

Tunnels & Trolls

Fourth Edition

Rules Re-boot



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INTRODUCTION

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

This booklet represents a condensed version of the basic rules of play - a selection of bits and pieces culled from editions 4 to 7 shuffled to taste, slightly different but still very much T&T.

This text assumes that you are familiar with role-playing games in general and T&T in particular. If you aren't consult your friendly internet.

A reminder: T&T is the creation of one Ken St. Andre¹ who continues to actively develop the game. It is presently in print (version 7.5) and more popular than ever before, with very good reason.

1.0 CHARACTER GENERATION

Before you can play, you must first build a character. There are six quick steps to creating your adventurer:

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

1.1 Step 1: Attributes

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

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

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

Dexterity (Dex): here we find the character's speed, adroitness and manual dexterity. Archers favour this attribute.

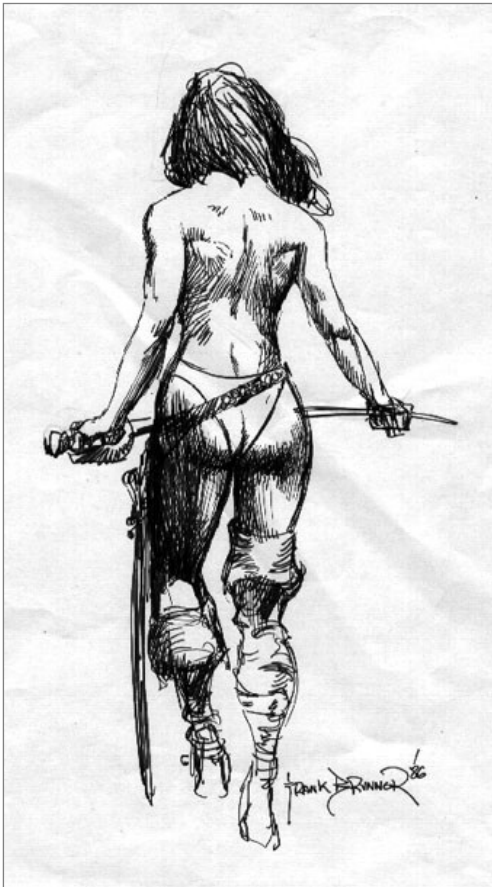
¹ Justifiably infamous.

Luck (LK): any character can benefit from a high luck score. It's always better to be lucky than unlucky. Of course real heroes make their own luck...

Constitution (Con): your character's general health, stamina and ability to soak up damage and keep on truckin'.

Intelligence (IQ): the mental acuity of your character; high intelligence is useful for spell casters, solving puzzles, finding evidence, asking the right questions, and so on.

Charisma (Chr): your character's personal magnetism, strength of will and sometimes the way he looks and carries himself. Charisma can be used to make an impassioned speech, make a sale, strike a bargain; it's also handy when casting spells.



1.2 Step 2: Character Type

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

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

- Basic protection rating of 1 (increasing by 1 point at level 3 and then by 1 point at every odd level thereafter).
- Weapon and armour use is limited only to Strength and Dexterity.
- Only warriors may use appropriate talents to increase their *combat total*.
- May use magical items but may not learn or cast magical spells.
- Begins play with 2d6 x 10 gold with which to purchase initial gear.
- Must have Strength 9 or better before applying a warrior Strength bonus.
- Key attribute: Strength.

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

- Begin with one, level 1 spell determined randomly.
- Can learn spells up to level 5 providing a teacher can be found and the character possesses sufficient Intelligence and Dexterity.
- Begins with 3d6 x 10 gold.
- Must have either Luck 9+ or Dexterity 9+.
- Begins play with a +2 talent bonus (if human).
- Key attribute Luck, choose a second key attribute if your character is human.

Random Rogue Spell

1. Crowd Shadow
2. Detect Magic
3. Lock Wise
4. Marsh Light
5. Sanctuary Sphere
6. Vorpall Blade



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

- Begin with all level 1 spells.
- Must have Strength equal to SN x 2 to use weapons larger than one-die and armour of any variety.
- *Does not* gain Adds for Strength.
- Begins with an ordinary staff and 1d6 x 10 gold.
- Roll '6' on one die to begin play with a level 1 casting focus.
- Must have Dexterity of 8 or more and Intelligence of 10 or more.
- Key attribute: Intelligence.

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

- Begin play with 3d6 x 20 gold ducats.
- Begins play with 2 basic-level talents.
- Key attribute: Charisma.

1.3 Step 3: Sample Non-human Kindred

Attribute	Dwarf	Elf	Hobbit	Orc	Troll
Strength	+ 4	+ 0	- 4	+ 5	+ 8
Dexterity	- 2	+ 4	+ 4	+ 0	- 3
Luck	- 1	+ 0	+ 2	- 1	+ 0
Constitution	+ 6	- 2	+ 3	+ 4	+ 8
Intelligence	+ 0	+ 1	+ 0	-1	- 2
Charisma	- 2	+ 2	+ 0	- 2	- 6

Note: non-humans apply the above modifiers to their rolled attributes, with the provision that ***no player character attribute can begin play at less than 3***. Should a modifier reduce the attribute to 2 or less, raise it to 3.

- With the exception of an elf choosing the rogue character type, non-humans do not begin play with a talent - they must wait until level 4 to acquire their first. Elf rogues begin with one talent but do not gain the +2 bonus.
- Non-human kindred don't receive the rogue's extra key attribute, they choose only one.
- All of the non-human kindred see well in near-dark conditions; elves and dwarves enjoy much longer life-spans than the average human. Orcs usually prefer the darkness suffering -1 to all activity when abroad during the day unless the orc has lived for an extended period in a *civilised* environment.
- Dwarf wizards may learn and cast the spell *arcane forge* once they achieve level 3.
- An unarmed troll fights with a MR equal to his Strength attribute. All troll player characters enjoy a one-point natural armour bonus.
- For ease of play, non-humans begin play knowing their racial tongue and the local human dialect.

1.4 Step 4: Derived Statistics and Additional Languages

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

Power: equal to Intelligence + 1 per point of Charisma over 12.

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

Missile Adds: Each point of Dexterity over 12 gains +2 missile adds; each point below 9 forfeits 2 adds. Missile adds increase the value of the character's combat roll when firing ranged weapons.

Combat and Missile Adds												
3	4	5	6	7	8	9 - 12	13	14	15	16	17	18
-6	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6
-12	-10	-8	-6	-4	-2	+0	+2	+4	+6	+8	+10	+12

Additional Languages: characters with high intelligence begin play with knowledge of more than just their native language; each 2 points of Intelligence over 12 grants one additional language. Use 3d6 on the following table:

3d6 Roll	Language (and those that use it)
3	Draconic (dragons and sentient reptilians)
4	Shrilling (a whistling code used by mariners) (3)
5	Signing (3)
6	Thieves' cant (members of the nefarious Guild of Vagabonds and Thieves)
7	Runic (written language only; favoured by the dwarves) (2)
8	Splintered (elves)
9	Kibble (dwarves and some devious trolls)
10	Small-talk (hobbits and the fey folk) (1)
11	Other human dialect (humans living in distant cities or tribes) (1)
12	Classical (the 'high tongue' of the well educated set)
13	Trade argot (merchants of all stripes)
14	Sly (orcs, goblins, ogres et cetera)
15	Rockgrumble (trolls, their kin and some cunning dwarves)
16	Feral (higher level animals; barks, snarls and roars that communicate feelings) (3)
17	Arcane (some Guild members)
18	Twitch (a curious and near-undetectable body language used by spies) (3)

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

(2) Intelligence 9+ required.

(3) No written form.

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

Literacy: all characters with Intelligence scores of 9 or more can read and write any language they know that has a written form. At Intelligence 9 literacy is basic, reading is slow and difficult; spelling and grammar are optional; quality improves with Intelligence.

Learning languages in play: once play begins, the character doesn't acquire a new language every time new Intelligence points are earned (or suddenly become literate). Instead, the player must explain how his character is attempting to learn the new language. This may include hiring a tutor, spending time with natives or studying in the Guild library. It usually takes months for an adult to grasp a new language (unless a suitable talent is available); it's more likely that adventurers would seek out a translator rather than go back to school...

1.5 Step 5: Talents

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

As long as the player can make a logical, interesting or amusing connection between his character's talent and the task currently being attempted, add + 5 to the relevant Saving Roll (effectively reducing the difficulty level by 1) or (in case of suitably talented warriors) the combat dice roll. Warriors with a combat talent enjoy a substantial bonus (+5 adds or Marksmanship), GMs should ensure that the player doesn't try to gain a Saving Roll benefit in too many non-combat situations.

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

Example: *Rynk is lost in the wilderness with an empty water skin and no food. The player recounts a tale of Rynk's adventures in the Kilaqi Saga (which turns out to be an epoch-making war of the Northern hemisphere) where he was forced to live on old rope and shield-rims for two months whilst his brigade awaited additional supplies. The GM likes the story and allows the use of the talent (at + 5) to make a Con Saving Roll to subsist on the land until he can find a settlement.*

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

New talents are gained at levels 4, 8, 12 etc. Alternatively, the player may choose to increase one existing talent by +3.

Optionally, the player need not select a talent for his character immediately; he may need to play the new character for a short while before adopting what will be a defining ability. Of course, the longer he takes to choose the talent, the longer he must wait to gain the +5 benefit!

1.5.1 Sample Talents

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

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

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

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

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

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

1.6 Step 6: Weapons, Armour and General Equipment

Players may choose the various items of combat and survival that the character can afford from the following lists.

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

1.6.2 Ranged Weapons	Dice	Cost	DN	SN
Bow, great	3	120	12	19
Bow, long	2 + 3	24	13	13
Bow, small	2	12	12	9
Crossbow (5)	3	45	8	12
Crossbow, hand (5)	1	60	14	5
Javelin (6)	1 + 1	4	9	9
Sling	1	2	11	3

(1) 2-handed weapons can be used with one hand if the character has 2 x DN and 3 x SN.

(2) Basket, hilt or guard counts as 1 point of armour if the DN requirement is met.

(3) Not intended for combat, will break on a roll of '1'.

(4) +1 when attacking undead creatures.

(5) Requires one complete combat turn to load.

(6) Can fire up to 3 per turn (requiring 3 separate rolls on the marksmanship table).

1.6.3 Ammunition	Cost
10 Arrows	2
10 Arrows, balanced (1)	30

10 Arrows, barbed (2)	12
Arrows, great (4)	8
10 Bolts	4
10 Bolts, hand crossbow	9
Arrow quiver or bolt case	2
Bag of shot (3)	1

(1) Increases marksmanship by +2.

(2) Increase damage by +2.

(3) A bag of sling shot stones will last one full session of play (at least).

(4) Can only be used with a great bow (normal arrows cannot be used with the great bow).

1.6.4 Shields	Prot.	Cost	DN	SN
Buckler	1	7	9	3
Spike (2)	1	28	9/11	9
Target	2	16	6	9
Tower (1)	3	30	4	11

(1) Protection is reduced to 1-point if slung on the back rather than used actively.

(2) A warrior with Dexterity 11 may use the shield's spike offensively adding 1 die to his combat total.

1.6.5 Armour	Prot.	Cost	DN	SN
Leather	2	12	na	3
Mail, chain	5	60	na	8
Mail, ring	3	35	na	6
Padding	1	5	na	3
Plate (Centurion)	8	300	na	14
Plate (Knightly)	10	1200	Na	17
Scale	6	190	na	10

KEY

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

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

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

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

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

1.6.6 General Equipment

Note that a **kit** is a portable collection of tools and consumables. It is easily carried and can be restocked for 20% or the original kit cost each month. If not restocked each 30 days the kit is useless.

A **shop** functions as a permanent kit; it is generally not portable but in some rare cases may be housed in a wagon. The cost of housing the shop is in addition to purchasing the shop.

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

1.6.7 Animal Attributes

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

Animal	Strength	Dexterity	Luck	Con	Intelligence	Charisma
Dog	1d6 + 2	9	14	7	5	11
Hawk	3	16	19	4	7	na
Horse	26	9	11	7	4	na
Mule	30	7	10	14	3	na

1.6.8 Item	Cost
Animal feed (usually grain of some sort; lasts 7 days)	1
Animal, dog	2
Animal, farm (goat, sheep, cow, bull etc.)	2-10
Animal, horse	150
Animal, hunting bird (hawk, kestrel etc.)	10
Animal, mule	12
Backpack (holds 10 items)	2
Bedroll	3s
Belt or harness	2s
Blanket, large	1s
Boots, fancy (multiply by 5 to 10 for increasing quality)	5
Boots, walking	2
Box, small wooden	6s
Building, cottage (4 rooms)	900
Building, shack (1 room)	100
Building, shop (4 - 6 rooms, possible second story)	1500+
Building, town house (8 rooms, 2 stories)	2000+
Candles (12, each burn for approximately one hour)	5c
Clothing, cold weather	7s
Clothing, common	1s
Clothing, fine (multiply by 5 to 10 for increasing quality)	3
Compass	5
Dice, one set	5c
Holy symbol	2-10
Inn, basic beverage (multiply by 5 to 10 for increasing quality)	5c
Inn, basic meal (multiply by 5 to 10 for increasing quality)	1s
Inn, basic room (multiply by 5 to 10 for increasing quality)	2
Jewellery, average	100
Jewellery, impressive (+1 Charisma when worn and visible) (1)	1000+
Jewellery, modest	10-20
Kit, alchemistical (vials, pestle and mortar etc.)	150
Kit, armour repair	50
Kit, boat repair	85
Kit, bow maintenance (required to use a bow over an extended period)	2
Kit, carpentry	9
Kit, climbing (hammer, pitons, belaying pins and rope)	5

Kit, clothing repair	1
Kit, fishing (+1 to catch fish)	2s
Kit, locksmith (+1 when picking locks)	20
Kit, medical (supplies for 7 days, doubles normal healing rate)	25
Kit, metal worker's	15
Kit, ship repair	250
Kit, weapon repair	12
Kit, writing (ink, sealing wax, etc. includes sealed box)	2
Lamp oil, flask (6 refills)	2
Lamp oil, skin (1 refill)	4s
Lantern (provides light for one hour, 30 ft. radius, 60 ft. beam)	5
Magical casting focus, level 1	1000
Magical power focus level 1	3000
Magnifying glass	6
Matches, dwarf-made (12 per box, almost impossible to blow out)	1
Mirror, steel (hand-sized)	5s
Money belt (concealed), holds 200 coins	1
Money purse, holds 50 coins	5s
Oilskin, large	7s
Parchment (12 sheets)	1
Playing cards (one deck)	2s
Provisions (7 days)	7s
Rope, hemp (per 10 ft.)	1s
Rope, silk (per 10-ft.)	1
Saddle and harness (includes all the miscellaneous riding gear you need)	7
Satchel (holds 5 items)	1
Sheath or scabbard, spare	1
Sheath or scabbard, with secret compartment	5
Shop (multiply the cost of the kit by 100g)	x 100
Snuff box	2
Spell Stone (each costs [1d6 x 5] x spell level)	See note
Telescope (4 x magnification)	50
Tinder box (flint, steel and tinder)	5c
Torch (provides light for 20 minutes over a 20 ft. radius)	2c
Trade goods, average	300
Trade goods, basic	100
Trade goods, luxurious or exotic (or both)	900
Wagon, large (6 passengers or 360 trade goods)	50
Wagon, small (4 passengers or 240 trade goods)	30
Water skin	5s

(1) An increase in Charisma from ostentatious jewellery applies only for Saving Roll purposes (power is not modified).

2.0 BASIC GAME RULES

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

2.1 Equipment Weight

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

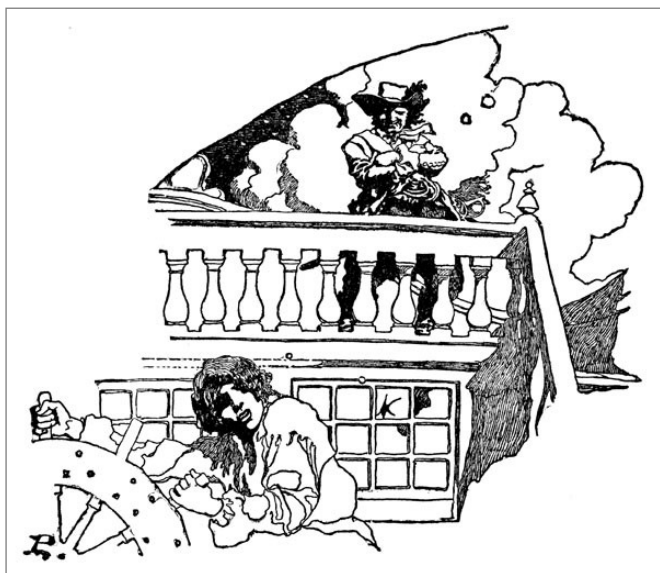
If the GM would really like to get a handle on how much a character can carry without slowing down play, assume that a typical hero can carry one item per point of Strength; assume that an 'item' equates to something that you could comfortably carry in one hand. The character himself weighs as many items as his Strength score.

A mule, donkey or riding horse can carry 4 times as much as man, oxen or giant lizards etc. can carry 6 times or more than a standard load.

2.2 Currency

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

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



Gold (g): ducats, crowns, skulls, eagles, imperials, swords.

Silver (s): shillings, guilders, eels, moons, arrows and so on.

Copper (c): pennies, pence, zlots, goblins and bolts.

Gold can be purchased from special sources in ingots with a value of 1000g.

2.3 Time and Movement

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

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

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

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

Movement in the encounter phase of play is handled with a view to the story's narrative. If the dwarf wants to scuttle over to the table and grab a healing potion whilst the melee unfolds around him, the GM either decides that this is or isn't possible, or calls for a Saving Roll to determine the outcome.

Travel over great distances is usually conducted by consulting a map, deciding on a route, planning for required food and equipment, hiring guides and so on. The GM has the final say on how long it takes to get from A to B and how many critters are encountered along the way. The getting from one place to another may be an epic adventure in and of itself.

2.4 Power

Spell casters use power to create magical effects. Initial power is equal to Intelligence + 1 per point of Charisma over 12. The use of special foci can increase available power and/or reduce the cost of casting spells.

- A character reduced to 4 or less power is greatly fatigued by his magical exertions and must make a level 1 Saving Roll on Strength or temporarily lose 1 to 6 (roll one die) points of Strength. The lost points recover normally at the rate of 1 point per 10 minutes of restful activity.
- A character reduced to zero power after casting a spell must make a level 3 Saving Roll on Constitution or pass out for 10 to 60 minutes (roll one die x 10 minutes).
- A spell caster may voluntarily cast a spell that pushes him into negative power points. The negative points are taken as damage points and the caster falls unconscious as described above.

2.5 Damage Points

A character can only suffer a number of damage points equal to his Constitution score. If that value is exceeded, the character passes out and will die within 2 minutes if medical attention is not forthcoming. Characters that suffer damage far in excess of their current Constitution may be instantly destroyed at the GM's discretion.

2.6 Structural Damage

Walls, doors, wagons and boats don't have a Constitution rating but they can be damaged and ultimately destroyed. The GM must determine how many *structure* points, an object has; a door may have 2-3, a section of wall or a tree may have 4-8, a small boat or wagon could have 10 whilst larger objects such as ships will have 20 or more. A huge vessel or mighty castle wall could easily have 40+ structure points.

A character with a suitable weapon (axe, mace or hammer) can cause structural damage with repeated blows; each 10 points of damage rolled with the weapon causes one point of structure damage. Characters may only apply combat adds for Strength when *attacking* structures. Specific high level spells (*decay* and *arcane forge*) can cause and repair structure damage.

2.7 Recovery

Characters and monsters are able to replenish their resources given enough time and somewhere safe to rest.

- Expended Strength is recovered at the rate of one point per combat turn of rest or full turn of non-stressful activity (Strength can be recovered whilst walking through a forest but not whilst engaged in a life-and-death battle).
- Characters that have suffered damage points equal to half, or more (round down) of their Constitution are considered *gravely wounded* and recover from *damage points* at the rate of 1 point per day of rest. The speed of recovery is doubled with medical attention. If the character has sustained wounds that don't amount to half his or her Constitution score, the damage is minor cuts and bruises and is recovered within 10 minutes of the battle where the damage was received.

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

- Power is regenerated at the rate of 1 point per full turn (10 minutes). The rate is doubled if the character is safe to sit and quietly meditate in comfort. Meditation is usually not possible during a bumpy wagon ride or a voyage in high seas.
- Monster rating points are restored at the rate of 4 points per day; 8 or more points with medical or magical attention. Of course, rather than track the misfortunes of his monsters, the GM may simply retire the wounded critter and replace it with a fresh, healthy one from the unlimited ranks at the GM's disposal!

Of course certain spells, *restoration* for example and magic items such as the *potion of healing* will increase the rate of recovery substantially.

2.8 Experience Points

As the characters adventure, they grow in power, becoming better, fighters and wizards in the process. Each full hour of gaming earns each surviving character 10 experience points. Up to 30-minutes of gaming is worth 5 points. For example: a session lasting 2 and a half hours would be worth 25 experience points.

The GM may choose to award up to 40 ad-hoc points per player per session for good ideas and role-play.

Gain a new level and the relevant bonuses at the experience point thresholds listed below.

Level	EP	Bonus Points	Key Points	Wizard	Rogue	Talent
1	0	+0	+0	1	1	First if human
2	60	+2		1	1	
3	120	+2	+1	2	1	
4	180	+2		2	2	New or +3
5	260	+2	+1	3	2	
6	340	+2		3	2	
7	420	+2	+1	4	3	New or +3
8	520	+2		4	3	
9	620	+2	+1	5	3	
10	720	+2	✳	5	3	

11	840	+2	+1	6	4	New or +3
12	960	+2		6	4	
13	1080	+2	+1	7	4	
14	1220	+2		7	4	
15	1360	+2	+1	7	5	New or +3
16	1500	+2		8	5	
17	1660	+2	+1	8	5	
18	1820	+2		8	5	
19	1980	+2	+1	8	5	New or +3
20	2160	+2	⚙	9	5	
21	2360	+2	+1	9	5	
22	2560	+2		9	5	
23	2760	+2	+1	9	5	New or +3
24	2980	+2		9+	5	
25	3220	+2	+1	9+	5	
26	3460	+2		9+	5	
27	3700	+2	+1	9+	5	New or +3
28	3960	+2		9+	5	
29	4220	+2	+1	9+	5	
30	4500	+2	⚙	9+	5	

KEY

Level: experience level of the character.

EP: the experience points required to obtain the level.

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

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

Wizard: the maximum spell level that a wizard of this level can learn and cast.

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

Talent: the character chooses a new talent at this level or adds a bonus of +3 to *one* existing talent. *Note that unarmoured warriors gain a bonus point of protection at each talent bonus level.*

⚙: the player may select an additional key attribute.

3.0 THE RULES OF ENGAGEMENT

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

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

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

3.1 Marksmanship Rating and Missile Fire

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

To hit a target at the indicated range, roll 2-dice and score the number quoted or greater. Particularly large targets are considered to be one range category closer whilst small targets are one category further away. Note that this roll is *not* a Saving Roll - DARO (see 5.0 Saving Rolls for details) does not apply.

If the target is successfully struck it takes damage equal to the weapon roll plus (or minus) the archer's missile adds.

3.1.1 Range and the Marksmanship Table

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

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

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

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

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

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

And finally, remember that combat is *simultaneous*; even if the archer were to hit and slay his target - that target would still get to make an attack or add his attack roll to his group's combat point total.

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

- If involved in melee combat or not yet fighting, the Saving Roll is based on Dexterity.
- If the character is also firing missiles, the Saving Roll is based on Luck.

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

3.1.2 The Sniper:² when an archer has time to prepare his firing position, line up his shot, check the wind and *aim*, the chance of a hit can be increased. For the well-taken shot, the player may trade missile adds for extra marksmanship points on a one-for-one basis.

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



3.2 Melee Combat

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

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

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

points of damage taken equal or exceed Constitution, the combatant is out of the action (and possibly dead).

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

² Sniper rules courtesy of Skulltossler, a frequent visitor to the Trollbridge boards.

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

Whether using single or group combat it is possible for both combat totals to be the same - in which case, there is no *winner* or *loser* and combat continues until one side is dead or fled.

3.2.1 Fighting with Two Weapons

A warrior or rogue may choose to forego a shield and use two weapons at once. The advantages are obvious - more dice; but the character must have the DN and SN scores to use both weapons (add the values).

Example: Konrak the Barbarian wants to battle goblin scum with a scimitar in each hand. A single scimitar requires Dexterity of 10 and Strength of 7. To fight with two requires Dexterity 20 and Strength 14. One day Konrak may achieve his dream, but not today, he's a first level wannabe with Strength 13 and Dexterity 10!

3.2.2 Off-Hand Fighting

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

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

3.2.3 Combat Stunts

A stunt is an activity that a combatant attempts *instead* of generating a combat total or loosing off a missile or spell. The activity generally calls for a Saving Roll after the character has carefully detailed his cunning ploy and how it should work out, to the GM.

Example: I remember one situation where a hobbit rogue thought he could use his boon companions to boost him up to the chandelier where he would selflessly shake it down to the ground killing or maiming the intolerably large number of orcs attacking the party. Once in the rigging so to speak, the hobbit realised that if he swung the chandelier a certain way, it would bring him very close to a window in the tower wall, Once through the window he would perform a swan dive into the moat and backstroke to freedom. A few startling Saving Rolls later, the hobbit was swimming with the best of 'em. Never trust a hobbit when he's about to pull off a cunning stunt.

3.2.4 Fatigue

It is possible that large battles, perhaps with new foes entering the fray from time to time, may last quite some time. The only thing that might win the day is a healthy serve of stamina. After five complete combat turns have passed, all non-monster rated characters lose 2 points from their combat roll (marksmanship is unaffected) for each round that the battle continues. It should be evident that there will quickly come a time when continuing the fight is counter-productive.

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

Optionally the GM may wish to reduce the rolls of monster-rated characters also, to give the delvers a chance to capture and ransom an important enemy.

3.2.5 General Damage to Armour and Weapons

At the end of each session in which one or more battles were fought, have each player attempt a level 1 Saving Roll on Luck. A failed roll results in 1 point of loss from the character's primary weapon, armour or shield (the player may choose which item is damaged).

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

3.2.6 Armour and Magical Damage

With the exception of the level 3 spell *arcane blast*, non-magical armour will provide its full protection value against magical damage.

3.2.7 Fleeing the battle:

Sometimes, you just need to get out of Dodge. To flee the scene of the battle, make your combat roll as normal and if you win or draw the turn, you manage to disengage but don't score any damage on your opponent. If you lose the turn you still disengage but must take double the normal damage before applying armour protection.

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

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

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

3.2.9 Combat talents: warrior characters may be assigned combat talents which increase their combat total. The value of the talent is applied directly to the character's combat roll. For example, if Konrak the Barbarian had the combat talent *axe-fighting* his player would increase combat rolls, when fighting with axes by +5 and not at all when fighting with swords. Generally speaking, combat talents are applied to one type of weapon and have limited non-combat uses.

3.2.10 Combat Option: Burning Armour³

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

Warriors and only warriors may use their armour and shields to greater effect than most; when under deadly attack, the warrior pulls out all of his best moves to intercept enemy attacks.

During each encounter (which may contain many combat turns) the warrior character is assigned a number of *armour burn points* (ABP) equal to his current protection rating⁴. When called upon to take damage, the character may choose to expend armour burn points rather than suffer wounds. However, each point burned in this fashion reduces the protection rating of the armour by a like amount.

If the GM agrees, a warrior can use his ABP to protect other characters in his party - this would represent the gallant hero putting himself in harm's way for the good of his companions.

Note that warriors can't lose the points of 'personal' armour that they gain from being of that character type.

Armour and shields that have not already been reduced to zero protection can be repaired by the appropriate non-player character (or suitably *talented* character) for 20% of the item's original cost

³ Original Armour Burn Rules culled from Ken St. Andre's original Fifth Edition House Rules.

⁴ The protection rating is equal to the warrior's shield and armour prot. values plus the warrior armour bonus.

per point. Obviously there will come a time when it is cheaper to replace the item rather than repair it. Repairs generally take 1d6 hours multiplied by the item's maximum protection points (not current rating).

Example: Rynk is fighting a pair of savage orcs; he has 8 points of armour, but he has just lost the combat turn by 15 points. Rynk's player now has a choice; he can take 8 points of damage on armour without it being damaged, and 7 points of personal damage (ouch); or he can take **up to** 16 points of damage on armour. If he takes all 15 damage on armour, 7 of those points are in excess of the armour's capacity, reducing its protection rating by 7. On the next combat turn, Rynk's armour is hanging from his body in tatters, and he only has one point of protection left (which he can double to two if he wishes). Run Rynk, run!

4.0 MONSTERS

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

The creature's MR represents how much damage it can take before keeling over. In combat, the critter rolls dice equal to MR divided by 10 (round down) + 1; it has combat adds equal to half (rounded down) of the MR.⁵

As a general rule, monsters lose combat ability as they suffer damage. Of course, to keep the players guessing, they might come across foes that defy the rules by having a Constitution rating and a monster rating. Alternatively they might meet a huge fiend with a glass jaw (lots of monster rating but can't take a whole lot of damage). Or a tiny and annoying nugget of a baby troll who is nigh-on indestructible (low MR, but can happily take 100 points of damage without breaking a sweat).

Monster Rating	Combat Dice
0 or less	0
1 to 9	1
10 to 19	2
20 to 29	3
30 to 39	4
40 to 49	5
50 to 59	6
60 to 69	7
70 to 79	8
80 to 89	9
90 to 99	10
Each +10	+1

For example: A fierce goblin with a MR of 16 can take 16 points of damage before collapsing from wounds; it rolls 2 dice and 8 adds in combat. If he is wounded and takes 7 points of damage, he is closer to death and his fighting ability is reduced to 1 dice and 4 adds.

⁵ In earlier editions of the game, monster-rated enemies received half of their rating as combat adds in the first turn of combat and one-quarter thereafter; combat ability also declined as they took damage (see 10.8). Ken's advice was to settle on a method that suited your group's style of play and stick with it. Wise words indeed!

Monster-rated characters may have a protection rating if specified by the GM. It's reasonable to assume that a rock troll has a tough hide but unlikely that a giant (dog-sized) rat would have any armour-like protection.

Monsters may have special abilities that activate as indicated by the GM or when specific dice results occur.

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



4.1 Monsters and Saving Rolls

By far the best way to use Saving Rolls and monsters together is to have the player most likely to be effected, make an appropriate level Luck Saving Roll. If that player succeeds, the monster is deemed to fail. Alternatively, the GM should assign the monster an attribute value for that particular roll.

For example, Squitch the goblin is fleeing blindly from a band of frothing delvers when he stumbles

upon a pit trap set by one of his clan. The GM knows that the trap can be avoided with a level 2 Saving Roll on Dexterity but instead he calls on Rynk (who is hot on his heels) to attempt a level 2 Luck Saving Roll. Rynk's Luck is 11, his player rolls a 7 and Squitch avoids the trap.

4.2 Monsters with Levels: when it is necessary to determine the level of a monster-rated enemy the GM must 'eye ball' the situation and make a judgement call; if the critter's been kicking around for years, it's not going to be first level; if it just popped out of the vat, it probably is. If that creature also needs a quick attribute rating just roll 3 dice, add a modifier of up to +10 (if it's a big troll) or down to -6 (if it's a puny goblin). Then, if the attribute is important to the critter (like Strength for a troll or Dexterity for a goblin), add 2 points for each level.

4.3 Possible Monster Reactions (where the GM has yet to make a decision)⁶

2 dice	Reaction
2	The monster slips into a berserk frenzy - he is upset! +10% MR.
3 to 5	Monsters attack without hesitation.
6 to 8	There is doubt - what the monsters do depends on the delver's reaction!
9 to 11	Monsters will try and parley if there is a common language.
12	Monsters show fear and attempt to run!

A suitable display of power, friendliness or a good Charisma Saving Roll might earn a +1 or more, on the above table.

⁶ If the GM is unsure of how one of his monsters may react to changing situations, try using this simple table.

5.0 SAVING ROLLS: THE CORE MECHANIC

Player's must frequently make Saving Rolls for their characters during the course of play. The GM may call for a roll to determine the outcome of an event such as an arm-wrestling match, an attempt to build a make-shift raft, dodge a falling boulder or avoid a monster-made trap.

- The GM must assess the situation and assign a difficulty level⁷ to the task at hand. The difficulty or *level* determines the number the player must achieve to succeed; next, the GM must decide which attribute the Saving Roll will be based on.
- The player then rolls 2 dice and adds the nominated attribute. If the Saving Roll *target number* is equalled or exceeded the player has achieved the desired outcome. As you can see from the table below, even a level 1 Saving Roll is no walk in the park; a character with an average attribute score (11) must roll 9 or more on 2 dice to succeed.
- The good news is that if the player rolls any double, he gets to roll the dice again and add the new roll to the initial one. In fact, as long as the player continues to roll doubles, he continues to roll the dice and add the repeat rolls. In game-speak this is referred to as D.A.R.O. (**D**oubles **A**dd and **R**oll-**O**ver). In this way it's possible to succeed in a situation that seemed impossible; for heroes, the impossible is second nature.

Level	Target	Analysis	Example for climbing...
1	20+	Challenging	<i>A rough stone wall with plenty of bits to grip on to.</i>
2	25+	Tricky	<i>The same wall but it's dark, windy and raining.</i>
3	30+	Advanced	<i>A wall made of smooth stone; finger tip grips only!</i>
4	35+	Excruciating	<i>As above but the climber is under attack...</i>
5	40+	Deadly	<i>As above but the wall has a 100° incline.</i>
+1	+5	Stop already!	<i>Hanging from the ceiling in the rain, at night being shot at.</i>

GM notes on Saving Rolls: The GM should not demand a Saving Roll purely for the sake of rolling dice; if a hero should be able to perform a task (such as climbing a tree with plenty of low branches), it should just happen. If there's a reasonable chance of failure or failing may have some dangerous, interesting or amusing outcome - call for a level 1 Saving Roll. A level 2 Saving Rolls is technically the same as a level 1 roll for characters with appropriate talents but extremely difficult for everyone else. Think very hard about assigning a level 3 difficulty, the average character will need to roll 19+; anything above level 4 should really be an indicator to the player that a new course of action should be considered.

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

Stage 2 of the trap calls for a level 2 roll against Dexterity; as Konrak has Dexterity of only 10 he needs to roll 15+. He starts well with double sixes, followed by a 3 and a 4 - adding Konrak's Dexterity gives a total of 29 - the trap is set and Konrak is elected the new party leader unopposed and they vow never to refer to him as corn-rack again.

⁷ If no difficulty level is assigned, assume the Saving Roll to be level 1.

Example 2: *Laskar the wizard (recently drummed out of the Guild due to his irrepressible evil streak) is balancing a pot of acid above the door to his sleeping chamber to alert him to (and disfigure) any unwanted attention. The GM rightly concludes that there is danger involved and calls for a level 2 Saving Roll on Dexterity. Laskar's has a Luck score of 18 so his player successfully argues for a Luck roll. Laskar's player rolls 2 and 5 just making it! Laskar decides he probably will get an underling to set his traps in future.*

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

5.1 Makin' It

Generally speaking if your character only just makes the roll, he or she has done so in the least heroic fashion; the activity attracts unwanted attention, things get broken, evidence is left behind, coins are dropped and so on. Make the roll by 5 or more and you have achieved the desired result perfectly; if you make it by 10+, you have done so with notable style; and 15+ will likely elicit a small round of applause from bystanders.

5.2 Failing the Saving Roll

Even with exceptionally high attribute scores, a character is never assured of success. If the player rolls exactly 1 and 2 on the dice, the attempt fails, usually in a disastrous and diabolical (or possibly amusing) way.

5.3 Opposed Saving Rolls

Sometimes characters and creatures will compete against each other in non-combat activities such as a foot-race (after one character has fled combat), a debate of some sort, game of skill or the old chestnut - an arm wrestling match. When this occurs both characters roll 2d6 and add the relevant attribute (DARO applies); a tie calls for a re-roll, otherwise the high roller wins.

6.0 THE WAYS OF MAGIC

A key part of any fantasy game: the occult powers of both good and evil.

6.1 The Magic Foci

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

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

6.1.3 Power Foci: there are other types of foci that instead of reducing the cost of casting spells actually provide a reserve of power to create the desired effect. Each level of the focus grants 6 additional power points for spell casting. Power Foci are rarely found above level 3 but if bound, they grow in power as the character does.

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

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

Any bound focus is intrinsically linked to the fate of its master; each time the wizard gains a level of experience, he may permanently sacrifice a point of ST to increase the foci's level by one - with the provision that it will always be at least one level of power below its owner.

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

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

6.2 Using Magic

Spells usually cost 1 point of power plus 2 points per spell level - so a first level spell costs 3 power to cast (unless he has a level one focus, in which case it costs only 2 points); a level 2 spell costs 5 and so on. A character reduced to 4 or fewer power points may suffer damage or pass out (see 2.4 above for further details). It is possible to cast a known spell with insufficient power but the deficit must be paid in damage points).

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

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

A few spells require that the caster permanently sacrifice one or more attribute points. Although these points are *lost* they can be purchased anew as the character rises in level.

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

6.2.1 Maintaining spells: some powerful magic must be 'maintained' this simply calls for the wizard to set aside a certain number of as yet, unused magic points which cannot be used for spell casting until the maintained magic is allowed to lapse.

6.2.2 Armour and Magical Damage: With the exception of the level 3 spell *arcane blast*, non-magical armour will provide its full protection value against magical damage. Magical armour

tends to provide full protection against all forms of damage.

6.3 Monsters with Magic

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

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

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

6.5 Magic in Group and Single Combat

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

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

6.6 Creating New Spells

Once the wizard has attained level 5 he may begin to create his own spells (initially these must be in line with existing spells of levels 1 to 4 since the created spell must have a level of at least one less than the caster). To create a spell, the player presents the text of the spell indicating

its level, range, area of effect, and special power cost rules, if any. The GM assesses the spell against existing magic and if he believes it is of equal or lower strength than the currently available magic of that level, the wizard may attempt the creation.

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

If successful, the wizard now has a new spell that he can cast as required and even sell! The ingredients will be expended but the equipment will be intact and reusable.

If the roll fails all of the equipment and ingredients are expended but the spell is not formed at this time. If the player rolled a 1 and a 2 there was a terrible explosion causing one die of damage per spell level. Ouch. It's usually best for wizards to start off by crafting nice personal level one spells...

6.7 The Power of Magic

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

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

Secondly, power foci, which are crucial to manipulating magic even at the mid-range of power, are granted by the GM; they are placed as treasure in dangerous to reach locations or given

as rewards for even more dangerous missions.
Unbound foci can be lost or stolen (watch out for Skink and Mole).

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

7.0 THE SPELL BOOK

7.1 FIRST LEVEL SPELLS

These spells are known to all wizards. Rogues begin with one spell (if they possess the minimum attributes) but must buy others from those they meet. They cost 3 power points each to cast (1 + 2) and require minimum attribute scores of intelligence 10+ and dexterity 8+.

(1) Bolt

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

(2) Crowd Shadow

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

(3) Detect Magic

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

(4) Focus Bond

See above; guards against loss. Requires special herbs and spices with a value of not less than 10g x the focus level and takes 1d6 hours per level of the focus to perform.

(5) Focus Bond Arcane

See above; guards against destruction. Requires special herbs and spices with a value of not less than 50g x the focus level and takes 2d6 hours per level of the focus to perform.

(6) Ill Cast Eye

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

(7) Lock Wise

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

(8) Marsh Light

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

(9) Mighty Quill

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

(10) Penetrating Stare

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

(11) Sanctuary Sphere

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

(12) Seeking

Invisible creatures, hidden doors and traps are revealed to the caster. No additional knowledge is inferred just that something unseen by normal sight exists in the specified location.

(13) Transference

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

(14) Vorpall Blade

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

Example: Bolt

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

7.2 LEVEL 2 SPELLS

Second level spells require 5 power to cast (1 + 4). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 100g and require minimum attribute scores of intelligence 12+ and dexterity 9+; the transference process takes 2d6 hours.

(1) Blur

The caster or target within 10 ft. is able to move with great speed adding +5 to any speed related Saving Roll attempts. Once under the spell, the target is almost impossible to hit with missiles or spells specifically targeting him. Additionally because the 'blurred' character is moving so quickly anyone attempting to attack him with a melee weapon must halve their combat total. The spell lasts one combat turn +1 turn per 3 additional power.

(2) Crooked Curses⁸

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

1	Bald Ambition: the targets body hair falls out (but grows back naturally over time)
2	Spotsword: a hideous skin disorder spreads from the target's nose to consume his upper body. Charisma drops to 3. The spell lasts 1d6 hours.
3	Stygian Breath: the target develops the most rank and foul smelling breath. Even those with the strongest stomachs will be reaching for nearby buckets. Reduce Charisma to 3 for 1d3 hours.
4	Fiery Flatulence: every 1d6 minutes the target will let rip with a deafening,

roaring fart. Needless to say the stink is appalling. Last one hour. Reduce Charisma by 1d6 (unless in the company of orcs, in which case, increase it by 1d6).

5 **Slithering tongue:** the target will say exactly the opposite of what he intended to say for 1d6 x 10 minutes.

6 **Unfavoured Fortunes:** for 1d6 hours it is impossible for the target to successfully make a Luck Saving Roll.

(3) Doom of Battle

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

(4) Entanglements

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

(5) Eyes of the Cat

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

(6) Figment

This cunning illusion projects a non-auditory, immobile image from the caster's imagination that is approximately man-size. Spending additional points of power allows the following effects:

- +1 point: the illusion moves within a defined 20 ft. radius.
- +2 points: realistic sounds accompany the image.
- +2 points: create 2 similar illusions (2 guards for example).

(7) Flicker Flame

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

(8) Intensify

This spell actually has 6 individual version, each aligned with a particular attribute. Intensify Strength is different from Intensify Dexterity or Intelligence and so on. The spell increases the indicated score by 1d6 points +1d6 per 3 extra power. The benefit lasts 1 full turn. Note that the

⁸ Adjustments to Charisma are applied for Saving Roll purposes only and do not affect power or spell casting.

caster may not be the recipient of his own *intensify* spell.

(9) Necrotic Slumber

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

(10) Omnipotent Eye

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

(11) Restoration

Each casting of the spell restores 4 lost wounds or 4 Strength points. The spell can only be cast on one individual at a time that must be in reach of the caster.

(12) Weather Wise

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

7.3 LEVEL 3 SPELLS

Third level spells require 7 power to cast (1 + 6). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 150g and require minimum attribute scores of intelligence 14+ and dexterity 10+; the transference process takes 3d6 hours.

(1) Arcane Blast

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

(2) Ball of Magma

The caster creates a glowing ball of magma between his hands and uses the marksmanship table to launch it at enemies within 40 ft. It can be used to target a single enemy or increase the combat total in group battles. The spell delivers a 4 dice attack.

(3) Chaotic Earth

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

The area affected doubles with each 4 additional power spent.

(4) Counter Magic

Negates magic cast by rogues or wizards of lower levels. Note that the wizard may need to use *detect magic* and *omnipotent eye* before he has the required knowledge to counter the original spell. For example; a wizard of level 6 will be able to counter a spell previously cast by a wizard or rogue of level 5 or lower.

(5) Dreamscape

Enemies potentially fall into a deep sleep for 1d6 combat turns (+1d6 turns per 4 extra power). The MR of the foe is compared to the caster's Strength, Intelligence and Charisma. If the MR is less than or equal to the caster's total, the enemy drifts off to sleep. The caster may boost his attribute total (for the purpose of this spell only) by spending 4 additional power per 3 attribute points gained.

(6) Ordered Earth

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

(7) Palm

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

(8) Purification

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

(9) Tongue of Truth

The spell forces the target to speak the truth for one combat turn. The target may attempt a Charisma Saving Roll at level 2 to avoid the spell but must otherwise spill the beans. Note that in some

lands this spell is outlawed by the Guild; in others it is a key part of the judicial system.

(10) Unseen Hand⁹

The caster uses the strength of his mind to manipulate objects at a maximum range of 20 ft. plus 10 ft. per extra power point. The *unseen hand* is powerful but slow - too ponderous to be effective in combat. A living target may attempt a level 1 Saving Roll on Charisma to avoid its dangerous grip.

(11) Weather Friend

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

(12) Wings of the Dragon

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

7.4 LEVEL 4 SPELLS

Fourth level spells require 9 power to cast (1 + 8). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 200g and require minimum attribute scores of intelligence 16+ and dexterity 11+; the transference process takes 4d6 hours.

(1) Banish Curse

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

(2) Defiance of Earth

Allows the caster and his possessions to levitate at the normal pace of movement for one combat turn +1 turn per 5 additional power points.

(3) Firebrand

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

(4) Fold Space

The wizard learns to fold the very fabric of space and time allowing him to teleport himself and his personal belongings in any direction and up to 50 ft. (+50 ft. per 5 additional power).

(5) Heroic Rodent

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

(6) Palsy

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

(7) Regeneration

Any and all damage points and expended Strength are restored over the next 1d6 hours. The healing process is cancelled if the recipients take damage or lose Strength during this time.

(8) Regression

Reduces the target's Intelligence to a score of 3 for one full turn. The victim is allowed a Saving Roll on Charisma at half the caster's level (round down) to avoid the disastrous effects of this spell. After recovering from the spell the target must roll 3 dice, if the total exceeds his *normal* Intelligence, he has permanently lost one point of intelligence. Otherwise there is no further effect.

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

(9) Sanctuary Pentagon

The spell takes 1d6 minutes to prepare and creates a 3 ft. diameter pentagram that can hold 2 people. Those within the pentagram are completely immune from enemy spells or physical attacks. Each additional 5 power allows the pentagram to hold 2 additional people.

(10) Seething Vapours

The wizard projects a viscous poisonous cloud that either reduces those within it to 50% of their normal abilities for one full turn, or (if a level 1

⁹ If using *unseen hand* to grip an object or foe, the caster may inflict damage equal to half (round down) of his Charisma score per turn.

Saving Roll on Constitution is failed) kills them outright! If the spell is not cast in an enclosed area, targets will quickly outrun the slow-moving cloud. At sea, the winds would sweep it away immediately. Unfortunate events might turn the cloud on the caster and his crew - if so; they must attempt the same Saving Roll!

(11) Spirit of Legends Past

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

(12) Watching Ward

The spell is placed in advance, on a specific object and lasts 24 hours (+2d6 hours per additional 5 power). For the duration of the spell, the caster will be alerted to any attempts to move, or otherwise disturb the item.

7.5 LEVEL 5 SPELLS

Fifth level spells require 11 power to cast (1 + 10). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 250g and require minimum attribute scores of intelligence 18+ and dexterity 12+; the transference process takes 5d6 hours.

(1) Augury

The spell allows the player to ask up to three yes or no questions of the GM which must be answered truthfully. The questions must be clearly defined and suitable for the response. For example, the player can't ask 'will my character' die this session because the GM has no idea but he could ask 'will my character suffer any adverse effects if I throw this lever?' Since this question can truly be answered with a yes or no.

(2) Book of the Mind

The caster is able to detect the true thoughts of a single target. These are the current thoughts passing through the individual's mind such as: I'm hungry, she's good looking, I hate him etc. Spend an additional 6 power to read deeper thoughts such as 'what happened yesterday?' or 'the key to the chamber is located...'

(3) Chaos Mind

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

(4) Cloak of Trust

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

(5) Display of Awesome Power

The caster throws up his arms, incants some bone-chilling phrases and gives a fiery display of his true power: the wind picks up, lightning crackles in the distance, hearths gutter, and candles are snuffed out, shutters bang in the wind and the wizard's eyes glow with an eerie power. If necessary for a Saving Roll or use of a particular talent, the wizard's Charisma is increased by +10 for the next combat turn.

(6) Mind Link

Allows telepathic communication between two individuals who must be known to each other (most likely, one is the caster). The spell can connect two minds, no matter the distance and lasts one full turn plus one extra full turn per additional 6 power.

(7) Portal

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

(8) Rage of Peace

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

(9) Transportation

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

(10) True Shot

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

(11) Water Wise

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

(12) Weakening Glare

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

7.6 LEVEL 6 SPELLS

Sixth level spells require 13 power to cast (1 + 12). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 300g and require minimum attribute scores of intelligence 20+ and dexterity 13+; the transference process takes 6d6 hours. Note that rogues are unable to cast spells of level 6 or higher.

(1) Burst of Power

A beam of energy shoots from the caster's palm, doing damage to one individual or physical object/structure. The damage is 3 dice plus 1 point per additional point of power spent up to a maximum of the caster's level x 2. The maximum range of the spell is 100 ft.

(2) Column of Force

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

(3) Distant Vista

The caster opens a window onto a distant location. Through that window, the wizard can see a still image of what was occurring when the window

opened. Spending additional power, allows the user to manipulate the image as follows:

+3 points: 'pan' the image to get a 360-degree view.
+6 points: look back at events at the scene over the last 10 minutes.

+9 points: as the 6 point variation but the caster can 'pan' through 360-degrees whilst watching.

+12 points: as the 9 point variation but sound now accompanies the visuals.

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

(4) Gift of Power

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

(5) Gills (or Lungs)

The subject of the spell can breathe underwater as easily as they could in air. The spell lasts one hour plus one hour per extra power spent. The spell also protects the recipient from the crushing pressure of great depths.

Note: spell casters that normally live and breathe underwater can learn and cast the *lungs* spell which would allow them to survive on land.

(6) Invisible Sabre

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

(7) Shield of Magic

This defensive spell is usually cast before danger presents itself and stays in effect until it is activated. The shield provides 6 points of protection against any damage received by the caster (or target of the spell). However, the shield wears down as it takes damage (see the example below).

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

(8) Summoning

A natural creature instantly appears to do the caster's bidding. The creature has an MR equal to the caster's level x 4 but can only complete tasks it would normally be able to accomplish. For example, you can't summon a wolf and ask it to decipher an ancient text - it would just eat your scroll! The beast remains for 1d6 + level combat turns.

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

(9) Touch of Life

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

(10) Tunnelling

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

(11) Unseen Cloak

The caster becomes invisible to a specifically named group for up to one hour (+1 hour per 7 additional power). The group must be reasonable in the GM's eyes; for example, 'make me invisible to all the goblins in that camp' will probably get the GM's tick of approval where 'make me invisible to all the trolls in the world' wouldn't.

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

(12) Wall of Magic

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

Example: Shield of Magic

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

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

7.7 LEVEL 7 SPELLS

Seventh level spells require 15 power to cast (1 + 14). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 350g and require minimum attribute scores of intelligence 22+ and dexterity 14+; the transference process takes 7d6 hours.

(1) Arcane Forge

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

(2) Decay

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

(3) Fortify

Increases the protection value of any single suit of armour or shield within 30 ft. of the caster by one point. For each 2 extra power spent, add one additional point of protection. For example, spending 8 power adds one point of protection, 10 power adds 2, 12 adds 3 and so on.

(4) Gift of Unlife

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

The undead creature can accept a single command comprising of a number of words equal to the caster's Intelligence. Extra power can be spent to achieve the following effects:

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

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

+9 power: allow the entity to regenerate lost MR at the rate of 5 points per full turn unless completely destroyed.

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

(5) Manse

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

Manse lasts 7 days and the caster must be in the dwelling to cast the spell.

(6) Mask

Allows the caster or other willing subject to take on the guise of another individual of roughly similar proportions. If the wizard has seen a particular person before and has a good memory of that individual, a first level Saving Roll on Intelligence

will create a *mask* that looks *exactly* like that person or being. See the example below.

(7) Mist Form

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

(8) Release of the Unliving

This powerful spell causes all 'created' entities within a 50 ft. radius of the caster to suffer damage equal to the caster's Intelligence x 1. Each 8 additional power spent increases the Intelligence multiplier by 1.

Created life forms include undead creatures, golems, and automatons.

(9) Sustenance

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

(10) Unliving Self

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

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

(11) Winds of Fortune

The caster must be aboard a wind-powered vessel to cast this spell; the vessel will then travel 20% faster than its optimum speed for one day. Each 5 extra power spent increases the rate by 20% up to a maximum of 500%.

(12) Wreath of Protection

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

Example: Mask

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

Example: Gift of Unlife

Laskar, the self-styled necromancer kills his manservant, Ulrike, for some imagined slight then reanimates him as a more compliant zombie. When living, Ulrike had Strength of 13 and Constitution of 10 so as a zombie he has a base MR of 23; Laskar spends an extra 10 power increasing the MR to 48 and instructs the creature to 'patrol the manse and kill any being that isn't me'. This is a command of only 10 words well below Laskar's Intelligence of 24. Later that week, Laskar is forced to recast the spell after Ulrike slaughters a pet dog and the gardener (the new command would probably be something to do with keeping the lawns in order).

7.8 LEVEL 8 SPELLS

Eighth level spells require 17 power to cast (1 + 16). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 400g and require minimum attribute scores of intelligence 24+ and dexterity 15+; the transference process takes 8d6 hours.

(1) Automaton

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

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

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

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

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

(2) Binding

The target is immediately paralysed unless a level 1 Saving Roll on Charisma is successfully made. The level of the Saving Roll is increased by one for each additional 9 power spent. the spell lasts 1d6 hours per level of the caster.

(3) Blades of Retribution

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

(4) Craft Memories

Given 1d6 minutes alone with the subject, the wizard can manufacture 1d6 +1 specific memories and plant them in the subject's mind. Once there, they will be as real as any other memory the target

has. Only a level 3 Charisma Saving Roll will repel the fake memories.

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

(5) Elemental Mastery

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

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

The elemental remains under the caster's command until it has performed 3 tasks (an elemental forced to fight for the wizard 3 times has completed its 3 tasks) and then returns to its realm of origin. All elementals have an MR equal to the Intelligence (x experience level) of the summoning wizard but otherwise have varying task *abilities*:

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

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

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

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

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

(6) Erase

This devastating spell completely destroys one living subject within 20 ft. of the caster. The target is not

simply killed but erased from the memory of anyone that ever met the person - even the subject's parents would deny all knowledge of their offspring - even if faced with his or her portrait. Note that the *erase* spell also destroys any *unliving self* replicas the target may have created.

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

(7) Inferno

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

Each casting of the spell costs 9 points of Strength that is recovered at the normal rate (rather than sacrificed).

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

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

(8) Invisibility

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

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

(9) Reversal of Fortunes

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

The spell is actually a lengthy ritual taking 2d6 hours during which time, the wizard must be in physical

contact with the subject. One point of the caster's Intelligence is sacrificed in the exchange

(10) Sky Sphere

This rare spell demonstrates the contrary nature of magic; casting requires a rock or other dense object (such as a marble statue or lump of ferrous metal); followed by the sacrifice of 6 levels of foci.

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

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

(11) Summon Dark Entity

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

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

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

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

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

Note that creatures of Dark always remember who summoned them and the caster only has the

monstrosity's word that it will leave after performing its abominable transgression.

(12) Wisdom of the Ages

Each casting of this spell allows the wizard to successfully pass any one Saving Roll based on Intelligence, regardless of the level. Indeed, if there is a benefit to be gained by rolling a certain result, the wizard is assumed to have rolled 5 points higher than the minimum required. The spell requires the sacrifice of 1 Strength point if the Saving Roll is level 6 or more.

It is through this spell that the Guild (and others) unlocks truly powerful knowledge and spells.

7.9 LEVEL 9 SPELLS

Ninth level spells require 19 power to cast (1 + 18). Registered wizards may purchase them from the Guild or Guild representatives for 1d6 x 450g and require minimum attribute scores of intelligence 26+ and dexterity 16+; the transference process takes 9d6 hours.

(1) Banish the Dark

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

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

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

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

(2) Channelling

Channelling allows the caster to leach attribute points from a living sentient subject (who must be conscious but immobilised in some way). The points are then stored in power foci that have already been bound by the caster (either type of focus can store a number of attribute points equal to 3 x its

level). Alas, much of the potential is lost in the process, for every 10 attribute points channelled from a victim, only one is stored in the focus!

Note that the caster must record the type of attribute channelled - a Strength point can't be sacrificed if the spell calls for a point of Charisma. Additionally a character with a negative attribute cannot be tapped for that attribute.

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

(3) Doom Sphere

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

(4) Focus Forge

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

In addition to the power cost, the wizard must invest his life force in the foci, for each level desired, he must expend 40 experience points (but may not do so if that would cause him to 'lose a level').

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

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

(5) Forge Spell Stone

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

It takes just 1d6 minutes to scratch the rune to the stone and one additional power point. That point will not be available until the stone is used. First level spells may be stored in a spell stone at no additional cost, higher level spells require additional power equal to the level times 3 - that can be a lot of power to lock away.

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

(6) Golem

A *golem* is very similar to *automata* in that they are created but the *golem* can speak and interact freely. Wizards who lack company often make their own. This creation must be made of some mutable substance such as flesh stitched together, clay fashioned into a humanoid form or molten gold poured into a mould.

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

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

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

(7) Hand of Death

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

head is lifted from the body and skull bursts asunder.



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

(8) Ocean World

Whilst the spell is maintained, the wizard actually becomes an aquatic being. There is no change in his physical appearance but he lives and breathes underwater, to any depth without ill effect. The spell only requires 3 points per day to maintain so it would be quite possible (but not necessarily desirable) for a wizard to retreat underwater and stay there indefinitely. Danamon the Proud, a local Guild official recently disappeared after announcing his intention to locate a *real* mermaid. Perhaps he's still looking and likes it down there?

(9) Personal Domain

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

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

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

(10) The Distant Step

The caster and all of his possessions are instantly and safely teleported to any location he has been to before. Each 10 additional power allows the wizard to take one other willing subject with him.

(11) Time Step

When someone is removed from the time line not only are they completely eliminated but everything they did in their lifetime is altered to remove them from the 'picture'. If they married and had children, those children vanish - in fact, they never existed.

Only Dark Entities¹⁰ have the power to dip into time and remove someone but incredibly powerful spell casters can for brief periods, step *off* the time line. As soon as they do so, time is momentarily frozen, it cannot progress whilst someone is 'out of step'. For the caster, the world stops and only he can move and act. See the example below.

The spell requires the permanent sacrifice of 2 Strength, 2 Luck and 2 Charisma and allows the caster 10 x Intelligence seconds to be out of step with time. each additional power spent adds a further 10 seconds. At the end of this time, the wizard must make a level 1 Saving Roll on his new reduced Luck score or he is spotted by a hungry Dark Entity and *erased*.

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

(12) Unseen Armada

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

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

¹⁰ Dark Entities love the taste of a victim plucked from the timeline, they probably do it all the time and of course no one would ever know!

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

Example: Time Step

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

When Blackfire steps back into time the dragon instantly dies, no one present would know why (least of all the dragon) except perhaps for the ichors dripping from Blackfire's staff. Naturally, Blackfire doesn't need to sacrifice 6 of his own attribute points since he has several foci full of points from his channelling victims. He's that kind of guy.

8.0 RANDOM TREASURES

The following is the trimmed-down process for randomly determining rewards found by the team of delvers lifted from the sixth edition¹¹ of T&T available from *Outlaw Press*. This version of the treasure generator will create smaller hoards of cash and items for the characters which seems more in keeping with 4th edition's *pre-inflation* feel.

8.1 Step 1: Begin by selecting the size of your random treasure; choose from *small*, *medium* or *large*.

8.2 Step 2: Once you have selected the overall size of your treasure, roll the indicated dice to determine the number of coins and jewels found. For example, a small treasure contains at least 7d6 x 10 copper coins and rarely, if ever, a jewel. For magic items, roll the number indicated or higher on 2 dice to determine if a magic item is present.

Copper coins: 7d6

Silver coins: 5d6

Gold coins: 3d6

Jewels: 1d6

Magic items: roll this number or more on 2d6

<i>Small</i>	<i>Medium</i>	<i>Large</i>
Copper: x 10	x 20	x 30
Silver: x 5	x 10	x 15
Gold: x 1	x 5	x 10
Jewels: x 0	x 1	x 2
Magic: 12	10+	8+

8.3 Step 3: once we know the content of the treasure haul, roll two dice for each gem (if any). A roll of 12 indicates that an item set with jewels is found. Roll 1d3 to determine the number of jewels in the item. The *value factor* column is used to determine the gem's actual value in gold pieces.

2d6	Jewel Size	Value Factor
2 to 4	Chip	x 1
5 or 6	Small	x 5
7 or 8	Average	x 10

¹¹ Note that the original treasure generator was created by the cunning South Australian known to the Trollbridge Boards as Mahrundl

9 or 10	Large	x 50
11	Huge	x 100
12	Jewelled item	Roll for each jewel

8.4 Step 4: for each jewel located roll 3d6 on the Gem Type table. Multiply the base value by the value factor from the Jewel Size table to determine the worth in gold pieces.

3d6	Gem Type	Base Value
3	Quartz	1
4	Amber	2
5	Topaz	5
6	Garnet	7
7	Onyx	9
8	Turquoise	10
9	Amethyst	10
10	Lapis Lazuli	11
11	Agate	12
12	Aquamarine	12
13	Jade	13
14	Opal	14
15	Pearl	16
16	Sapphire	20
17	Diamond	25
18	Emerald	50

8.5 Step 5: for *jewelled items* roll 2 dice to determine the type of item found then 1d3 to learn the number of gems set into the item; if there is less than the rolled number of gems in the hoard, use the number remaining.

2d6	Jewelled Item Type
2	Head-adornment or helmet
3	Torc
4	Necklace
5	Bracelet
6 or 7	Ring
8	Weapon
9	Armour
10	Shield
11	Belt
12	Earring

8.6 Step 6: we've already determined whether the random hoard contains a magic item or not in step 2 of the process; now we roll 2 dice to find out what it is! Note that, magic items are all

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

Where a number range is indicated, record the number you roll as a higher number is always a more powerful item; for example a skill bonus item has a modifier of +2 if you rolled 2 and +4 if you rolled 3.

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

8.6.1 Skill bonus: the item provides a discrete bonus to Saving Rolls (+2 or +4) when using the item for the specific task it was created for. A +4 lock pick will always increase Saving Rolls to pick locks by 4 points but will not turn a failed roll (1 and 2) into a success. The item is more durable than a non-magical version but can be broken. Such items are rarely if ever sold by their owners but a value of 200+ or 400+ gold might be appropriate.

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

If the roll on the above table was a '4' the item is a one-use spell stone; if the roll was '5', the item contains 10 power points per spell level. Spent power is restored in full, at midnight or midday (the GM may choose).

8.6.3 Spell power (permanent): these items may cast the spell 1 to 6 times per day (roll 1 die each day the power is first used, 24 hours must elapse before a new roll is made) rather than having a certain number of power points. If the spell in question has varying effects based on the

number of power points spent, the powered item only produces the minimum effect. The GM should ensure that the spell chosen *makes sense* as a permanent power but where possible use the guidelines discussed for charged items above.

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



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

8.6.6 Armour: because magic armour is comprised of a number of individual parts it risks standard breakage rules as described in the combat section.

8.6.7 Saving Roll bonus: these rare and powerful items are tied to a particular attribute. A magic pair of gloves might apply to Dexterity or Strength; a helmet could effect Intelligence or Charisma Saving Rolls; a lucky charm works for Luck or Constitution etc.

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

8.6.8 Unique: such items should only be employed by the GM on very rare occasions since they impact on the balance of play, diminishing the value of earned experience points. Unique items increase one of the character's attributes by +1, whilst the item is worn or used.

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

9.0 ELABORATIONS

9.1 Falling (and landing)...

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

When the character falls 20 ft. or more there is a potential for injury. The player should attempt an opposed Saving Roll against the distance fallen in feet as an *absolute* number. If the character equals or exceeds the distance fallen, he walks away with a few bruises and perhaps minus his hat but otherwise unscathed. If he failed the roll, he takes the difference as damage points. Natural armour will protect against falling damage (like the bonus armour enjoyed by warriors or the tough skin of trolls) but the protective value of worn armour is reduced by half (round down). The GM might also allow warriors to use armour burn points to mitigate falling damage (if this optional rule is used).

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

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

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

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

9.2 Holding Your Breath, Swimming and Drowning

In the first turn the character is submerged attempt a level 1 Saving Roll on Constitution. If successful, the character survives for one combat turn; if not, he suffers 1d6 damage but either way, the character will drown early in the second combat turn.

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

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

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

9.3 Disease and Illness

The characters should never fall victim to disease by chance; heroes don't take a week off due to a bad cold or an embarrassing rash. However, if the GM tells the players up front that the area their characters are about to enter is rife with mosquitoes with a habit of passing on nasty illnesses, we need to know more. Certain plague-

ridden critters might pass on a disease during a combat encounter but the GM's description of the creature should make it clear that an additional risk is involved.

A disease has two important elements:

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

Virulence	Notes
Level 1	You might catch it if you're unlucky (or sickly)
Level 2	Most normal people will catch this
Level 3	Pandemic!

The virulence level of the disease determines the level of the Constitution or Luck Saving Roll required to avoid infection.

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

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

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

9.4 Poison

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

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

Not all poisons inflict direct damage; instead they may cause lethargy, difficulty breathing, blurred

vision or result in the afflicted character falling into a deep slumber.

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

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