd and it will resemble its father. If you roll triples (other than three 6's), the child is a half-breed. To determine its attributes, average the attribute modifiers of the parents. If you have rolled an 18 on three dice, you have a super breed. This child has the greatest attribute modifier of its parents per attribute. (A dwarf's CON modifier of x 2 will take effect, rather than the elf's CON modifier of x 2/3). These superbreeds are usually sterile.

One other note should be made. If dear old Dad or Mom, has received some tremendous magical gift (like the ability to shapeshift), this is not passed on to the children. A family curse will follow bloodlines. Of course, all children are first level characters and must be rolled up as such.

Footnotes to Monster Table

1. Every dragon or dragon-type beast must have at least one soft spot somewhere on its external body. (Remember Smaug, from The Hobbit, had that one scale missing on his breast.) Any dragon struck by a weapon on its soft spot dies. A player playing a dragon must tell the GM where his soft spot is located. It is assumed that the vulnerable spot will be small and located in a fairly well-protected spot (i.e., under the wing). Soft spots are generally only found by (1) magic, (2) close observation of the Dragon over a long period of time (dangerous ...) or (3) pure chance. If a dragon has more than 100 weapons directed at it at one time, the GM will order the dragon to make his first level saving roll, to see if something got through his defenses and killed him.

The Dragon's fiery breath accounts for 15 of his 25 hit dice in close combat (so if his fire goes out, he only has 10). Dragon fire may be used as a long-distance weapon (up to 100') but is worth only 1/5 the dragon's dice.

2. The shadowjack is a very magical creature - sort of a wizard gone bad. He can disappear into any shadow (see **MONSTER GLOSSARY** for more on this). All constitution hits are repaired while he is in shadow - but he may only appear and disappear between combat turns if combat is taking place.

3. These creatures have an amazingly tough, self-repairing Constitution. After each regular turn (but not during combat) the monster's Con. repairs itself by the same number of hits as the monster's luck. It will not repair itself beyond its original rating, of course - and if constitution is reduced to zero at any time, the monster dies like anyone else.

4. The Mummy is very tough against ordinary weapons, but if it is exposed to fire and fails to make its saving roll, it will be burned to ash.

5. The Sphinx has a very high IQ, but is vulnerable to riddles, and will stop to engage in a riddling contest with any human or monster brave enough to attempt it. If the Sphinx loses, it must do the will (one time only) of whoever out-riddled it. If the Sphinx wins, the other is at its mercy.

6. Ghosts are non-material and are not vulnerable to material weapons. They are, however, susceptible to magic, and are likely to be magic-users themselves. Humans who meet ghosts must make their saving roll to avoid panic, which reduces both IQ and Dex. by half for the rest of the encounter.

7. Elementals are of four types: earth (kobolds), fire (salamanders), air (sylphs), and water (nymphs). They may change their appearance at will, but their essential nature is always visible; thus, a salamander may appear as a moving spark of flame or in human shape, but could never be mistaken for a real human. A kobold could pass for a dwarf, though, or a nymph as a merperson; a very lucky sylph might imitate an elf.

Monster Glossary

This is a compendium of monsters - creatures that for quite apparent reasons have set upon man or been set upon by him. If you presume to become one of these creatures for the purposes of this game, you should become acquainted with some of their more salient characteristics, strengths, weaknesses, and peculiarities.

DRAGONS For those of you who were raised in a barrel and only just released, the dragon is a large lizard, usually with batlike wings, and possessed of 2, 4, or 6 sets of claws. Some have long necks; others resemble alligators. They breathe fire and are nearly indestructible, save for one vulnerable spot. Dragons are extremely intelligent, almost always evil, have a great love for treasure and human virgins, and are immune to spells cast by anyone with an IQ lower than their own.

GOBLINS They are manlike, but slightly undersized. Goblins use all manner of human weapons, and display an insatiable craving for fish. They are usually green and scaly, though some have tough leathery hides. They also sport pointy ears and teeth.

OGRES Large, brutish beings, twice the size of a man or larger, they can wield human weapons but prefer crude bludgeons. They are always ugly, featuring such adornments as prominent warts and blemishes. Ogres may have a number of heads, not always with a mere 2 eyes apiece. Usually sullen and stupid, they are distressingly enthusiastic about mutton.

SHADOWJACKS Based on a character created by Roger Zelazny, these beings can melt into any shadow - and reappear from any connected shadow. Furthermore, if the shadowjack's own shadow lies across you, none of your magic can affect him. A second-level shadowjack can use all first-level human magic, a third-level shadowjack second-level magic, etc. However, although powerful, they are rather noble villains; they are kind to women, only kill in fair fight, etc. However, if you make a personal enemy of a shadowjack, his revenge will be fiendish.

ORCS If you want an army of monsters, orcs are the customary cannon-fodder. They were best described by Tolkien as the troops of Mordor. They prefer long, cruelly-curved scimitars. Sunlight hurts and blinds them, but they function well on cloudy days. They often wear armor, and rarely use magic.

TROLLS Basically rock spirits in human form, trolls are twice human size and much more massive; they are often handsome, in a craggy sort of way. Adept with most weaponry, they prefer maces, warhammers, and clubs. Trolls are not always dumb, though few need cultivate strategy in view of their great strength. Their favorite foods are beef and long pig. If struck by direct sunlight, they will turn to stone or gold. However, if they are not smashed or melted down before midnight, they come alive again.

WITCHES and **WARLOCKS** These are humans who are either too ugly to associate with ordinary people or who have forsaken humanity for perverse reasons of their own. They control the same spells as other magic-users, but they are invariably evil, and someone or something usually has a lien on their souls.

GIANTS Five times the height and ten times the weight of a man, giants are the most feared of all humanoid monsters. Usually considered loners, they may sometimes found as heavy support in large armies. They live in tumble-down castles, and are usually rather dull-witted, although a few clever ones have turned up. Smart giants use any and all weapons, generally with devastating effect - dull ones prefer uprooted trees.

WEREWOLVES and other **SHAPESHIFTERS** This covers a lot; there are a number of were-creatures about. In their human guise these creatures are quite normal, but in their beast forms they gain superhuman strength and near-invulnerability at the cost of half their intelligence and nearly all their dexterity. Silver is deadly to them, but ordinary wounds heal with amazing swiftness. Were-creatures range from the conventional wolves, tigers, and bears to chickens, frogs, and occasional hamsters.

BLACK HOBBITS This does not refer to their skin tone, but rather to their political affiliations. They are physically the same as regular hobbits, but are not nice people. (In case you haven't read Tolkien, hobbits are small sturdy humanoids with large hairy feet and potbellies, who live in holes in the ground.)

DEMONS For this game, the prototype demon is De Camp's The Fallible Fiend. Four times the strength of a man, with vaguely reptilian physiognomy, demons come from a different dimension and control powerful magic. To

reach our world, demons must be summoned across the dimensional barrier by a mage. A demon may be subdued if it is trapped within a pentagram. Demons may have various individual powers, depending on what the GM will let you get away with.

HALF-ORCS In Tolkien's works, the half-orc is described as a hybrid of orc and human. They are orcish in appearance and behavior, but are unaffected by sunlight. Those with sufficient intelligence are strongly drawn to magic.

VAMPIRES These classic monsters fear holy things, especially silver crosses. Garlic and sunlight do not go down well with them, either. They cannot cross running water under their own power, nor enter a house without once being invited in by a resident. They cannot be permanently killed except by sunlight or a stake through the heart. Special abilities of vampires include the ability to change into either bats or mist and the power to hypnotize any one person at a time of a lower IQ. A vampire's victims, if slain, become vampires themselves, and are the servants of the original vampire.

DWARVES To make a dwarf evil you need only show him enough gold. Dwarves have always been neutrals in fairy wars, with individuals found on both sides. Dwarves are shorter than men, and much stronger than most. They generally have a gnarled and rugged appearance. At home in caves and tunnels, they dislike open spaces, but fear nothing but dragons; this distaste is mutual, since dwarves and dragons war constantly for gold.

GREMLINS The smallest of humanoid monsters, gremlins have green, scaly skin, tall pointed ears, bulging yellow eyes, and a great fondness for malicious pranks. They are magic-users, albeit of limited power. Their favorite foods are chickens, fish, and ladyfingers.

LAMIA These beautiful maidens have a peculiar affliction - from the waist down they are huge serpents. They could be called Daughters of Set, but actually resemble more closely the Nagas of Hindu mythology. They may or may not be evil, but tend toward cold-bloodedness.

LIVING STATUES Just what the name implies: animated stone or metal figures. Chop at them with a sword, and the sword chips. Rather hard to deal with.

GHOULS Vaguely humanoid in appearance, but pallid and shambling, these inhabitants of another plane are famous for their diet of putrefying corpses. They do not use weapons, but rend their victims limb from limb. Ghouls wear no clothing; they have baboonish faces with immense canines and peculiar tufts of hair.

GORGONS Remember Medusa? Snakes for hair, turns people into stone - yeah, that's the one. Typical gorgon. Gorgons can only team up effectively with living statues and rock people; other monsters also tend to petrify.

HARPIES No, not your mother-in-law. Harpies have female heads and torsoes, but the bodies and talons of large, ferocious birds. They are always hungry.

SNOLLYGOSTERS No one is sure of their lineage, but they resemble large green four-footed lizards with sharp beaks and a nasty horn protruding from the back of their skull. Occasionally these beings will consent to being mounts for orcs and such. (Contrary descriptions proved to be unfounded rumor...

MUMMIES Wrapped in mouldering linen, filled with malignant purpose, these beings rise from the dead to plague mankind with their superhuman strength. They overcome the superstitious and fear naught save the lighted match.

YETIS These may be Ramapithecus Gigantus or only wandering snow apes, but they are vested with extraordinary luck, being about the only monsters still on active duty even in the real world.

SPHINXES Human heads, shoulders, and chests - but no arms - these creatures have the bodies of lions. They are twice as smart as most men, and are addicted to riddles, but do not use magic.

ZOMBIES Undead bodies animated by magic, exceptionally hard to destroy, these serve as servants in the nether world. They cannot think for themselves or use weapons. They have bad luck; if they didn't, they wouldn't be

zombies. They can only be re-slain by putting salt on their tongues, but may be effectively destroyed by hacking them into small pieces. Large pieces will continue to obey their last order. Zombies cannot change masters in midgame.

SLIME-MUTANTS Sinister clumps of primordial ooze. These are virtually indestructible, though they become immobile if dried out. They prefer the swamps, which is why sensible folk avoid the murkier parts of Florida (except for developers, which are even more fearsome).

MINOTAURS Picture a bovine head on the body of a powerful man or woman. They are flesh-eaters, with bad tempers. Not too bright, but as strong as a bull.

BALROGS Once again we draw from Tolkien. Imagine a tall black shadow in the shape of a man, wreathed in flames and swinging a whip. They are both magic-users and fighters, and extremely gruesome in their personal habits. Balrogs can command the obedience of dwarves, orcs, half-orcs, and goblins.

GHOSTS Disembodied spirits of once-living beings. Instead of passing on to the afterlife, they remain in this world, driven by some purpose so desperate they cannot rest (although sometimes they, themselves, have forgotten it.) They are immune to material attack, but not to magic.

CENTAURS The bodies of horses, with the heads, arms, and torsos of men. Lusty by nature, centaurs are overfond of alcoholic beverages. When sober, they have the gift of healing (a natural Poor baby spell) but are otherwise not usually magicians. Their favorite weapons are spears.

LIVING SKELETONS These are drawn from Fritz Leiber. They are human, but their flesh and internal organs are perfectly transparent - only their bones show. Anthropophagy is one of their less disgusting customs.

MERPERSONS Covered with scales, possessing gills, with webbed fingers and toes. They can breathe air, but must remain damp. They throw spears and knives.

NIGHT-GAUNTS One of Lovecraft's favorite creations, these creatures are roughly the size of a small eagle, with dead-black rubbery bodies, feature-less heads, and long prehensile toes. All this gangly silliness is borne by leathery wings. They prefer to attack en masse, flying off with their prey.

GIANT SLUGS or other molluscs What can you say about a hungry mound of protoplasm with no central nervous system? Unless you have a vast quantity of salt (which dehydrates them), you're in a heap of trouble.

SHOGGOTHS Part of Lovecraft's background. Apparently huge, blind, hairy creatures, nearly mindless as we understand the term. Possibly they lead out their strange lives underground, dancing ponderously to the tune of strange piccolos, except when they venture to the surface in search of treasure or new piccolo players.

WORMS Imagine a dragon without wings and fire, but just as tough, and you have a worm. It is believed that these saurians metamorphose into dragons; however, since their life-span must be in the thousands of years, nobody has yet caught one changing. This is the type of 'dragon' St. George fought. Except for the lack of fire, they have the same abilities and limitations.

SNARK Lewis Carroll's hunters never caught him - because this cop-out can take the shape and abilities of any other monster on this list with a strength multiplier of 3 or less. It can only change shape once per turn.

CHIMERA The classic Greek compendia of horrors - lion's head, goat's body, serpent's tail, and wolf's claws. It breathes either fire or poison, and lurks in caves, coming out only to devour sheep and maidens.

BASILISKS Not fighters, they are still the most poisonous things in the world. Their venomous blood will run up the weapon that pierces them and cause instant mortification, and to look one in the eye will turn you to stone. However, if you see the basilisk before it sees you, it will be so angry it will turn to stone itself. A basilisk is a small lizard, hatched from a rooster's egg and raised by a toad on a dungheap, which explains its perversity.

GORILLAS You might think we were running out of monsters, but KStA is a Tarzan fan, and wanted to sneak the Great Apes in somewhere. These were large, strong, hairy subhumans, who wouldn't attack unless provoked. Lousy monsters, but excellent pack animals.

WARGS Large, malevolently intelligent wolves who made the grade. Goblins sometimes ride them into battle - but only if the wargs want to cooperate.

UNICORNS Beautiful, goat-hooved horses with one spiraled horn. Fierce and wild, they are immortal but susceptible to weapons - their own weapon is the spearlike horn. However, they can be tamed and controlled by a virgin, since they have a self-destructive urge to lay their heads in said virgin's lap.

WYVERNS The "lesser dragons." Imagine an eagle with lizards for parents, standing on large hind legs. They do not breathe fire, but enjoy fighting, and are sometimes found as servants or familiars of powerful magic-users.

GIANT SPIDERS or other **CRAWLIES** Bigger than regular spiders. Much bigger...

HYDRAS Serpents with seven to nine heads. Cut one off, and two take its place, unless the stumps are burned quickly. One head is immortal, too.

GRIFFINS The most beautiful of all Greek monsters - not so much evil as above human judgment. A griffin has the head of an eagle, the body of a lion, and magnificent wings. It is four times the size of a lion.

ELEMENTALS The spirits of the basic forms of matter - earth, air, fire, and water. They control their own element and may be countered by their opposite elements - earth to air, fire to water. They are shape-changers and may be vulnerable to weapons if in human or near-human form. Not always evil.

DARK ELVES Just elves who sold out. The Schwarz-alven possess all elvish powers, but work for the other side.

CHINESE FOXES They look like foxes in their own form, but speak to humans, luring them into a trap. A fox will take the shape and knowledge of its victim, and often his/her place in society. The Chinese fox seldom kills its victim, but instead screws up his/her life before letting the human return to face the music.

ROCK PEOPLE Living stone beings with a silicon metabolism, somewhere between the Yiddish golem and the ever-lovin, blue-eyed Thing. They are immune to most ordinary weapons and Slush-yuch spells, but have musical inclinations.

TSATHOGUAS A Clark Ashton Smith favorite, these bat-winged, venomous toads are descended from the patron of evil for which they are named.

MANTICORE Another classic, with a lion's body, scorpion's tail, and a human face which houses - three rows of shark-like teeth.

Monster Prey

In this game, we have provided a country inn and small village for the edification of marauding monsters. If and when you make up your own target areas, outlining buildings, castles, parks, etc., won't be difficult - but peopling them might be a problem. Especially if you find yourself needing a crowd of 400 citizens or a squadron of city guardsmen.

Ordinary mobs can be created easily. The majority of a fantasy (or any other) world's population are not at all distinguished in brains, brawn, or beauty. They are on the zero level of experience, and will never rise. You can assign them eight in all their prime attributes and forget them. When you need a more outstanding character to throw against the monsters, you can make him/her up on the spot. The GM can create elves, dwarves, hobbits, etc., as well as humans, for good characters. Tame dragons, good trolls, friendly elementals, etc., are considerably less likely - but if your imagination is perverse enough to pit monsters against other monsters, go right ahead,

So far, we have discussed creating zero and first level humans as monster fodder. If the monsters are really tearing things up, you may wish to let them encounter some higher-level opposition. Create a high-level human just as you would any other important character. First, go through the die-rolling routine to get his basic attributes; then consult the section on **ADVENTURE POINTS** and give the character his/her level bonuses until he/she reaches whatever level you wish. Note: in over six months of play of Tunnels and Trolls in the Phoenix area, no human character has reached even eighth level; a few extraordinary heroes have barely reached seventh. Therefore, it is obviously not cricket for the GM to bombard the monster players with great hordes of high-level wizards and warriors (1).

Don't worry about details in equipping the humans you create. Just be reasonable. A peasant would be dressed in rags or a tunic, and armed with a scythe or pitchfork - he wouldn't have chain mail or a magic sword. Guards on a city wall might be expected to wear light mail and to be armed with swords, spears, polearms, or various types of crossbows.

1. In my city of Khosht, which has a population of 20,000, the most advanced non-player character in the whole city is only 5th level. (1979 note: real player characters have since gone up much higher in levels - since many of them live in Khosht, they can sometimes be hired to help defend the city from marauders).

IV. ADVENTURE POINTS

Gaining Experience

The real point of playing a game like Monsters! Monsters! is not to accumulate gold or treasure, but to pile up. "adventure points" (analogous to victory points in other games). The more adventure points a character gains, the more powerful it becomes, and the more interesting are its adventures. Also, the higher levels your character reaches, the more you (the real person out there, reading this) will be respected by your fellow players. As long as you can keep your characters alive and gaining experience, you are winning. When you overextend yourself and a character dies, that is your loss. Of course, these games let you play a number of characters - so some of them should continue to survive and advance, and everyone wins in the long run.

Adventure points for monsters work very much like a.p. in other, humanoriented games - that is, they are granted for various praiseworthy or daring deeds. However, monsters are evil - so you can fulfill all your most perverted desires in the persona of your monster, and be rewarded for it. Adventure points are gained for:

COMBAT Any character who participates in combat (and lives) gains experience. The combat must result in the foe being slain or captured. No a.p. for foes that run away. You may capture a foe whenever he/she is clearly overwhelmed in battle, and your monster is not in danger from other enemies. However, the prisoner will escape at the first opportunity. You lose face, but not a.p. Ordinary (zero-level) characters are only worth 10 a.p. each. Characters of first level or higher, when slain or conquered, are worth the total of their strength, IQ, and Con. times their level number. Points won in conflict are added to a character's total at once.

TREASURE Once a.p.s were given for treasure taken, but no more! Gold is its own reward. This will help alleviate problems of characters getting several level raises for doing nothing but taking away a cartload of mithril...

USING MAGIC Whenever any character casts a spell which diminishes their Mystic stat (see MAGIC), that character immediately gets twice as many a.p. as he/she expended in Mystic points.

FOUND MAGIC Magical items found or captured are also worth experience points. The GM will decide how much such objects are worth. (Characters, when you get turned into a frog by that last emerald you picked up, be sure to ask the GM how many a.p. it is worth to you.) These a.p. accrue at adventure's end.

SAVING ROLLS (q.v.) Since saving rolls can be the only thing between a character and horrible death, they should be worth something. A saving roll successfully made is worth the number needed for the roll times the level of the saving roll. A character who misses his saving roll but still survives gets the number of hits taken, times the number needed for the missed roll, in a.p. Since these lessons take time to sink in, such points also accrue when the adventure is over. See SAVING ROLLS for more information.

SATING YOURSELF Monsters have great appetites. Whenever a monster can satisfy its hunger, it gets half its strength points in a.p. immediately. Ghosts, etc, don't eat (tough luck), but to a hungry ghoul, troll, or dragon, this rule is delicious and a great help. To gorge itself, a monster must spend at least two turns wreaking havoc among a suitable food supply. 'Suitable' depends on the monster; one swallow doth not a dragon sate. A gorged monster fights at 1-2 strength for 3 turns.

VALUABLE CAPTIVES 100 a.p. over and above a.p. earned in combat, for each prisoner of the opposite sex who is rated as at least attractive (CHR 12 or better). 500 a.p. for each captive rated gorgeous or very handsome (CHR of 18 or better). Only 50 a.p. for a captive that got away before you got it home to the dungeon. No points for ugly people. These points accrue at the end of an adventure.

DESTRUCTIVENESS The GM will award extra a.p. at the end of the game for acts of unusual daring, wanton cruelty, or general rottenness committed by monsters.

CHARACTER LEVELS

As noted, the true object of the game is to accumulate as many experience points as possible, and thus advance the ordinary first-level monster you began with into a super-monster. This is a game of growth as well as destruction (or perhaps growth by destruction), and it is hoped that, as your paper alter egos grow in power and wisdom, so, too, will you.

Obviously, a character should have to go through a number of adventures (and survive them) before it can reach the higher levels. GM's may decree that players may go up only 1 level each trip. If on its first adventure, a monster earns 10,000 a.p. it can only take credit for 2,999 - one short of the number that would send it up two levels. GMs and players must decide this for themselves, but too-rapid level raises can spoil the game, when your characters get too tough too fast. Give out less a.p.s, or enforce this rule.

Below are listed the adventure points required to attain each level. All characters start at 1st level and, as they collect a.p.'s they progress up in levels. Below are the totals of a.p.'s needed to reach the first 11 levels:

1	0	
2	1,000	
3	3,000	
4	7,000	(Points needed to reach these levels are cumulative.)
5	15,000	
6	25,000	
7	45,000	
8	70,000	
9	100,000	
10	140,000	
11	200,000	
12	280,000	
13	400,000	
14	550,000	
15	750,000	

16	1,000,000
17	2,000,000
18	4,000,000
19	8,000,000
20	16,000,000

Characters advancing higher should continue to double the number of a.p.s, required for the previous level raise. As can be seen, after the 16th level, the adventure points required double every time. This is also the way to compute level points required above the 20th level: 21st level takes 32 million, 22nd level takes 64 million, etc. Those familiar with earlier editions of T&T and Monsters! Monsters! will recognize that this list differs from those editions. This chart is in accord with the revised 6th Edition of Tunnels & Trolls.

Level Bonuses

Character who advance to a higher level may exercise any one of the following options to improve their prime attributes. Monsters with a strength multiplier of 1 or below should use the first formula; monsters with a greater strength multiplier should use the second formula [in brackets]. Under no circumstances (except maybe magical intervention) may a monster's absolute limit for any given attribute be exceeded.

ST: Add the new level number to the strength factor. [Multiply the new level number by 10 and add to the strength]. Example: a shadowjack moving from 1st to 2nd level could add 2 to his strength; a dragon doing the same could add 20.

MC: Add new level number to Mystic [same for all monsters].

IQ: Add $\frac{1}{2}$ the new level number to IQ. [same for all monsters].

LK: Add twice the level number to luck. [Same for all monsters].

CON: Add the new level number to constitution. [Multiply the new level number by 5 and add to the constitution].

DEX: Add $\frac{1}{2}$ the new level number to dexterity. [Same for all monsters].

ST AND CON: Add $\frac{1}{2}$ the new level number to strength and $\frac{1}{2}$ to constitution. [Multiply the new level number by 5 for strength and by 2 for constitution].

Strength and/or constitution may only be increased at the end of an adventure after the monster has had time to recuperate. Other factors may be increased during a game with the consent of the GM (assuming the monster has accumulated enough points to cross the boundary. Odd numbers round down.

Mystic points expended during the adventure in spell casting will be recovered at a rate of 1 point per turn of rest.

Any monster of 7th level or above may elect to combine these attribute increases in different ways, with the consent of the GM. For example, the points resulting from a rise to 8th level might be split equally between dexterity and charisma. This should not be done arbitrarily, but with the agreement of fairness from the Game Master (or at least your fellow gamers),

V. SEQUENCE OF PLAY

General Explanation

Monsters! Monsters! is played in turns, usually representing about ten minutes each of 'real' time. During each turn, all players and the Game Master move their respective characters, and the characters interact. They may travel, fight, flee, loot, search for treasure, or just sit around. Random factors are accounted for by the roll of the dice and the omnipotent Game Master. Strategy depends on the players' cleverness (or lack thereof).

Below are the speed tables and sequences of events for general play and combat. These seem complicated because they are. However, once mastered, they will result in a realistic simulation of complicated behavior and combat.

Read over the sequences once; then go on to the rest of the rules. You should then understand what is going on well enough to begin play, with occasional references to specific rules. At first, you will spend more time flipping through the booklet than you will controlling your characters, but the mechanical details will quickly become automatic and your play will grow faster and more interesting.

Movement and Speed

Each turn, the characters will travel a certain distance on the map. Obviously, this will depend both on terrain and the manner of travel. A lot of this has to be left to the GM's discretion, but here is a guide:

WALKING: 200 feet per minute

RUNNING: 600 feet per minute

FLYING: 1,000 feet per minute

Forest or rough ground will cut speed by half; heavy forest or swamp

will reduce it to 1/3. Darkness reduces speed by half; this is halved again if you have no torches. (For nocturnal monsters, such as night-gaunts and orcs, this is reversed; daylight, if it can be tolerated at all, halves speed.)

Flight is slowed by darkness (or light), but not by the nature of the ground below, except that forest, water, etc., prevent takeoff and landing.

Aquatic creatures swim at walking speed.

When humans are fleeing from monsters, or vice versa, check the **SPEED** column of the **MONSTER TABLE** to determine whether the monsters can outrun the humans. When fleeing from something faster, a character must make his saving roll to escape, or turn and fight.

A combat turn should be considered two minutes long. Game turns may be considered ten minutes long. The GM may wish to alter this in any of several ways - fine, but make sure all players are playing in the same time-scale.

The whole question of speed and movement is highly subjective. Game masters should strive for playability rather than realism, should the two considerations conflict.

Turn Sequence

This sequence determines what happens to the characters each turn.

I. MOVEMENT/ACTION. The characters tell the game master what direction they go, what actions they take, etc. As they progress, the GM tells them what they see, hear, or otherwise sense. The characters may question the GM if they want more detail. (You may find it convenient to have one player act as Caller for the whole group of monsters, at least until combat starts.) This phase continues until the GM determines that one turn's worth of movement has occurred (see MOVEMENT AND SPEED).

II. WANDERING ENEMIES. After the turn's movement is completed, the GM rolls to see whether any men or beasts happen on the party, and, if so, how the wanderers react. (See WANDERING ENEMIES TABLE and REACTION TABLE).

III. COMBAT. This has its own sequence, which will be covered in the next subsection, but is mentioned here because it is likely to start either during movement (when the monsters catch a victim) or when a wandering enemy appears. When combat is joined, start the COMBAT TURN SEQUENCE (q.v.) and continue until combat ends due to death, capture, or flight of one party. When combat ends, or if there is no combat, go to Phase IV.

IV. RECOVERY. Normal characters regain lost strength and/or constitution at one point per turn; some monsters recover constitution even faster. This recovery occurs here. Note that no recovery takes place during COMBAT SEQUENCING, and that healing spells, etc., are not used during this phase, but during Phase I. Record the recovered strength and/or constitution on the character cards. Go to Phase I of the next turn.

Combat Turn Sequence

Combat sequencing begins as soon as one side opens hostilities. A combat turn is assumed to last two minutes, so figure distance traveled during flight, etc., accordingly. When combat ends, resume regular sequencing at Phase IV recovery. You may need it.

A. The players specify any magic their characters will use; the GM does the same for the enemies he is managing. You may want to do this simultaneously, in writing, to achieve mutual surprise.

B. The players specify which characters will oppose what foes, and with what weapons. If the GM feels that combat could not occur this way, he may overrule the players. Example: one ogre might be willing to stand off the whole city guard to let his buddies get away, but unless he's blocking off a very small alleyway, some of those guardsmen will get by him and go after the others.

C. Combat occurs. Determine the effects of magic and missile weapons first, as these may take some fighters out of action. (Note that magic and missiles must have specific targets - see phase G.) Then determine the results of conventional combat. You may roll for each character separately, or make one roll for each side, as follows:

1. Dice-roll score for magic, if any. (See MAGIC)
2. Dice-roll score for missile weapons, if any. (See MISSILE WEAPONS)
3. Dice-roll score for survivors' conventional weapons. (See WEAPONS)
4. Adds or subtracts for strength, luck, and dexterity. (See COMBAT ADDS)
5. Adds and subtracts for weapons and poison. (See WEAPONS)

D. Total the scores - dice and adds - for each side. (If there are two or more fights going on rather than a general melee, treat each separately.) Compare total scores; the side with the higher total wins that round.

E. Figure hits. The difference in the scores is the number of 'hits' taken by the losing side. The characters on that side (if there are more than one) divide these hits equally between them. Example: Four orcs battle four men; the orcs' combat score was 75, the men's was 60. The 15 hits the men took must be divided as equally as possible between them: 4-4-4-3. If one of the men is a magician, he takes the smallest amount of hits (magic-users always get hit last); otherwise, the players may decide who gets the 3 hits.

F. Figure effects of hits. Hits represent physical damage. Shields and armor protect their user by absorbing a given number of hits per turn (see SHIELDS and ARMOR). A magic amulet might also protect against physical attack. Those hits that are not somehow deflected count against the constitution of the victim. When your constitution reaches zero, you die.

G. Hits from magic and missile weapons. Unlike ordinary weapons, missiles and magic can inflict hits on a members of the WINNING side. The scores from magic - but not missile weapons - are used, along with those from regular weapons, in determining who won a combat round. However, characters struck by magic or missiles always take the hits inflicted, even if they are on the winning side. If on the losing side, they do not share hits with others. Example: In the above conflict, one of the men was a magician and threw a Take That You Fiend spell which made up 20 of the men's 60 points. Even though the orcs 'won' that round, they had no defense against magic and one orc - the one the magician aimed at - took all 20 hits. The 20 points was included in the men's defense for the 'shock' effect the combat spell had on the orcs in general. While countercharms, etc. can defend against magic, just as shields defend against swordblows, magic cannot be stopped by ordinary defenses.

H. Determine the changes in CON and ST for all characters. Subtract all undeflected hits as outlined above. Wizards and rogues lose strength for spells cast (see MAGIC); rogues and warriors lose strength for fighting with oversized weapons (see WEAPONS). Note new CON and ST values on the character cards. A character is out of conflict if

he/she dies (CON drops to zero) or collapses from exhaustion (ST falls to 3 or below).

If both sides still want to fight, begin a new Combat Turn. Otherwise, start sequencing at Phase IV. The GM may introduce more fighters, drawn by the sound of combat, if he had some in the area.

Note: One feature of combat not mentioned in the above sequences is the Saving Roll. This can be called for at any time, and represents a character's chance of escaping some very unlucky event such as getting hit by a thrown spear, falling into a mantrap, being killed by poison in the food those sneaky humans left lying around, etc. The Game Master will tell you when you need to try for a saving roll; he will try for saving rolls when his own characters are in trouble. See the SAVING ROLL subsection (page 29) for a full explanation.

VI. COMBAT

General Discussion and Example

Combat between men and monsters is the heart of this fantasy game. Every combat will be individual and different; you can't just roll dice and read your result on a chart. Combat scores depend on what weapons are used, plus the adds obtained for superior strength, luck, or dexterity.

Combat in Monsters! Monsters! is conducted by rolling dice for each of the combative parties and comparing the totals. Whether individuals or whole gangs are fighting, the player or group with the lower total must absorb 'hits' against their constitution before any further action. The conflict dice totals are modified by 'adds' (see COMBAT ADDS, page 7). Adds take into consideration those attributes that would most affect the outcome of a fight: strength, luck, and dexterity. Intelligence, constitution, and charisma would have few overt effects on a hand-to-hand struggle.

Clearly, the harder you can hit somebody, the more you can hurt them; that's why you get adds for strength. If you happen to hit them in a vital spot, that will do much more damage; that's why you get adds for luck. And if you are skillful enough to deliberately hit your foe where it hurts the most, you can do still more damage; that's why you get adds for dexterity.

A character adds one point to the dice total of each combat score for each strength, luck, or dexterity point over 12. The number 12 was chosen because it represents the high end of the average roll for 3 dice (which is what you rolled in the first place to determine basic attributes.) A human character with any attributes higher than 12 is obviously superior in this attribute and deserves a bonus. Now, a troll (for instance) averages between 27 and 36 in strength - three times a man - but his adds are still calculated by subtracting 12 from his strength rating. Even an average troll is far more powerful than an average man, and when his blows land they will do far more damage.

Remember, too, that a specially made trollish weapon will be worth three times the number of dice that a similar human weapon would be. A 2-die scimitar, blown up to 3 times its normal size and swung by a troll, is a 6-die weapon.

There are also negative adds - 'subtracts.' The low average for rolling three dice is 9. Therefore, a character with strength, luck, or dexterity less than 9 has the difference subtracted from his combat total each round, to compensate for general puniness, misfortune, and/or clumsiness. Gremlins and hobbits have ½ the strength of a man, so they may well have strength ratings under 9 and be required to subtract the difference from their combat total every time they fight.

There are some exceptions to the general principles outlined above. One has to do with the use of missile weapons - spears, daggers, slings, and especially various types of arrows. In archery, dexterity is vital. Therefore, archers with a dexterity over 12 (if they hit their chosen target - see MISSILE WEAPONS) get two adds for each dexterity point over twelve - likewise, two subtracts for each dexterity point under 9. (Remember that any character struck by a missile weapon (or magic) has to take those hits, even though they might have been on the winning side of the overall combat.)

This may not be too clear at this point, but a short session of going through the motions with dice, pencil, and paper will help clear it up. An example (on a small scale) of how combat works, and how the numbers can interact:

* * *

This is the story of Gil the Mad Hobbit who met two ferocious ogres in the tunnels and had to fight them. Gil (who is crazy enough to wander around by himself) has a strength of 4, IQ of 11, luck of 7, constitution of 26 (he is little, but very tough), dexterity of 16, and charisma of 7. He is wearing a steel cap and a leather suit of armor, the total of which is enough to absorb 8 hits when he is on the losing end of a fight. He carries a bola with which he is very good at entangling foes (he rarely fails), and a dirk which is worth 2 dice and 2 adds. It is also poisoned with dragon's venom to increase its potential effectiveness (quadrupled, if he can land a hit).

His adversaries are two ogre brothers, G'Narsh and Grunnj, who wear no armor, just some mangy wolfskins. They are armed with bludgeons (little ones, for ogres only 3 dice). Their ratings are, respectively, 28, 6, 11, 22, 9 and -9; and 24, 6, 8, 22, 14, and -15. Because Gil has low strength and little luck, he has a subtract of -3. G'Narsh has combat adds of 16 for strength alone, and Grunnj has an add of 13. (Figure these out for yourself).

"Hey look," said Grunnj. "I see a hobbit. Let's eat it."

"Yummy," answered G'Narsh. Without another word, the two ogres lumbered toward the pop-eyed hobbit.

Any sane creature would have turned and run, but (as we've already said) Gil is cuckoo. Instead of running, he whipped out his bola and sent it whirling at the legs of the foremost ogre. G'Narsh went down with a crash, his hairy, flea-bitten legs tied together tighter than Siamese twins. Failing to make his saving roll on luck, G'Narsh struck his head on the stone floor and KO'd himself.

With a bloodcurdling scream, Gil hurled himself toward the somewhat amazed Grunnj, who was attempting to flatten the little bounder with his club. To insure the delivery of his dragon's venom, Gil's player asks if he can leap in and close with the ogre; the GM rules he must make a saving roll on dexterity. He does so, and they agree he can quadruple his roll, whatever it is. Both parties must make their combat rolls now. Grunnj rolled a 16; his combat adds bring his total to 29. Gil rolled a 9; +2 (dirk) and quadrupled for the venom for a weapon total of 44. His subtracts are figured last (which they would be if they were adds, too) for a grand total of 41. Grunnj found himself flailing at the air, with a maddened hobbit clinging to his belly hair and stabbing him repeatedly. In the first combat turn he took 12 hits, which are subtracted from his constitution of 22, leaving him badly wounded with a constitution of only 10 now. Gil is untouched.

Grunnj dropped his club and tried to grapple with the quick little creature, who kept right on hacking. G'Narsh came to and, seeing his badly bleeding brother, began ripping at the rope with long dirty fingernails. Ogres roll 2 dice for unarmed combat. On this turn Grunnj rolled a 10 for a total of 23. Gil only rolled a 5; +2 is 7, times 4 for venom is 28, minus 3 for subtracts for a total of 25. The two exchanged a flurry of blows but this time Gil only slightly damaged the ogre, whose constitution now drops to 8.

By this time the second ogre, G'Narsh had freed himself. Seeing he couldn't use his bludgeon without hitting his brother, he flexed his talons and joined in the brawl. Gil continued to foam at the mouth and slash wildly with his dagger. The ogres scored a total of 46, while the hobbit only managed a 33. Gil took 8 hits on armor, but he was also severely scratched and torn, taking 5 hits on constitution, bringing it down to 21. The battered Gil suddenly realized that he might not win this fight after all. He began to yell - the high, wailing screech of a hobbit in trouble.

Obviously, if we continue this fight, the ogres will eventually reduce Gil's constitution to zero and kill the little idiot. As of matter of fact, they would certainly get him next round because the venom has worn off his dagger, so it is no longer quadrupled. (No venom lasts more than 3 combat turns). Luckily for the hobbit, his screams were heard by another party of dungeon delvers, who hastened to see what was going on. When the newcomers rounded the corner, the ogres (recognizing the better part of valour) tossed Gil away and ran off. Gil was saved, through no merit of his own.

If you wonder what happened to Grunnj, who had all that dragon venom coursing through his veins ... it's up to the

* * *

And that is a simple example of how combat works.

The MONSTER GLOSSARY tells which monsters use weapons; most man-like monsters are capable of using artificial weapons. There are a great number to choose from (see WEAPONS TABLE), each with distinctive damage potential in dice and adds, and strength and dexterity required to use it properly. Other pertinent points will be covered in the sections on WEAPONS and MAGIC.

When human characters are exploring a tunnel complex, there is always a chance they will run into a monster just wandering around. Likewise, when the monsters invade human turf, they ought to be aware that they might meet an unexpected adventure or two - a peasant who stepped outside to relieve himself, a savage watchdog (or a whole pack), a band of thieves, a squad of soldiers ... During regular turn sequencing, the GM rolls 1 die after movement/action is completed. On a roll of 6, a wandering enemy from the table below appears. During combat turn sequencing, don't roll. GMs should assume that the sound of battle will scare away harmless types, but attract soldiers, etc.

Dice roll	Character(s) encountered
3	Bear (4 combat dice)
4	Small child (0 dice)
5	Cow (1 die)
6	Dog (1 die)
7	3 dogs
8	10 dogs
9	1 peasant
10	2 peasants
11	4 peasants
12	10 peasants
13	1 fighter
14	2 fighters
15	10 fighters
16	1 Level, 1 magic-user
17	1 Level, 2 magic-user
18	2 Level, 3 fighters - 15 combat adds each, and wearing chain mail. Good luck ...

Reaction Table

<u>Dice Roll</u>	<u>Reaction</u>
2	Monsters and men automatically attack.

3-5	Men automatically and openly hostile.
6-8	Encounter may be guardedly friendly, but either side will fight if provoked.
9-11	Men more interested in parlay, or making deals than fighting. (This is assuming there is a common language between the two groups, of course).
12	Men are panic-stricken and flee.

If either side gets itself into a fight too tough to handle, they may elect to run away. This is one situation in which characters' SPEED ratings come in useful in determining who has a decent chance of getting away from whom. And who doesn't!

Unusual Combat Situations

Ordinary combat occurs when one character fights another character or group, or when two groups fight in melee. Such combats are resolved by a general rolling of dice, with the adds and subtracts totaled in, and the losing party taking the difference in combat scores in 'hits,' as explained above.

An unusual combat situation may arise either at the GM's option, or when enough of the players insist that the situation is unusual. Unusual combat situations are those in which both sides in the contest will take hits, or when so many individuals are involved that it is impractical to make individual weapon rolls and compare totals.

An example of the first type might involve the attack of a troll on two humans, one of whom is a Level 1 magic-user. The troll comes up roaring and smashing to achieve a combat total of 65. The human warrior fights well with a heavy weapon, for a score of 42, and the mage throws a Take-that-you-fiend spell worth 16 (his IQ) to bring the human total to 58. The troll has no protection against magic, and must take 16 hits, even though the warrior's weapon never touched him. On the other hand, the humans were outfought by 7 points and must take that many hits between them. (They may take these hits on armor and shields, if they have them, and emerge unscathed or only lightly wounded.) The warrior takes 4 hits and the mage 3 (while hits are equally shared in melee combat, the magic-users are always the last to be hit). The only defense against magic is a specific counter-spell or protective charm.

Another example: if two magic-users simultaneously attacked each other with spells, both attacks would succeed. It is not a case of the stronger spell canceling the weaker one.

In any combat, the GM may declare that both characters are fighting all out on offense and attempting no defense. In such case, both fighters also try for saving rolls (q.v.). Usually a first-level roll is sufficient, but the GM may call for a higher-level roll if one character is in a really bad situation. A character making his/her saving roll only takes the amount of hits he/she is beaten by (unless he/she wins). Otherwise, win or lose, the foe's weapon does the most damage it could possibly do (1).

The other type of unusual combat occurs when you are dealing with tremendous numbers of fighters, such as a meeting of the city guard with a hundred outlaws or a mere half-dozen giants. Here is where the creativity of the Game Master must come into play. You may just settle such situations by executive fiat - perhaps a single throw of the dice. There is no hard and fast rule. Make up something reasonable; as GM, you have the absolute right to do it. Just remember - if your solutions are too often silly or illogical, the players will lose respect for you and quit. And keep in mind that every special solution sets a precedent.

1. I had a situation once in Khosht where a guard standing atop a wall with a halberd was fighting a troll with a warhammer, who was hanging onto a woven iron cable with one hand and trying to fight with the other. Neither could effectively defend

himself. Both missed their saving rolls. The troll was decapitated, having already taken enough hits to slay two ordinary men in the course of his attack on the city. The guard was hit in the legs - they were smashed, and he was knocked out of the fight. -KStA.

Saving Rolls

From time to time, characters may be placed in such danger (by a trap, by combat, by magic, or by their own clumsiness) that only pure luck can save them. This is where the 'saving roll' comes in. All important characters in this game have a luck rating - the higher the rating, the luckier the character. The saving roll needed is based on a character's luck rating.

These rolls are set up in levels of difficulty. If the peril to be avoided is something fairly ordinary, like dodging a missile or not falling into an open cesspool, only a first-level saving roll would be required. But if the peril is something tremendous, like escaping from the center of a burning, collapsing house with archers stationed on all sides to pick you off as you come out, a fourth or fifth level saving roll (at least!) would reasonably be required.

When making a saving roll, you always use two dice. However, doubles add and roll over - i.e. if you roll two 4s, you may roll again, and add the 8 you already have to the new roll, whatever it is. Thus, it is possible to keep rolling and adding indefinitely, if you can keep rolling doubles. So don't despair if you find you need a saving roll greater than 12. The following chart gives the first 4 levels of saving rolls; the progression should be clear enough. Note that you must always roll at least a 5, no matter how lucky you are - accidents can always happen.

Level	Formula
1	20 - luck
2	25 - luck
3	30 - luck
4	35 - luck

In other words: subtract your luck from the appropriate number to get your saving roll, which must never be less than the minimum of 5 (although if you roll double 1s or double 2s you do get to roll again).

As a character attains higher levels, he/she will have opportunities to improve his or her luck, making the higher level saving rolls easier. Also, GMs often let you run across magical treasure which improve (or worsen) your luck, so ratings of 30 or even higher are not unheard of.

When a character misses his saving roll by a narrow margin, the GM may relent and inflict a milder version of the original hazard. However, for his own honor, he will usually want to kill all your attacking monsters he can!

Saving rolls are usually used to avoid mechanical traps, dodge missiles, escape death after exposure to poison or disease, etc. They are usually not used as defense against magic, although the GM may decree otherwise. A character in hiding may need to roll to avoid discovery. In general, if there is a question of whether a player is lucky enough to accomplish something the saving roll concept can be employed, whether or not actual 'escape' is involved. Furthermore, GMs may require saving rolls on other attributes - on IQ to throw off the effects of a hypnotic gem, on Dex to run across rooftops and so on.

If a non-player character requires a saving roll, the GM will roll up his luck (or other attribute) and (try to) make the roll.

Missile Weapons

Missile weapons are treated differently from ordinary weapons. When a missile (spear, arrow, thrown ax or dagger,

spitball, or whatever) is fired, it is necessary to roll (1) to see whether it was accurately fired, and (2) whether, if it was, the target was lucky enough to duck it.

Dexterity represents marksmanship. The table below shows the roll needed to hit one's target at various ranges. However, note that a character fighting at less than full strength, or while wounded, would tend to be less accurate. Therefore, if you are doing the William Tell bit while not physically up to par, subtract the missing strength or constitution points from your dexterity rating before consulting the table below.

Dexterity	Analysis	Die roll needed to hit		
		short range	medium range	long range
0-6	Rotten	1	miss	miss
7-9	Very bad	1-2	miss	miss
10-12	Bad	1-3	1	miss
13-15	Poor	1-4	1-2	miss
16-18	Passable	1-5	1-3	1
19-21	Fair	Hit	1-4	1-2
22-24	Good	Hit	1-5	1-3
25-27	Keen eye	Hit	Hit	1-4
28-30	Excellent	Hit	Hit	1-5
31 or better	Superlative	Don't worry. You never miss....		

To use a missile weapon, find your dexterity on the chart above and roll 1 die. If you roll inside the appropriate range, or roll "hit," you got them. The damage you do depends on what kind of weapon you are using and how many adds you have. The victim absorbs all missile weapon hits himself, without sharing with his comrades, if any. For missile weapon adds, see page 24.

Subtract 5 from the archer's dexterity (for these purposes) unless he/she is specifically one of those monster types with good night vision.

Close range is 0 to 10 feet. Medium range is 10 to 100 feet. Long range is 100 feet to the weapon's range limit - see WEAPONS TABLE.

The GM may allow player characters to attempt saving rolls (q.v.) to escape being hit, if they are aware they are being shot at. There are a few people who can bat arrows out of the air, and there is always the chance of getting your shield or armor in the way, or of taking the shot in a nonvital area. To avoid damage, the character must make a first-level saving roll against an archer with a dexterity under 13, second-level against 1-3 to 21, third-level against 22 to 27, fourth level against 28 to 31 ... This only applies if the shooter fired well enough to hit them in the first place.

You will note that the analyses above don't rate any archer as good until he has improved his dexterity considerably beyond even the best original rating. Fine archers are rare. The Gray Mouser was good with a dagger, but he was probably eighth or ninth level, at least. Et cetera.

After extensive play with this system, some of us found it less than suitable. An alternate system was devised, which is included for you on page 41.

Unarmed Combat

Combat without weapons is common in this game. Many monsters don't need weapons, and the average citizen, surprised in his back yard by orcs, won't have his broadsword handy. (The average citizen doesn't have a broadsword.)

Unarmed combat is resolved by taking into consideration the physical equipment of the fighters. Each rolls a certain amount of dice to see how much bare-handed (clawed? pawed? tentacled?) damage he/she inflicted. The more formidable the character, the more combat dice he/she will roll.

An ordinary human will roll one die (plus or minus his adds or subtracts), even if he goes up in levels. All weapons start with at least two dice so if a person is fighting barehanded, this is the worst situation he can get himself into. The number of dice a monster will get to roll is based on his strength. A monster will get to roll, in combat, the same number of dice as his strength multiplier (from the MONSTER TABLE) rounded up. Thus, orcs, gremlins, and goblins each get 1 die, an ogre gets 2, a troll 3 ... and a dragon gets 25. For each level a monster rises, it gets one more die, or 1/5 the number it already has, whichever is greater.

Otherwise, unarmed combat is treated like any other kind.

Weapons

Humans need to be armed if they're going to put up a fight, and some of the more manlike monsters may prefer to carry weapons to augment their already huge destructive capabilities. Therefore, on the next page is a condensed-table of the more interesting weapons one might expect to find in common usage in a fantasy world.

Note that big monsters would carry big weapons. A human weapon in the grip of a troll, who is twice as tall and three times as strong as a man, would be like a butter knife as human armament. To convert a human weapon from the table to its monstrous equivalent, multiply all the qualities given by the monster's strength multiplier. Thus, a troll's broadsword would be worth 6 dice and 9 adds and would require a minimum strength of 30 to wield it without tiring. (The dexterity numbers would not change.) Likewise, small and weak monsters, such as gremlins, might carry proportionately reduced arms.

Weapons Table

	Weapon	Dice	Adds	DN	SN	Range
SWORDS	*Heavy Broadsword	4	+2	14	17	-
	Broadsword	3	+4	10	15	-
	Falchion	4	+4	13	12	-
	Cutlass	4	-	9	10	-
	Sabre	3	+4	10	9	-
	Scimitar	4	-	11	10	-
	Rapier	3	-2	9	6	-
DAGGERS	Sax	2	+5	10	7	10 yds.
	Dirk	2	+1	4	1	10 yds
	Katar	2	+4	8	2	-
	Poniard	2	-	3	1	10 yds.
	Stiletto	2	-2	1	1	5 yds.
POLE WEAPONS	*Poleaxe (10')	7	-	13	14	-
	*Halbard (8')	6	-	12	14	-
	*Billhook (10')	4	-	8	13	-
	Scythe (5')	4	+2	7	11	-
HAFTED WEAPONS	*Bec de Corbin	6	-	10	18	-
	*Great Axe	5	+3	10	20	-
	*Mace	5	+2	3	17	-
	Morningstar	5	-	11	17	-
	Broadaxe (one blade)	4	-	8	17	-
	Francesca	3	+2	5	9	25 yds.
	Bludgeon	3	-	3	5	-
SPEARS	*Pike (10')	6	-	12	15	-
	Pilum (8')	5	-	10	10	-
	Phalanx Spear (8')	4	-	11	10	-
	Common Spear (6')	3	+1	8	8	40 yds.

	Javelin (6')	2	-	7	5	50 yds.
	*Cranequin (crossbow)	8	-	10	15	100 yds.
MISSILE	*Arbalest (crossbow)	6	-	9	17	100 yds.
WEAPONS	*Longbow	4	+3	15	15	140 yds.
	*Self bow	3	-	10	12	100 yds.
	Sling	2	-	8	4	30 yds.
	Bola	-	-	8	5	10 yds.
	*Quarterstaff	2	-	8	2	-
	Dragon Venom (Quadruples damage of edged weapons before adds.)					

DICE: number of dice rolled for the damage a weapon does

ADDS: number added (or subtracted, if negative) from the die roll.

DN: Dexterity needed for effective use. Characters with insufficient dexterity must make saving roll to avoid injuring themselves, each combat turn.

SN: Strength needed to use a weapon without tiring. Characters using such a weapon lose ST points equivalent to the difference between what is needed and what they have currently, each and every combat turn.

RANGE: maximum effective distance a weapon fires (or can be thrown).

***:** means a 2-handed weapon, regardless of ST or DEX required.

Notes on the Weapons Table

The francisca is a throwing ax. If used hand-to-hand, the ON is only 3. The bola can be used to entangle a foe for one combat round if your dexterity is 16 or higher; otherwise roll 1 die - if you roll an even number, you trip him. Dragon venom quadruples effectiveness of edged weapons after it has been established that your weapon actually scored at least a scratch on your foe. Special circumstances, such as Gil the Mad Hobbit's fight (pg. 25) may decree otherwise; this must be determined by the GM. If Gil had stood at a distance to trade blows with Grunnj, dirk vs. bludgeon, he would have had to count his first combat round as a 8 (roll of 9; +2, minus his subtracts.) Grunnj would have nailed the little beggar for 11 hits, of which Gil could absorb only 8 on armor. Gil's venom would not have reached the ogre, however, and Grunnj would have been free and clear. A note to monsters who use venom on weapons, however - it makes the meat you kill for yourself unpalatable! Dragon's venom shouldn't be used indiscriminately...

Shields and Armor

Shields and armor will take hits for you, making you harder to kill. (Note: some GMs may forbid wizards to wear metal armor - cold iron - on the theory that such negates magical abilities. It isn't so in Phoenix, but the choice is yours). Some types of armor (i.e. plate armor) should last indefinitely - that is, until the GM decides it is about shot and tells you so. Others (i.e. a cheap shield) might absorb a total of 10 hits and be destroyed; you would be so informed when you acquired the shield. The number of hits per combat turn that each type of shield and armor will absorb are shown below:

BODY ARMOR	Hits Taken	ST req	Cost gp	Weight
Cloth Cuirass	1	1	15	50
Full Quilted	2	1	30	70
Leather Cuirass	3	1	30	150
Ring Cuirass	4	2	70	240
Scale Cuirass	4	3	35	500
Full Leather	5	1	40	170
Lamellar Cuirass	5	2	200	570
Full Ringmail	6	3	90	270*
Mail Cuirass	6	6	150	800*
Full Scale	7	6	70	720*
Full Lamellar	8	4	385	860
Bronze Cuirass	8	5	100	900*

Full Mail	9	11	285	1160*
Full Composite Plate	11	10	480	950*
Full Plate Suit	14	12	600	1200*

Helmets	Hits Taken	ST req	Cost gp	Weight
Pot Helm	1	1	10	25
Greek Helm	2	1	15	35
Full Helm	3	1	20	50
Gauntlets	2	1	20	20
Arming Doublet	3	1	15	20

Shields	Hits Taken	ST req	Cost gp	Weight
Buckler	3	1	10	75
Target Shield	4	5	35	300
Aspis (medium)	5	5	65	450
Knights Shield	5	5	65	400
Tower Shield	6	6	100	550
Viking Spike Shield	6	7	75	450

In certain situations the GM may decree armor or shields to be useless. For instance, if you are hit by an arrow and miss your saving roll, your leather armor may help you, but your little steel cap won't.

Note that the better the armor or shield, the heavier it is. We have omitted the detailed consideration of weights here, but the GM should keep it in mind. The GM should penalize characters who try to move quickly while in metal armor, especially plate. Plate armor or a big shield should cut speed in half at the very least. Moving silently becomes nearly impossible and swimming shouldn't even be considered.

As an alternative to disallowing movement at full speed, the GM may choose to permit full movement but penalize heavily against the character's Strength points. Use your own judgment.

VII. MAGIC

General Discussion

On the next three pages are listed the levels of the basic, human-oriented, anti-monster magic which originated with Tunnels and Trolls. These are the spells available to the good magic-users the GM creates, and to the player characters who are human or near-human magic-users (i.e., witches, half-orcs, shadowjacks, etc.). Higher magic (up to 17th level) is included in the original Tunnels and Trolls. You may also invent higher-level spells of your own, following the basic rules of magic: high-level spells take more Mystic, Dexterity, and IQ, and cost more to learn.

Players' characters may learn any spells appropriate to their own or a lower level, simply by paying the price before an adventure starts. The GM's good characters may be endowed with whatever spells are appropriate to their levels.

In the following tables, the Cost/Mystic column shows the Mystic points a character loses when a given spell is cast. The Range column shows the maximum distance at which a spell will work. If no range is given, the magician must be within touching distance of the object to be ensorcelled. The note after each level's spells shows the cost-to-learn and IQ necessary for that level.

Some of the following spells are marked with asterisks. This indicates that these spells may also be cast as higher-level spells. A spell doubles in power for each level above its original level, and increases in cost by its original Mystic expenditure per level. Thus, a first-level spell cast on the third level takes 3 times the Mystic, but is 4 times as powerful. The same spell cast on the fourth level would have 8 times the original power for only 4 times the original Mystic cost.

STAFFS: "Good" mages are almost always endowed with staffs ('staves' for the grammatical). These tools

facilitate spell casting by reducing the Mystic required to cast a spell by one unit for each level the wizard has attained, i.e. a 3rd level mage subtracts 3 from the Mystic cost of casting a spell when using his staff. Staffs come in 3 varieties - makeshift, ordinaire, and deluxe. A makeshift staff is any piece of wood picked up and used to cast magic. Because not all wood is suitable, the first time it is used, the wizard should make a low-level saving roll to see if the staff explodes. If it does not, then he/she can cast up to twice his IQ through the staff before it is no longer useful. The staff ordinaire is permanent but has no special powers not already mentioned. The deluxe staff is a better model: it has a name, is indestructible, and remembers any spell ever cast through it. Only wizards get any benefit from the use of a staff. Because rogues have no training in magic, they cannot use them as tools, and must always cast magic at the spell cost listed, even if they are of higher level. Staffs may look like wands, quarterstaves, or what-have-you. A magic-user can tell if a piece of wood is a staff with the Detect Magic spell.

Monsters never start with staffs - the good ones are unavailable in the dungeons, and evil characters must make-do with makeshift staffs (or none at all) until such time as they can acquire good staffs by slaying a human wizard.

THE SPELL BOOK

LEVEL 1:

First level spells require a minimum IQ of 10 and a minimum DEX of 8 to cast. They are the basic heritage of all first-level spell casting creatures. All beginning spell-using creatures know all these spells. All higher level spells cost the creatures ever-increasing amounts of money as the character ascends in level. After a magic-using character/creature casts a spell (be it wizard, rogue, warrior-wizard or creature) he regains his Mc expended at the rate of 1 point per regular turn.

Alarums (4)

This is placed across an opening, on an object, or on an area of 10 foot radius. If the area is disturbed or crossed, the caster will be alerted. Lasts 100 hours.

Clot! (1) [Range 10']

Stops external bleeding. (This includes blood drain by a monster, requiring the monster to attack again to restart the drain.)

Cloud o' Dust (4) [Range 30']

Raises a ten foot wide cloud of dust which reduces visibility by half and chokes the breathing of all within (Level 3 Constitution saving roll or lose half Strength while in the cloud). Lasts one (ten minute) turn.

Detect Magic (0) [Range 30']

Detects good and bad magic.

Detect Miracle (2)

Detects priestly and divine miracles. Works much like Detect Magic.

Hocus Pocus (1)

Enchants a staff, wand, stick, etc. to become a magic focus. Does not ensure durability of focus. A level 1 Luck saving roll is required the first time it is used to see if the magic focus works. A failed roll means the magic focus is burned out and the materials are wasted. A hocus pocus focus only lasts for twice the caster's Intelligence in Mystic expended. After which the focus is burned out and cannot be re-enchanted. It does not store Mystic. Acts just like a magic staff would.

Hotfoot (7) [Range 30']

This causes one target to experience the momentary sensation of having a lit match stuck between the toes. This can affect any number of targets, so long as the combined CHA (or MR) does not exceed the caster's IQ. Higher levels double this limit.

Knock-Knock (2)

Opens locked doors (usually).

No-Feel-ums (3)

Renders all others incapable of feeling the thief's activities on their person, such as pocket picking or even poison injecting. Lasts one round only.

Lock Tight (1)

Locks any door for 3 turns.

Oh Go Away (5) [Range 50']

Combines total of caster's IQ, LK and CH to drive away foes with a lower Monster Rating or equivalent attribute total. If spell fails, the victim chases magic-user to the exclusion of his or her comrades.

Oh There It Is (4) [Range 10']

Usually detects concealed or invisible things by surrounding them with a purple glow that slowly fades.

Panic (5)

Combines total of caster's IQ, LK and CHR to drive away foes with a lower Monster Rating or equivalent attribute total. If spell monster chases spell-user to the exclusion of his or her comrades.

Revelation (4)

Usually detects concealed or invisible things or doors by surrounding them with a purple glow that slowly fades.

Skyhole (3)

This will pierce overcast or clouds, creating a hole directly between your position and the sun (or moon, or directly overhead if only starlight is available). Lasts one (ten minute) turn.

Sparkler (3) [Range 30']

Creates a yard-wide sphere of glowing motes, which moves about at the caster's direction. It will weakly illuminate a five foot radius. Lasts one turn or until dismissed.

Sticky Foot (3) [Range 30']

This will glue one target's foot to the ground for a second only (thus if they are not moving, they may never notice). The target's CHA cannot exceed the caster's IQ.

Take That, You Fiend (6) [Range 250']

Uses IQ as weapon, inflicting hits equal to caster's IQ. Must be directed at an individual foe. No effect on inanimate objects.

Vorpal Blade (5)

Doubles die roll for swords or daggers for one subsequent combat round.

Panic (5)

Combines total of caster's IQ, LK and CHR to drive away foes with a lower Monster Rating or equivalent attribute total. If spell monster chases spell-user to the exclusion of his or her comrades.

Unlock (2)

Unlocks locked doors.

Wedgie (5) [Range 30']

This forcibly yanks one person's pants or underpants up into their personal regions. This will halve their adds for at least one round.

Will-o-the-wisp (1)

Lights up finger or staff in lieu of a torch. About 1 candlepower. Lasts 1 turn.

Whisper (5) [Range 10']

Originally a message spell of limited utility (note the short range), it was eventually used merely for starting brawls. It allows the caster to “project” his voice so that it seems to be coming from a point right next to the target’s ear. The spoken message cannot be longer than (caster’s MC) words. Higher levels double the range.

LEVEL 2:

Requires minimum IQ 12, DEX 9. Each spell costs 500 g.p. (payable to the Wizards’ Guild).

Antsy (7) [Range 30’]

This gives any one person the sensation of ants in the pants; it requires a L2 IQ SR to ignore.

Ass-o-Light (8) [Range 30’]

This causes one target’s posterior to burst into flames. The fire is purely visual effect and can do no actual damage; the pain, however, is real. The whole event is but momentary, but will cause complete preoccupation for at least one round. The target can completely deflect this spell with a L2 IQ SR.

Chameleon (5)

The person will blend into any background and be harder to hit (double missile SR) & easier to hide (halve hiding SR). In melee, this will halve the attacker’s adds. Lasts 1 turn.

Concealing Cloak (10)

Makes user and his companions invisible for 3 turns. (Note: some solos treat this as a Level 1 spell.)

Cateyes (6)

Allows one to see in the dark for 3 turns.

Curse (2 - pt. removed)

Subtracts the level number of the caster from any prime attribute of a caster, or MR of a rated monster. The spell lasts until it is removed by magic. If the curse causes death, removal of the curse will not bring the victim back to life.

Delay (8)

Impedes movement/travel of victim by for 1 turn. In combat, this means you get 2 combat rounds to opponent’s one.

Enhance (10)

Triples die roll for any weapon for 1 subsequent combat round.

Flame Flick (5)

A small spurt of flame from the finger, which may be “flicked” up to 15 feet away. It may ignite dry combustibles, or do 1-2 points of damage.

Fresh Breath (8)

Creates enough air for one person to breathe for one hour. It will not create excessive air pressure, and the air will not be contained, but is free to bubble or blow away.

Giggles (10) [Range 30’]

This affects only one target, inflicting a giggle fit that lasts one round. This reduces all personal adds to zero and increases all SRs by two levels. If the target is under stress at the moment, they are allowed a L2 IQ SR to deflect the spell.

Glue You (8) [Range 30’]

Impedes movement/travel of victim by ½ for 1 turn. In combat, this means the magic user get 2 combat rounds to opponent's one.

Hidey Hole (10)

Makes the magic user and his companions invis ible for 3 turns.

Jack Frost (6)

Causes a layer of light frost to cover everything within 100 feet of the caster.

Little Feets (8)

Rapid travel; doubles speed for 1 turn. In combat the magic user get 2 rounds to opponents 1.

Magic Fangs (1/combat round)

Changes belt or staff into small poisonous serpent with MR not greater than caster's CHR. "Cannot communicate" with mage but will obey commands. Lasts as long as mage puts MC into it a time of creation. Does not work on twigs or torches.

Moonbeams in a Jar (7) [Range 50']

Creates light – moonlight intensity -- over a ten foot radius area; lasts one turn. Higher levels may increase the duration or radius.

Mirage (8) [Range 100']

Projects visual, non-auditory image as hallucination. Destroyed by physical contact.

Night Blight (7) [Range 50']

Creates darkness over a ten foot radius -- not total darkness, but as an overcast night; lasts one turn. Higher levels may either double the duration or the radius.

No-Hear-ums (5)

Completely silences any activity done directly by the thief (caster). You can drag a table silently, but if a lamp falls off it, there will be a noise. Lasts one turn.

Omnipotent Eye (5)

Provides more information about nature and/or level of magic on persons/objects.

Pepperload (5) [Range 30']

This will affect one target whose IQ+LK+CHA cannot exceed the caster's (higher levels increase this limit). Their next mouthful of food or drink (if taken within the next round) will be a pure mixture of curry, tabasco, and jalapeño.

Poor Baby (2 Mc per 1 CON)

Magical healing of wounds or injuries. Cannot raise Constitution above original level.

Portal Picture (4)

This creates a perfect three dimensional illusion of a passage through a wall or similar barrier. Lasts one (10 minute) turn or until someone bumps into it.

Sleep Tight (9) [Range 30']

Cast on a sleeping person, it will keep him asleep for one hour. Only a Dis -spell can awaken him.

Snuff (10) [Range 30']

This can affect any number of targets, so long as the total CHA (or MR) does not exceed the caster's IQ (higher levels double this limit). They are inflicted with a sneezing fit that prevents any action for one round.

Swiftfoot (8)

Rapid travel; doubles speed for 1 turn. In combat you get 2 rounds to opponent's 1.

Whammy (10)

Triples die roll for any weapon for 1 subsequent combat round.

Weathercast (7)

Will give the caster accurate knowledge of the general weather conditions in this region over the next 24 hours.

Yassa Massa (8)

Can be cast only on previously-subdued monsters/foes. Will permanently enslave if victim's total ST, IQ and CHR are less than that of wizard, or if MR is less (and remains so).

LEVEL 3:

Requires minimum IQ 14, DEX 10. Cost 1,000 g.p. each.

All Leathered-Up (4 per 1 Hit repaired)

Repairs damage done to non-metal armor or weapons. Over 50% of the original material must be present for the spell to work.

Assay (6)

Accurately determines the value of precious metals & stones; also spots fakes and worthless items.

Curses Foiled (7)

Removes evil spells and curses of lower orders.

Drop! (10) [Range 50']

This can affect any number of targets, so long as the total CHA (or MR) does not exceed the caster's IQ (higher levels double this limit). They experience a sudden loss of pantaloons security. This will cause pants or skirts to drop about the ankles; any sort of clothing that fastens about the waist will do – this won't work on robes, togas, etc.

Dummy Talk (8) [Range 30']

The caster can supply up to (caster's level) words that the target will then speak out loud. The target first gets a L1 IQ SR to resist the impulse; even if the target speaks the words, it will have no effect on the attitude or frame of mind, and he can immediately countermand it. Some things, however, once said, are difficult to take back.

Blasting Power (8)

Throws bolt/fountain of fire at foes. This blast gets same number of dice as user's level number, plus caster's combat adds.

Bog and Mire (15)

Converts rock to mud/quick sand for 2 turns, up to 1000 cubic feet. Caster may dictate dimensions as desired, but shape must be a regular geometric solid.

Crossed Tracks (8)

Hopelessly confuses any trail left by the caster and up to 9 other people. Can only be followed by using a Second Sight spell.

Curse You (7)

Can curse one attribute lowering it by number of points equal to the level of this spell. If the attribute is reduced to 0 or less, the victim dies. The curse will last until a Curses Foiled is cast at a high enough level.

Curses Foiled (7)

Removes evil spells and curses of lower orders.

Dispel (11) [Range 50']

Negates magic of same or lower orders.

Dreamweaver (11)

Puts monsters/foes to sleep for 1-6 turns (roll 1 dice to determine) if caster's MC, IQ, and CHR total exceed MR (or foe's MC, IQ and CHR total if rated).

Fireball (6) [Range 100']

A glowing red 6 inch sphere hurtles to the target & explodes. The caster must make the appropriate Dexterity saving

roll to hit, or specify a terminal range for explosion. Damage is 2 dice, no adds. Higher levels either double the damage or the range.

Fly Me (7)

Allows user to fly (running speed) 1 turn.

Freeze Pleeze (8) [Range 70']

Throws sheet of ice at foes. Blast gets same number of dice as user's level number, plus caster's combat Adds (missile Adds if used).

Hard Stuff (15)

The reverse of Slush Yu ck, turns mud/quicksand into rock for 2 turns, up to 1000 cubic feet. Caster may dictate dimensions as desired, but shape must be a regular geometric solid.

Healing Feeling (14)

Cures any kind of disease.

Hide This (15) [Range 25']

Used to hide any non-living object from sight only and will not mask any magical vibes, sound, or smells. Dispels when touched.

Icefall (8)

Throws sheet of ice at foes. Blast gets same number of dice as user's level number, plus caster's combat adds.

Miasmal Fart (6) [Range 30']

This creates a ten foot diameter cloud of the foulest smelling abdominal gases. It is not contained and will dissipate normally. Higher levels double the diameter of the cloud.

No-See-ums (12)

Renders the caster invisible for one turn. The caster may move around freely.

Palm Objects (8)

This illusionary spell can be mentally cast. When cast it grants the user the ability to pick any item (which he or she could normally pick up) which is fist sized or smaller, and cause the item to magically disappear as if by slight of hand. Anyone touching or searching the caster's hands or body will find nothing. This spell lasts for 3 turns, after which the item magically returns to the caster's hand.

Peek-a-boo (15) [Range 25']

Allows the caster to see inside a Hidey Hole for one turn. Without the spell being dispelled.

Pretty Ugly (6)

Will double or halve CHA for 1 hour.

Rock-a-Bye (11) [Range 50']

Puts foes to sleep for 1-6 turns (roll 1 die to determine) if caster's ST, IQ, and CHR total exceed MR (or foe's ST, IQ and CHR total if rated).

Say Cheese (6)

Produces a flash of intense light from the caster's palm – anyone looking that direction (or anywhere in the vicinity if at night) must make an level 3 Luck saving roll or be dazzled (halve their combat roll, double their saving rolls, etc.). If at night, anyone looking directly at the flash will be night-blinded for one turn if they fail a level 6 Luck saving roll.

Scalpel, Please (2 Mc per 1 CON)

The caster's finger cuts a clean incision, doing 1 (or more) points of damage. Can be used as a weapon, or to do crude surgery (arrow removal, etc.) without excessive blood loss or risk of further infection.

Schwahh (17)

This spell causes all non-magical armor to lose its protection completely for 1d6 combat rounds. There is also a 2 in 6 chance that it will cause an additional ten percent in hits inflicted on the wearer due to the unknown vulnerability of the armor.

Slip Slidin' Away (16) [Range 30']

Negates a lower level Glue You.

Slush Yuck (15) [Range 40']

Converts rock to mud/quicksand for 2 turns, up to 1000 cubic feet. Caster may dictate dimensions as desired, but shape must be a regular geometric solid.

Snowball (4) [Range 30']

Hurls an ordinary snowball; caster must make the appropriate Dexterity saving roll to hit the target. (The snow sublimates almost immediately after hitting the target.) Higher levels double the number of snowballs -- they may be "thrown" separately or all at once.

Splint & Knit (7)

Sets and heals one broken bone instantly.

Sploosh! (10) [Range 50']

Summons 20 gallons of water from the nearest source (if within a mile or so) and dumps it atop the target.

Stop That (18) [Range 20']

Stops a single foe in their tracks. If there are more than one foe in area the caster will become confused and immobilize himself. Your foe will remain stuck for as long as you don't move suddenly and can still see them and they you for up to fifty feet.

Take It Back (12) [Range 250']

This is used to reverse a Take That, You Fiend! back to the caster. You must first make a saving roll on Intelligence at the level of the caster to see if you are successful. If you fail your saving roll you take the full blast. This spell must be cast at two levels above the Take That, You Fiend!

Tinkle (11) [Range 30']

This causes one target, whose CHA cannot exceed the caster's IQ, to immediately lose bladder control. The effect may depend on the target's character, and on how full the bladder was (they get a L3 LK SR to avoid any real distraction). If in combat, they will lose all personal adds for one round.

True-Tongue (8)

Forces one person to speak the truth, the whole truth, and nothing but the truth for one turn (10 minutes).

Twinkle, Twinkle Foolish Gold (12) [Range 50']

This illusion causes all round stones within fifteen feet of the target point to assume the appearance of gold nuggets and coins. Once a person starts picking them up, they get a L3 IQ SR to discover the illusion. Lasts one turn.

Whimpy (20) [Range 10']

Divides by three the foe's weapon attack die roll for one combat turn.

Waterclean (10)

Completely purifies a quantity of water of all contaminants (including poisons); up to (the caster's level squared) quarts.

Web (8) [Range 50']

Creates a 1-layer mass of strong, sticky strands 20' x 40'.

Wings (7)

Allows user to fly (running speed) 1 turn.

Wraith Mist (10)

Causes the caster and everything carried to become an insubstantial but visible wavy mist. You can move about as normal, and pass through cracks or key holes in doors. You cannot touch anything, only view your surroundings. This spell does not give you any special vision to see in the dark. Airtight locations cannot be entered. This spell last 3 turns.

Zap! (8) [Range 150']

A lightning bolt leaps from the caster's finger to the target. Does dice damage equal to the caster's level plus missile adds.

LEVEL 4:

Requires minimum IQ 16, DEX 11. Cost 1,500 g.p. each.

Ask for Directions (30)

Reads the minds of every creature within a structure. Gets general directions (N, E, S, W, NE, etc.) on the way to escape or leave that structure. May only be cast once per game. A second casting will be too strenuous for the caster's mind causing a fatal stroke.

Bat Eyes (20) [Range 75']

Will make an enclosed room pitch black, that only the caster can see in for 1 turn.

Clumsy (8) [Range 20']

Reduces victim's Dexterity to 1. If this spell fails for some reason the caster's Dexterity is affected instead. The victim is allowed a saving roll on Dexterity at the casters level and if made the caster must make a saving roll on Dexterity at one level higher to prevent the spell from failing. The effect of the spell can be negated by saying the spell backwards costing 12 Mystic.

Chill (10) [Range 20']

Cools the temperature of a small object (up to hobbit size) by 20°F for one turn.

Double-double (18)

Doubles one Prime Attribute for up to 5 turns. When spell wears off, attribute is halved for same number of turns.

Ding-a-Ling (18) [Range 50']

Negates a Rock-a-Bye.

Dum Dum (8) [Range 20']

Reduces foe's Intelligence to 3. If spell fails for any reason, caster's Intelligence is reduced to 3.

Eek! (18) [Range 30']

This causes one target, whose CHA cannot exceed the caster's IQ, to be suddenly convinced they are completely naked. Lasts one turn.

Essential Fart (10) [Range 50']

Even worse than Miasmal Fart, more equivalent to tear gas. Any being caught in the effect will have to fight at one-half effectiveness or surrender. (This can be considered previously subdued)

Flame Out (10) [Range 50']

Extinguishes a campfire sized fire (or up to four torches). Higher levels put out larger fires (e.g., a bonfire = L6, a house fire = L8).

Gill Frill (16)

Allows a person to breath underwater for one hour.

Hot Stuff (10) [Range 20']

Raises the temperature of an object (up to hobbit size) by 20°F for one turn.

House Call (50)

Works like Poor Baby only faster. Can restore up to 25 Constitutions points within 1 turn. This rapid healing is very painful. The patient must have all broken bones already set, have foreign objects removed (arrows, stones, gravel, etc.), and stay still for the entire turn for the healing to work. Failure to properly prep the patient will result in at best no healing, and at worse improper healing (a broken bone knitting at a right angle, skin growing over an imbedded arrow, etc.)

Instant Banking (20)

When cast upon a collection of loot (not exceeding the caster's IQ in pounds), the goods will sink without a trace into the ground beneath. It will stay there, safe from water, worms, & other natural hazards (but not from discovery by others). The caster may recall it to the surface at any time, but after one year and a day, the spell dissolves and the treasure reappears.

Invincible Flame (14) [Range 20']

Cast on an existing fire (up to bonfire size), this will cause it to continue burning as long as the fuel remains, regardless of presence of oxygen, high winds, even underwater, etc. Lasts one hour.

Ker-Rack! (10) [Range 30']

If the caster's IQ is at least half the victim's CON or MR, he will cause one selected limb bone to shatter (this rarely kills, damage is usually 1-3d plus loss of use of limb).

Mystic Woollies (15)

Cause the caster or one other person to be impervious to cold & immune to cold damage for one hour.

Protective Charm (8)

Caster takes any coin and places it on a wrist and casts the spell, a two foot diameter shield will appear. Nothing can penetrate this shield as long as you can get/keep it between you and the weapon or projectile. (Best results if using the optional hit location table)

Protective Pentagram (12)

Raises a protective barrier 3' in diameter for 2 turns. No weapons or spells penetrate (in or out).

Sixth Sense (10)

Renders a person quite incapable of being surprised by anything for one hour.

Slamshut (10) [Range 30']

Will close an opening of window (half-door) size; the surrounding material closes in and has its ordinary resistance to breakage, etc. Lasts one hour if not smashed. Increased levels increase the size of the opening allowed.

Smog (11) [Range 50']

Projects cloud of poison gas at foes. If foes breathe, they lose half power or more.

Snooze Alarm (12)

This is a simple ward; placed on a container or across a threshold, will instantly awaken and alert the caster when it is triggered. Lasts for 12 hours or until triggered.

Stay-Cool (15)

This renders the caster or one other person impervious to heat & immune to all fire damage (except magical flames created by a magic user (or dragon) with greater Intelligence than this spell's caster) for one hour.

Sunlight in a Bottle (12) [Range 50']

Creates full daylight in a ten foot radius area; lasts one turn. Higher levels may double the duration or the radius.

Too-Bad Toxin (7)

Cures the effect of any poison and nullifies further effects. Does not heal the wound from weapon/fang that delivered the poison.

Vapor Maker (10)

Creates high level clouds; they form within five minutes and last three turns. [If cast at Fifth level (cost = 20), the clouds will be at ground level -- fog.]

Ward Warn (18+)

Placed across an opening, on an object, or an area of 10 foot radius with one other spell (which adds its Mystic cost to this); that encapsulated spell will go off on the first being to cross/disturb the warded area. Lasts until triggered or canceled.

Water Puppet (15)

Animates a body of water or vapor (up to one quart per Level of caster); it has movement ability within its natural capacity and will act under the conscious direction of the caster. The range of control is not limited, but it will not act independently or upon instructions. Lasts one turn.

Wink-wing (14)

Allows one to transport oneself (only) up to 50' in direction of choice without crossing intervening space.

Witless (8)

Reduces foe's IQ to 3, or if spell fails for any reason, caster's IQ reduced to 3.

Whoopie Curses (12) [Range 30']

This curse causes one target to emit loud farts whenever they sit down -- they are allowed an IQ SR at the caster's level to deflect it completely. The effect lasts until the next sunrise. Higher levels double the number of days.

Upsidaisy (9)

Permits caster to levitate and move objects or beings up to caster's own weight for 1 full turn.

LEVEL 5:

Requires minimum IQ 18, DEX 12. Cost 2,000 g.p. each.

Bomb Lock (20)

Used to lock anything with a lock. When someone tries to open this locked lock, it will explode with a force equal to the caster's Intelligence.

Breaker, Breaker (35) [Range 50']

Causes any weapon or armor to become so brittle it will shatter at the first impact. Any magic on that weapon or armor will make it immune to this spell.

Cool It (10) [Range 50']

Drops the temperature within a 25 foot radius by 10°F for one turn.

Dear God (30)

Allows one to ask 3 yes-or-no questions, of the Game Master, to be answered truthfully.

Defrost (8)

Heals any cold damage done to a living creature including a victim of cold spells, if cast at the same level as the spell. This healing must occur within 2 combat rounds of the cold damage.

Extra Sensory Perception (20) [Range 20']

Detects true intent of man or monster.

Fire Vision (26)

The caster may look into one fire and “see out of” any other fire within five miles. Lasts one turn.

Float Feet (15)

Allows a person to walk on water for one turn.

Flower Power (28) [Range 50’]

Causes all within fifty feet (including the caster) to desire nothing but peace, sweetness & harmony for one turn.

Fracture (35)

Causes any weapon or armor to become so brittle it will shatter at the first impact. Any magic on that weapon or armor will make it immune to the spell.

Glow (10)

The caster glows with torchlight intensity. Those touching him will take 1d6 heat damage. Those grappling or being grappled take 3d6. Lasts one combat round.

Hell Gloves (20)

Envelopes the caster’s hands in flames. The caster will then do 1 die damage by touch (each hand) as well as ignite flammables. This will also grow to envelop any hand-held weapons and add one die to their combat damage as well as render the attack magical. Lasts one round.

Hot Time (10) [Range 50’]

Raises the temperature in a 25 foot radius by 10°F for one turn.

Mind Pox (39) [Range 100’]

Causes mental confusion; the victim cannot attack or defend. Lasts 3 turns. Can affect any number of beings up to level of caster.

Moon Banish (20)

A lunar eclipse affecting the area within one mile of the caster; lasts for one hour or until dismissed. Higher levels double the radius.

Moxi-Toxi (15) [Range 45’]

Negates a Smog, but not the effect if one has already breathed the gas.

Peekaboo (15)

Renders any material (less than a foot thick) transparent for one turn. The area of transparency can be up to (level) inches in diameter.

Perfect Portal Picture (22) [Range 30’]

This creates the illusion of a passage as in the second level Portal Picture, except that the caster and party may actually pass through it. It disappears when anyone else tries to use it, or after one turn.

Rag Doll (20)

Cause paralysis. Denies victim all motor control below the neck. The effect is permanent but can be dispelled.

Second Sight (25) [Range 100’]

Allows one to distinguish between illusion and reality for 1 turn.

Stone You! (20) [Range 70’]

All throwing-sized rocks within fifty feet will leap off the ground and hurl themselves at the target. Damage depends on the surrounding terrain, but is at least 2d6 and at most 10d6.

Think Throw (20) [Range 500’]

Allows the caster to telepathically converse with one person. Target must be known to the caster or within line of

sight; Lasts one round. (Higher levels increase range or duration.)

Trust Me (30) [Range 10']

If cast upon a victim whose IQ+LK+CHA (or MR) is less than the caster's, will cause the victim to believe completely whatever the caster says. Lasts 1d6 hours. However, if the intended victim proves to have too high of attributes, the victim then conceives a great loathing for the caster and seek to denounce him to the authorities or just pound his face in.

Zingum (36) [Range 50']

Allows one to transport double one's weight 50' in any direction. Works on non-living matter only.

LEVEL 6:

Requires minimum IQ 20, DEX 13. Cost 2,500 g.p. each.

Animation (20) [Range 50']

Animates any inanimate object in a cartoony fashion; it sprouts legs and arms as necessary, and can manipulate objects and obey simple commands. Its effective Strength and Dexterity depends on its original composition and form. Lasts one turn.

Bridge of Ice (30)

Creates a bridge spanning at most 50 feet and capable of supporting (Intelligence × Level) × 100 pounds. (This is a variant Wall spell and otherwise conforms to those standards.)

Broken Pentagram (24)

Negates a Protective Pentagram. Takes one turn to effect.

Dig Dig Dug (16)

The caster can move aside or remove earth (not solid rock) at the rate of 50 cubic ft/Level/round for one turn (five combat rounds). (A tunnel a man can move through at a crouch is 100 cubic feet per four foot length.)

Goldnose (15)

Allows the caster to smell the scent of gold for one turn.

Ice Storm (16) [Range 100']

Causes an instant hail storm over a 20 foot radius; it lasts one round and does little real damage (except to crops, etc.). Higher level increase the radius.

Impotent Eye (15)

Hides nature and/or level from others who may use an Omnipotent Eye.

Mystic Ears (16)

The caster can hear what is going on in another known location [clairaudience]. Lasts one (ten minute) turn.

Mystic Visions (15)

Similar to Mirage spell, allows some movement of image projected. No sound, however, and movement for only short distances. Can determine its unreality by the fact it can't be touched, but touch will not cause it to vanish. Lasts up to 5 turns, at caster's option.

Panic! (32) [Range 50']

All living beings within 50 feet of the caster must make an Intelligence saving roll at the caster's level or flee in terror.

Porta Vision (15) [Range 100']

Clairvoyance spell. Allows one to see what is happening anywhere else by getting a mental picture of it. Must have some knowledge of an object, person, or the place to key into - one cannot see into a totally strange place. Vision is like a still photograph; cannot scan a whole area.

Stand Up & Walk (25)

Cures paralysis from any cause except a severed spinal cord (a Clone Grown spell will have to be combined with this to cure that condition).

Superglue (26) [Range 30']

This is an amplified and concentrated Glue You. The victim cannot move at all for one turn; but is subject to normal time events (he can be moved, hurt, etc.).

Swerve-a-Curve (22) [Range 100']

Will cause a wind whistle to curve back upon the caster.

Wall of Fire (26)

Puts a sheet of flame up between caster and foes. Will deliver caster's IQ times his level to anyone walking through the wall, unless the person is immune to fire.

Wall of Gloom (12)

This conforms to the standards for all Wall spells. Within the wall area there is total darkness; those entering must make an level 6 Intelligence saving roll or panic and flee.

Wall of Ice (26)

Places a wall of ice between caster and foes. Will take caster's as IQ times his level in hits to breach.

Wall of Iron (23)

Places a wall of iron between caster and foes. Impassable unless one can melt or warp iron.

Wall of Light (22)

This conforms to the standards for all Wall spells. The Wall glows very brightly, illuminating the area within fifty feet. Anyone entering must take heat damage equal to the caster's IQ and make an L3 LK SR or be blinded for d6 turns.

Wall of Thorns (14)

Puts a wall of thorns up between caster and foe. It can be cut or burned down, but anyone walking through it must make a LK saving roll at the caster's level to avoid falling asleep for 1-6 days.

Wall of Stone (20)

Places an impassable wall of stone up between caster and foes. Must be chopped through to avoid.

Wall of Water (12)

This conforms to the standard rules for Wall spells. It is just a wall of ordinary water. (Drinking it will do no good, any water removed from the wall area disappears. It does, however, make a heck of a swimming pool.)

Wall of Wind (18)

This conforms to the standard rules for Wall spells. Within the wall's volume, the air is hurtling around at hurricane velocity. Anyone entering it must make a Strength saving roll at the caster's level or be hurled back (damage = ½ the caster's level in dice).

Wall of Wood (16)

This conforms to all the standards for Wall spells; this one is made of foot-thick oak beams.

* * *

All the Wall Spells are immobile once created. All appear at the immediate distance of the magicker's reach (i.e. the end of his fingertips or staff). Can only be formed in the shape of a regular geometric solid, such as a rectangle or square. Can be dispelled, but if not the wall will disappear after 1 day. Its size cannot surpass 1000 cubic feet.

LEVEL 7:

Requires minimum IQ 22, DEX 14. Cost 3,000 g.p. each.

Brain Strain (24)

Causes permanent insanity. The nature of the insanity -- subtle disorientation to raging lunacy -- is up to the GM, but the experience difference between caster & victim should be taken into account. A 15th level Wizard should be able to induce any desired type of insanity in a 1st level Warrior.

Bread & Water (15)

Suppresses a person's need for food & water for up to three days, after which the lack will have to be made up.

Darkmeld (15)

The caster becomes a part of the night or deep shadow. They are nearly invisible when motionless and only silver or enchanted weapons can strike them (however, a successful Medusa spell on a person in this state will still kill them). The effect is dispelled by any strong light. Lasts one turn.

Forge-ery (10 per 1 Hit repaired)

Repairs damage done to metal armor or weapons. Over 50% of the original material must be present for the spell to work.

Exchange (30)

This spell transmutes precious metals (including coins) into gems and vice versa. The total value in the exchange cannot exceed the caster's (IQ $\times$ 1000) in gp; no value is lost in the exchange. The gems thus created will be uncut and unexceptional, of random types, weighing a hundredth of what the metal weighed (roughly). The reverse process will create the equivalent value in (roll 1d6):

1 gold dust

2-3 gold nuggets

4-5 silver nuggets

6 gold coins

Icicle (20) [Range 100']

Hurls a spear-like icicle into one target. Damage only equals the caster's Intelligence, but anyone taking hits must make a Luck saving roll at the caster's level or lose half their Dexterity (due to chills) for one turn. Higher levels increase the number of icicles -- which may be thrown separately, at different targets, or all at once.

Jemnose (20)

Allows the caster to smell the scent of precious gems for one turn.

Invisible Wall (27) [Range 50']

Allows you to erect a force field from floor to ceiling that nothing but higher level magic can penetrate. Cannot be moved once created, nor shaped to specifications.

Mist (20)

The caster turns into steam -- it lasts three (ten minute) turns or until dispelled, or dismissed by the caster. Use with caution; you have no voluntary movement in this form, you are at the mercy of the winds (and temperature).

Nobody Home (25)

To any mystic or psychic probes, the caster's mind will appear as "not there;" a complete blank. His mind cannot be read or even detected. Lasts one hour or until dispelled, or dismissed by the caster.

Older (25) [Range 25']

Adds five years to the age of one person or object (living beings are allowed an level 3 Luck saving roll; objects get no saving roll).

Open Sesame (15)

Creates an opening in a physical barrier about five feet across. The depth/length of the passage may be up to the caster's level in feet. If the barrier is thicker than that, the spell fails completely. Will last for one hour unless dispelled.

Rubble Crumble (25) [Range 100']

Causes stone to slowly crumble into dust at the rate of 100 cubic feet per round for one turn (total volume = 8 foot cube). Will not work on magical stone (golems, medusa victims, Walls of, etc.).

Speedy Me (25)

Elevates the caster's (or another's) time factor by six. The person operates six times faster, thus "disappearing" to normal time perception (beings in normal time will be unable to see them, although they might sense their smell or psychic presence). They react to gravity, mass, etc., in a way that is "normal" to their perception (thus they would fall six times faster but still take normal damage for the distance fallen). Small objects held in their hand would share their time factor, but living beings would not. This spell, therefore, is worthless for combat, as a speeded warrior is unable to do real damage to normal time people (although he might steal their swords).

Speedy Them (25)

Reduces the caster's (or another's) time factor by six. They "disappear" to normal time perception and experience 10 minutes of time while the world goes through one hour. They may see stationary objects and people, but someone moving at walking speed would be invisible to the slowed person. Use with caution, as collisions with unseen horses, etc., can be very dangerous.

Wind Whistle (14) [Range 100']

Calls up a breeze with a speed up to 10 m.p.h., lasts 1 turn. Higher levels increase velocity of wind or duration (not both). Caster must specify wind direction while casting the spell. Opposing winds of equal velocity will cancel each other; a stiffer breeze will be partially negated by a lesser one but not completely nullified.

You Will Talk (25)

Endows an inanimate object with a mouth and the power of speech for 3 turns. The apparent intelligence of the object will be very rudimentary, but depending upon GM's determination, effective IQ will actually increase with fine workmanship and greater age of the object (e.g., a cheap, new leather belt will be a useless dimwit, but a finely wrought antique chair may be very erudite).

Zappathingum (24)

Enchants any weapon to 3 times normal effectiveness. Lasts 1-6 hours.

LEVEL 8:

Requires minimum IQ 24, DEX 15. Cost 3,500 g.p. each.

Alas, Poor Stiff (24)

Allows the caster to speak with a dead person; the corpse or at least a skull must be present. This does not actually recall the spirit, but merely reactivates the memory & consciousness lying dormant in the remains. Lasts for one round (2 minutes).

Armor of Flame (35)

Swaths the caster's entire body in flames. This has all the same effects as the Hell Gloves spell. It also does 6 dice damage if grappling or being grappled. It also heats up any melee weapon used against the caster by 20°F per round. Lasts one turn.

Early Grave (30) [Range 30']

For all practical purposes, the victim of this spell will appear to nature (and non-intelligent creatures) to be dead. Scavengers may attempt to eat him as he sleeps, and worst of all he will actually begin to decompose -- losing one point of Constitution each day. Also, no healing of any wounds is possible except by magic. There is no save and the effect is permanent, although it may be removed like any curse.

Head Shrink (30)

Will cure all insanity, except that from a divine cause.

Mutatum Mutandis (24)

Enables you to change yourself into any other form of being/creature with a MR no higher than your combined prime attributes. Gives you all the powers and abilities of that creature. Only lasts 1-6 turns at user's option, at which time creature returns to original shape before the enchantment. Any hits taken to 'Monster Rating' must be taken proportionately on original constitution.

Sun Screen (35)

A solar eclipse affecting the area within one mile of the caster; lasts one hour. Higher levels double the radius.

Twister (35) [Range 100']

Creates a small cyclone under the direction of the caster; anything weighing less than $(100 \times \text{caster's IQ})$ will be picked up & thrown around. Lasts two rounds and can move at up to 40 feet per round.

Zapparmor (30)

Enchants any armor or shield to 3 times normal protection. Lasts 1-6 hours.

Zombie Zonk (36)

Creates zombies from corpses by doubling their STR and CON or MR. Lasts for 5 turns (50 minutes). The zombies die if their master dies.

Rippin' Stitchin' (20) [Range 60']

Will cause all wounds received (and previously healed) in the past 24 hours to instantly re-open.

Statuesque (20)

Allows the caster to petrify himself. He retains vision & hearing and may cancel the spell at any time. Lasts one hour.

Water Spout (35) [Range 300']

Creates a water twister that moves at the caster's direction (up to 40' per round); lasts for two rounds. It will destroy small boats and swamp larger ones, and pick up & hurl about any object weighing less than $(\text{IQ} \times 100)$ pounds. This spell works only at sea or within 300 feet of a large lake or sea.

LEVEL 9:

Requires minimum IQ 26, DEX 16. Cost 4,000 g.p. each.

Cube You (25) [Range 50']

Entraps one man-sized victim in a cube of solid ice. The cube takes (caster's Intelligence $\times$ level) points of damage to smash. Meanwhile, the victim is subject to the normal effects of freezing and suffocation.

Death Spell #9 (40) [Range 100']

Kills the target if it cannot make a 9th level luck saving roll.

Diabolic Pet (35)

Summons up a familiar that will serve the caster for 1 die years or until banished. It is almost always an Imp, with an MR no higher than the caster's Intelligence. In addition to their regular abilities, they can also function as a Deluxe Staff for their wizard (although they cannot remember spells requiring a higher IQ than they possess). They must feed daily upon the wizard's blood. [Caution: familiar or not, these creatures are still servants of Hell.]

Earth Merge (25)

The caster merges with the ground and may move through it at walking pace; even through solid rock. Lasts for one turn or until the caster "surfaces."

Fall of Light (30) [Range 100']

This spell works only under direct, unobscured sunlight. It causes a shaft of greatly magnified sunlight to fall upon a

five foot radius area. All flammables will catch fire and the heat damage to all in the area equals the caster's Intelligence $\times 10$.

Fire Portal (25)

Allows the caster to step into one fire and out of another up to five miles away.

Ice Merge (22)

The caster can become one with a body of ice and move through it at walking speed. Lasts three (ten minute) turns, or until the caster leaves the ice.

Living Dead (40)

This functions exactly like Zombie Zonk, except that the zombies created will last indefinitely.

Medusa (30) [Range 40']

Turns flesh to unliving stone.

Mutatum Mutandorum (26) [Range 20']

Enables you to change others into any form with a monster rating no higher than combined prime attributes (as much lower as you wish but not less than 5). Lasts 1-6 turns (caster's option), whereupon being reverts to original form. Any hits taken on MR must be taken proportionately on original CON.

Pygmalion (28) [Range 40']

Changes stone beings, statues, etc. to living flesh. GM should determine attributes for such, according to the Peters-McAllister chart or Monster Table, if possible.

Seance (25)

Recalls the ghost of a deceased person if the spirit resides in the Asphodel Fields (not Tarterus or Elysium) [note: in other worlds, this translates to a limitation of only being able to call spirits that are in limbo, not those who have been raised to Heaven or cast into Hell]. A particular person may be specified, or a random ghost will come. A cup of blood must be ready for the ghost to consume; it will then converse for up to one hour (the ghost merely refuses to come if there is no blood; these are shades only, with no substance or powers).

Watch Stop (40) [Range 50']

This prevents the target from experiencing any time (and therefore, change) at all. They can be moved like a statue, but their posture, etc., will not change, and they are totally invulnerable as the state of their bodies cannot be altered (as by stabbing or crushing). Lasts one turn.

Water Way (20)

Allows the caster to merge with a body of water and move along within it at a rapid (up to 40 mph) speed. Lasts one hour or until the caster exits the water.

Weather Master (30)

The caster may do one of two things: (a) Control what extant weather there is (rain, wind, lightning, etc.) in a limited way for two turns; or (b) command what the weather will be like on the following day (must not be too unseasonal).

LEVEL 10:

Requires minimum IQ 29, DEX 17. Cost 4,500 g.p. each.

Blow me to.. (28)

Teleports you and a weight of up to 2000 units to any specific place you wish to go. Range limited to world you're on.

Dry Up! (30) [Range 100']

Completely dehydrates one victim (man-sized or smaller); Strength immediately drops to one, and the victim must receive at least one quart of water for each of the next four hours or will perish. Higher levels double either the size or number of victims allowed.

Life Spell #10 (60) [Range 100']

The caster must make a 9th level saving roll on Luck. If successful, this spell reverses Death Spell #9. The caster of the Death Spell #9 then has to make his 10th level saving roll on Luck to keep from dying.

Ground Grip (35)

The caster becomes "rooted" to the earth and cannot be moved; lasts for one hour or until dismissed by the caster. However, the caster also becomes of the same consistency as the ground he is standing on; use with caution.

Hellbomb Bursts (36) [Range 150']

Disintegrates up to 100 cubic feet of anything.

Hollow Vision (50) [Range 100']

Like Mirage spell, creates hallucination. Permits movement, auditory senses to be included. Touch will determine unrealness, but will not cause the vision to vanish. Lasts up to 5 turns.

Stone Mold (30)

The caster may shape stone as if it were soft clay (does not work on magical stone). Lasts for one hour.

Smaller Is Smarter (33) [Range 50']

Decreases size and value of any creature or object. Roll 1 die and add 1, then divide current attributes by that number. If a being with Prime Attributes is being decreased, only divide his or her ST, CON, and size. May not be used cumulatively. Lasts 1 day only.

Weakling (35) [Range 25']

When cast, your foe's total attack is divided by three.

LEVEL 11:

Requires minimum IQ 30, DEX 18. Cost 5000 g.p. each.

Bigger is Better (33) [Range 50']

Enlarges any creature. Roll one dice and add one. Use that number to multiply the MR or STR and CON of the creature. The effect lasts for one day.

Blink (30)

The caster disappears and reappears in the same spot six seconds later. (If another person is now standing there, he will be pushed aside with great force.) You are actually hurling yourself into the future, but maintaining the same "coordinates." This spell can theoretically be cast at higher levels, but it can be suicide to do so. The longer you "hurl," the wider your frame of reference for your coordinates will become. Thus instead of being positioned relative to the ground at your feet, you may be positioned relative to the mass of the world (regardless of how it has rotated or moved in the meantime), or even relative to the ether (which may long since have swept past the world).

Blow You To... (35) [Range 10']

Allows you to teleport one other person plus a weight of up to 2000 units to any place you specify. If the character does not wish to go, he or she should try to make a Saving Roll on IQ; determine the level of the roll by the difference between the victim's level and that of the caster. (Example: a 12th level magician tries to Blow Away a 4th level character; to prevent this, the 4th level character must make an 8th level roll.) If the victim consents to being sent, no roll is required. Range limited to the world you are on.

Clone Grown (40)

Limb regeneration. The stump must not have been cauterized, and the spell must be cast within three days of the severing. The limb will require 10 days to fully regrow.

Ghostly Going (45)

Astral projection a la Dr. Strange: Leave your body comatose behind you and roam in an immaterial form, still able to cast spells.

Shadow Valet (40)

This calls forth a harmless, invisible spirit that can perform all butler and cook functions for the caster for one full day.

Spontaneous Combustion (40) [Range 80']

Cause one victim to burst into flames and be instantly reduced to ashes. The target is allowed a SR on IQ at (the caster's level minus their level); if they succeed, they still take damage equal to the caster's IQ and their clothing is on fire.

Stars Out (40)

Eclipses all starlight and moonlight within one mile of the caster; lasts one hour. Higher levels double the radius.

Holy Hell (45)

Traps anyone using a Ghostly Going in the wall or door they try to pass through.

LEVEL 12:

Requires minimum IQ 33, DEX 19. Cost 5,500 g.p. each.

Circle of Binding (35)

Create a circle on the ground which will contain any ghosts, demons, undead, etc. that may be lured or conjured into it. Only spirits with an MR greater than (caster's Intelligence $\times$ Level) may break free. Lasts one hour.

Instant Burial (28) [Range 50']

The ground will open up beneath one target (of up to ogre size), swallow him and slam shut. Damage done depends on the ground consistency, but usually runs 20 to 120, not to mention suffocation. Higher levels double the number or size of targets.

Head Gauge (40) [Range 100']

Reveals to the caster the deepest thoughts and inmost motivations of one target. It will reveal demonic possession, psychic control, mental illness, etc.

Limbo Trip (40) [Range 50']

Casts one victim into a dimension (plane) of absolute sensory deprivation. Roll 2 dice; on a snake-eyes, he is consumed by the unknown monsters there. Otherwise, he will return to the same spot three turns (30 minutes) later. If he fails an level 1 Intelligence saving roll, he will have been driven stark staring looney by the experience. Even the sturdiest of persons usually return screaming and take several minutes to recover.

Nefarious necromancy (60) [Range 150']

Temporarily restores the dead to life. A person brought back to life this way lives for as many turns as the restorer's Luck rating.

Return Ye (75)

Returns your body and possessions to your stable. Triggered must be specified (possibilities include: moment of death, 1 hour, first attack, etc.)

Seek Ye (30) [Range 50']

May be used to force any sentient being to go on a quest at the wizard's command. GM must agree that the quest is a reasonable one and fulfillable within the conditions specified.

World Goes By (45)

Reduces the caster's (or another's) time factor by 72. See Speedy Them for the basic effects. The person will experience only 10 minutes of subjective time while the world goes through 12 hours. A person under this spell must be moved very carefully; if, for example, you straightened out their arm, their muscles might not be able to keep up with such "rapid" motion and the tendons could snap.

World Stop (45)

Increases the caster's (or another's) time factor by 72. See Speedy Me for the basic effects. The speeded person will live through 12 hours of time in only 10 minutes; to their perception the entire world has stopped dead still. However, at this level the isolation of the altered time factor is a bit blurry & imperfect. Rapid movement can actually cause windburn; hitting something hard can demolish your hand (because it was moving at several hundred mph); and it can take quite a "long" time to open a large door (the fraction of a second it takes to overcome the door's inertia).

White Out (40)

A blinding blizzard springs up, covering the area within 100 feet of the caster. All within (except the caster) must make an level 3 Constitution saving roll or lose three Dexterity per round to the freezing cold; Lasts one full turn. Higher levels double the radius or the duration.

LEVEL 13:

Requires minimum IQ 34, DEX 20. Cost 6,000 g.p. each.

Aurora (40)

The caster gains a prismatic aura, all seeing it must make an level 3 Luck saving roll or be dazzled (halve their combat rolls, double their SR levels, etc.). The caster is immune to spells cast be dazzled opponents and does touch damage equal to Charisma $\times$ 1d6. Lasts one round.

Brain Repair (45)

Heals points of IQ lost due to illness, injury, magic, poison, or monsters. Will restore all lost IQ, but not to a higher total than the caster's IQ.

Door #13 (75)

Opens a portal to another plane. (There are no known limits to this spell, except that the other plane must be personally known to the caster. So to open a door to Tarterus, you must first have traveled to Tarterus and returned.)

Fire Storm (55)

A circular wave of raging flames spreads outward from the caster to a radius of 50 feet, doing (Intelligence $\times$ caster's Level) damage and igniting everything that might conceivably burn. Higher levels double the damage or the radius.

Ghost Glue (60)

Temporarily binds a ghost (or the stolen spirit of a living person) into an object. The victim retains consciousness, but cannot employ or exhibit any powers. Lasts one week (but can be made (semi)permanent by the Some Enchanted Item spell).

Invisible Fiend (50)

Invokes a demonic fiend with a MR equal to your combined Prime Attributes + 25. Fights with poisoned teeth and claws unless given a weapon. If the Fiend gets any hits on a character, roll 1 die for every 10 points of CON; the result is the number of turns the character has to obtain a Too-Bad Toxin before dying. The GM should 'play' the Fiend as devious, treacherous, and double-dealing. Tasks set for an Invisible Fiend should always include blood-letting. Each time the Fiend completes a task, its master must make a 13th level SR on CHR to avoid attack. If the SR is made, its master can send it away or set another task.

Mole Hole (50)

Cast a hole large enough to walk through in a Force Shield on a roll of 1 or 2 on a 1d6 or an Invisible Wall as long as that wall was cast at 13th level or lower.

Summon Ice Demon (70)

Summons one Ice Demon that will serve for 1d6 hours. (Refer to Demonology School.) Roll a die for which type you get:

1-3 Class I

4-5 Class II

6 Class III

{NOTE: until (if ever) I get the demonology school posted on this site, use an ordinary demon made of ice with an MR of $2d6 \times 20$ }

Summon Kobolds (45)

Kobolds are minor earth elementals and usually have MR's well below 10. The number appearing (popping out of the ground) will have a total MR not more than the caster's CHA. They will obey the caster's commands for one turn, after which they will return to the ground or seek revenge for being commanded to do something really stupid.

Wizard Speech (90) [Range 100']

The Universal Translator. Spell allows whoever it is cast upon to understand, and be understood in, all the High and Low Languages. Lasts 6 turns.

LEVEL 14:

Requires minimum IQ 36, DEX 21. Cost 6,500 g.p. each.

Cast Ye Out! (60)

Drives a possessing demon out of its victim (it may then be free to possess another, or attack, etc.). If the demon's MR exceeds the caster's total attributes, or if its Intelligence is greater than the caster's, it will pass from the victim and possess the caster! (That's what higher casting levels are for, they double the above limits.)

Force Shield (42) [Range 100']

Wall of colored light that cannot be penetrated by any lower-level magic or weapons. Wizard can shape and move the Force Shield. If a being trapped behind or within one can make a 14th level Saving Roll on ST or IQ (GM's choice), he or she can shatter it.

Master of Corruption (50) [Range 100']

The caster can control all ordinary forms of undead, so long as the individual Intelligence does not exceed his own, and the total MR does not exceed (caster's Level $\times$ (IQ + CHA)). Lasts 12 hours.

LEVEL 15:

Requires minimum IQ 38, DEX 22. Cost 7,000 g.p. each.

Air, Earth, Fire and Water (42)

Allows you to conjure an elemental to use as a servant for 5 turns. Its MR will equal the total of your attributes, times two. Elementals can be fought, but can be easily nullified by sending the opposite type against it (fire vs. water, earth vs. air).

Demon Binding (85)

Permanently binds a demon into an enchanted object; it adds the demon's powers to that object, and the caster can then utilize any of the demon's mystic powers through the object. (Example: an ordinary demon is bound into a sword -- the sword gets normal dice, but the regular adds are replaced by the demon's adds, and its attacks are magical.) The demon's proper name must be known and used in the spell. The victim demon's Intelligence may not exceed the caster's, nor may its MR exceed the caster's (Level $\times$ Intelligence).

LEVEL 16:

Requires minimum IQ 40, DEX 23. Cost 7,500 g.p. each.

Anti-Magic Spell (65) [Range 500' max]

Can be used selectively to negate and cancel any lower level magic in the wizard's area of view. Lasts 3 turns once set in motion.

Exorcism (MR of Being) [Range 150']

The caster may use this spell to negate the power of the Undead. It will dissipate ghosts, slay vampires, withdraw the power of movement from zombies, etc. Works only on undead forms, however. MR should not be revealed prior to spell's use.

Greater Elements (68)

Conjures up a greater Elemental-- it will serve for one turn or one task. It will have an MR of (caster's Intelligence × Level) and have mystic powers to control its element as appropriate.

LEVEL 17:

Requires minimum IQ 42, DEX 24. Cost 7,000 g.p. each.

Banishing (150) [Range 500']

Returns demons, invisible fiends, imps and the like back where they came from. The Banishing must be at the level of the person who originally summoned the demon, to be effective.

Delux Staff (special)

This is a spell you can't do, folks. You may buy deluxe staves from the Guild (5000 GP), but they are made by a small, very secretive clan of wizards who like their privacy. There is no such thing as "deluxe staff material" for weapons or armor.

Demon Calling (120)

As per the Summoning spell, but if the caster makes an Intelligence saving roll, he may specify the type of demon summoned. The level of the saving roll is based on the desired demon's class or level number if it has one, or equals the average MR/20.

Summoning (100)

Summons a demon with a MR equal to the magician's combined ST, LK, IQ and CHR. If the demon is used simply as a monster, the MR will suffice. If he is used as a character, however, the MR should be distributed among 6 attributes. A demon's form must be specified upon the Summoning, and if he is asked to change form the spell will be broken and the demon will be released. Demons will serve from 1-6 hours (roll 1 die). Demons know and can cast any spell their IQ, DEX and ST will permit them to, but they suffer the same ST loss as a wizard for doing so; however, they recuperate ST at 10/turn.

LEVEL 18:

Requires minimum IQ 44, DEX 25. Cost 8,000 g.p. each.

Demon Dumping (165)

A more powerful form of Banishing. It will dismiss any demon whose Intelligence is not greater than the caster's, or whose MR is not greater than the caster's (Intelligence × Level). Bound demons must first be freed in order to be dismissed.

LEVEL 19:

Requires minimum IQ 46, DEX 26. Cost 9,000 g.p. each.

Soul Snatch (150)

Steals the spirit of one victim (must be within line of sight; or may be up to one mile away if the caster possesses a lock of hair or such). Unless imprisoned or bound, the spirit is immediately free to seek out its body again. If the soul is gone for 21 days, the body will die.

* * *

There are other spells available to the creatures of the world, but those listed above will allow you to work through the adventures the best. As a Game master you should feel free to create spells on your own.

Special Monster Magic

Certain types of monsters have their own magical powers, sometimes analogous to and sometimes completely different from the human magic previously discussed. These spells may not be used by any other type of monster or by humans - except, possibly, if they were used by a monster carrying a deluxe staff, which would then learn the

spell, and could enable any subsequent owner to use it.

DEMONS At a Mystic cost of 15, demons can put Bat Wings on any monster or human. These wings last for 3 turns and allow the wearer to fly. Demons can also use all human magic up to and including fourth level.

DRAGONS, WORMS, & WYVERNS Although not usually magic-users themselves, dragons and their relatives possess a tremendously high IQ, which endows them with a great understanding of sorcery. They are immune to any spell cast by a character of an IQ lower than their own, and can, if they wish, negate any spell cast by such a character merely by touching the enchanted object.

GOBLINS Darkest Hour: This spell drains light from any natural source except the sun. The cost is two Mystic units each turn the light is quenched. Furthermore, the goblin casting the spell will glow with the drained light for one turn after he ceases to cast the spell.

GREMLINS Finagle's Demons: Causes anything in the vicinity that can go wrong to do so, in favor of the gremlin and his friends. The GM will determine what happens, but players are free to make suggestions. A gremlin may only use this spell once per adventure. The cost is five Mystic units.

Brimstone Blip: A teleport spell, worth five feet in distance for each IQ point the gremlin uses to generate it. Costs no Mystic but diminishes IQ of gremlin for the rest of the adventure, as each point used to generate distance is temporarily lost.

OGRES Wise Disguise: Lets ogre disguise himself or any other living thing in any human, animal, or monstrous form. The cost is ten Mystic units for each individual so disguised. The spell will last as long as the ogre remembers to say, in a voice audible to the spirits (i.e., the GM), "wise disguise" every three turns. This spell will not fool any character with an IQ higher than that of the ogre.

TROLLS Ole Stonewall: Creates a stone wall, raised out of the earth or any other available solid, containing 100 times the troll's strength in cubic feet of granite. This wall will appear anywhere within fifty feet of the troll, and its creation will halve the troll's Mystic permanently.

Rock-a-bye-bye: If a character's strength, luck, and IQ total less than the troll's, this spell turns them to stone. However, should the troll attempt to use it on a character with higher totals than his own, he himself will turn to stone. This petrification is permanent in the case of other victims; if the troll is stoned by his own backlash, he will recover at midnight. This spell costs 15 Mystic points and has a range of 20 feet.

Reconstr-yuch-tion: Has the same effect as a human slush-yuch spell. Cost to a troll is 10 Mystic points.

VAMPIRES Oh boy, obey: Saps the will of any human or other manlike creature whose total IQ, strength, and dexterity is less than the vampire's. The vampire may use this spell on only one character per turn, but anyone so enchanted will remain enslaved until the death of the vampire. (A Curses Foiled spell will nullify it, though.) Vampires unlucky or unwise enough to try this spell on characters with higher totals than their own will become the slaves of their intended victims. Costs 10 Mystic points.

Going Batty: Lets vampire turn into a gigantic bat, which can fly at normal flying speed but cannot fight. However, the bat can speak and cast its spells. If a vampire is attacked while in bat form, it takes only half the hits that it would otherwise, because it is so hard to hit. The vampire may reverse this spell at will, but may not use it again until the next night. This spell costs the vampire ten Mystic points.

Ha, Ha, Ya Mist Me: Turns vampire into a patch of mist, which cannot speak, fight, or be harmed in any way except by sunlight which kills the vampire. It travels at normal walking pace, and is not blown by the wind. This spell may not be used more than once per night, and always lasts for as many turns as the vampire specifies when he casts the spell - no changes either way. Cost: 5 Mystic points.

VIII. ET CETERA

Provisions and Supplies

Beast-type monsters bring no supplies or provisions on a raid into human territory - just their own natural abilities. Humanoid monsters are assumed to have outfitted themselves with any equipment they wanted before starting the expedition. Thus, if you are playing a troll, it is perfectly all right to wear plate armor and carry a troll-sized (18 dice) poleax. Your character will be rather slow and clumsy, but tougher than the world.

Then, too, your monsters (especially humans or those who can pass for humans) can always steal or (horrors) buy any extra equipment they need once they enter human territory. Note that not every game needs to be a ravaging attack. There is plenty of room for cunning and sophistication, especially on the part of vampires, witches, warlocks, shadowjacks, dark elves, and any other monsters that can enter a human dwelling unobtrusively.

While monsters are allowed almost unlimited food, clothing, and weaponry, they may NOT bring any magic except their own natural endowments. All characters must start as first level monsters and work their way up (down?) It is definitely not cricket for monsters to bring up a wagonload of magical artifacts invented for the occasion in order to further terrorize their hapless human victims.

Treasure Generation Tables

Marauding monsters (those with pockets, anyway) may wish to loot their victims. However, the GM may not want to figure out in advance what every single human is carrying - especially those created by the Wandering Enemy dice. The tables below can be used to generate small "treasures" as needed.

GMs should use their discretion as to choice of tables. A peasant would have at best a Type 1 loot; a fighter might have Type 2. A fat merchant would have Type 3, and probably a few Type 3 hoards in his house. No magical items are included here as they should be rare. GMs should work out in advance what items their wizards are carrying. For larger treasures, GMs may multiply the above tables by a suitable number, or use the more detailed Treasure Generation Table in Tunnels A Trolls.

Remember, 1 gold piece = 10 silver pieces = 100 copper. All coins weigh the same, 1 g.p. Jewels usually weigh no more than 1 g.p. unless they are large or fashioned in statuettes or such.

Table 1

Die Roll	Treasure
1-2	nothing
3-5	c.p.
6	s.p.

Roll 1 die for number of coins.

Table 2

Die Roll	Treasure
1	c.p.
2-3	s.p.
4-5	g. p.
6	1 jewel

Roll 2 dice for number of coins. Roll 3 dice for the value (in g.p.) of the jewel.

Table 3

Die Roll	Treasure
1	s.p.

2-5 g.p.
 6 jewels
 Roll 3 dice for number
 of coins, or 1 die for
 number of jewels. Roll
 3 dice for value of each
 jewel.

The Last Word

The first edition of Monsters! Monsters! reflected the first editions of Tunnels and Trolls (naturally enough), but T&T has gone through four editions since it was first published several years ago, and it is undergoing an extensive and, hopefully, final re-editing as this is being typed (June 1979). This edition of M!M! is not the place to go into the complete range of explanations and elaboration's of which T&T is capable, but it is still necessary to give the gamer who is new to this system of role-playing a glimpse of some of the more common variations. The following sections on Missile Weapon Accuracy and Poisons have been included in this second edition of M!M! with this in mind.

Missile Weapon Accuracy (optional alternate system)

Although a chart of relative dexterity as an indicator of missile weapon accuracy (such as given on page 30) is a suitable solution of who can hit what, some of the Phoenix players have devised the following alternate system which is felt to reflect more accurately the characters' difficulties in hitting targets. The system relies on dexterity saving rolls of varying difficulty based on range (distance to target) and target size. It is considerably harder to hit the eye of a newt 100 yards away than it is to hit the side of a barn 2 yards away. The current system does not differentiate on either count.

There are four ranges, each which requires an increasingly high saving roll which should be based on dexterity:

	Distance	Saving Roll to Hit
	Pointblank 0-5 yds.	First Level
RANGE	Near 6-50 yds.	Second Level
	Far 51-100 yds.	Third Level
	Extreme 101+ yds.	Fourth Level

The saving rolls thus obtained are then modified by a multiplier based on the size of the target being shot at:

		Average Multiplier	Height	For example:
	Huge	x1	+12'	dragons, balrogs, giants, barns
TARGET	Large	x2	12' - 5'	ogres, men, trolls, goblins
SIZE	Small	x3	5' - 2'	hobbits, dwarves, wolves, children
	Very small	x4	2' - 4'	rabbits, rats, fairies
	Tiny	x5	less than 4"	eyes, coins

Thus if a character wishes to shoot at a giant standing just five yards away, he should have to make a 1st level saving roll on dexterity to hit it (pointblank range: first level saving roll; at a huge target: x1 = 1st level roll). If the target is an orc 5 yards away, a 2nd level saving roll is needed (pointblank range: 1st level roll; Large target: x2). On the other hand, to shoot a wolf 60 yards away, a 9th level saving roll is needed, and to shoot a coin off a ledge 130 yards away, the character first must have a weapon which fires that far, and then must make a 20th level saving roll on his dexterity. Note that there is always the possibility that even the best shot will miss (always need a minimum 5) and even at the longest odds, the poorest shot may hit (because doubles add and roll over). Target sizes should be handled with discretion, more by rule of thumb than exact numbers: a coiled snake presents a larger target than one slithering by.

Poisons

This section is included less as an elaboration than it is a clarification of comments made in the text of this booklet.

No poison will retain effectiveness in use more than 3 combat turns. If a poisoned dagger is used for 3 combat rounds, you will get only the weapon hits and no poison bonus on the fourth combat round.

In order for poison to be effective, you must be able to deliver it to your foe. Therefore, compute the combat round first, without altering the numbers to account for poison. If after this you've gotten no hits on the enemy, having a poisoned weapon won't account for anything. On the other hand, if you can get some hits, even a scratch, then poison will help tremendously. Therefore, include the poison bonus for the whole party in melee if you beat your foe(s) by even 1 point.

It is vital to note that certain situations promise the delivery of the poison. For example, poisoned missile weapons which hit their target will get the full bonus. If you are fighting at very close quarters (like Gil on pg. 25) or with a character/monster (say, a giant slug) without hands, armor, or considerable agility with which to dodge or parry, then the poisoned blades will be sure to do at least minimal damage (even if it is ordinarily not enough to cut the monster's constitution). In this case, the poison bonus should be added regardless.

The GM will have to control these situations for him or herself. In cases where the poison did not get enough hits to beat the monster's roll, but poison was definitely delivered, the GM may wish to let the poison have a delayed effect, or reduce the monster's constitution by the number of poison hits scored (much as magic is scored, even when the spellcaster is on the losing end of the fight.) Fair accounting for unusual circumstances can be worked out between the GM and the players.

Dragon venom is effective only when used on bladed weapons. When monsters eat food they have killed with poison, the GM is fully in rights to demand constitution hits, or at least a high saving roll on constitution to withstand the effects. Some monsters (dragons, especially) can be expected to be able to swallow their own poison and shrug it off.

All poisons are sold in vials containing 3 applications. Where one application can cover a large weapon, 24 arrows or bolts, or 2 daggers. Poisoned weapons must penetrate the foe's armor to be effective. When used as a weapon poison, poisons last for 3 combat rounds or until the weapon penetrates armor before wearing off once (whichever comes first).

Poison	Description	Weight	Cost
Curare	Doubles effectiveness of any edged weapon after penetrating armor.	1	100
Spider	Venom Does no extra damage. Instead will paralyze the victim within 3 combat rounds. The first combat round has no noticeable affect. The second combat round the victim is at half effectiveness. At the end of the third combat round the victim is paralyzed and helpless	1	150
Hellfire Juice	Half again effectiveness of any weapon (even blunt ones) after penetrating armor.	1	500
Dragon Venom	Quadruples effectiveness of any edged weapon after penetrating armor.	1	1000

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[This version of MONSTERS! MONSTERS!™ rules was scanned directly from the rule book by Khara_Khang. He's the most foul, cruel, and bad-tempered GM you ever set eyes on {subtext reads: takes bribes and flattery gracefully}. Also to all my faithful players at the Blue Frog Tavern Club (<http://clubs.yahoo.com/clubs/bluefrogtavern>), you know who you are... "May the Blue Frog Tavern be open forever!"]