Advanced
DUNGEON
SQUAD

INTRODUCTION

Advanced DUNGEON SQUAD or **ADS** is based on and expanded from the 24 hour game **DUNGEON SQUAD.**

<u>DUNGEON SQUAD</u> is a great, simple system created by Jason Morningstar and designed to introduce younger players to Role Playing Games. **Alternate DUNGEON SQUAD** took that and modified it to suit my tastes as more experienced, older and time poor gamer. **ADS** amounts to a fine-tuning of that concept through game play and some new ideas. As with it's predecessors, **ADS** assumes a measure of RPG experience on behalf the players and referee, can be used in just about any fantasy setting and suits both story driven play as well as hack and slash gaming. Required items for play include someone to act as a referee, some players, a quiet room, a table, pencils, paper and a dice set from **d4** up to **d12**.

CONTENTS

1 - Character Generation

All characters are human, can be of either gender and can have any description the player and referee can agree on.

ABILITIES

Each character has **4** abilities that can be given value by the player. These are -

BODY
MIND
SOUL
REFLEXES.

BODY is the character's physical strength , endurance and toughness.

MIND is the character's intelligence and ability to learn and use knowledge.

SOUL is the character's intuition, wisdom, willpower and perception.

REFLEXES measure the character's dexterity, agility and physical reaction.

ABILITY VALUES

Split **4** die values - **d4, d6, d8** and **d10,** between the **4** abilities.

A character with **d10** in BODY becomes either a WARRIOR or a RANGER.

A character with **d10** in MIND becomes either a SORCERER or a MIND MAGE.

A character with **d10** in SOUL becomes either a PRIEST or a MONK.

A character with **d10** in REFLEXES becomes either a THIEF or an ARCHER.

Roll **d10** for PERSONA.

PERSONA is a measure of a character's looks, charm and personality. A roll of -

1 to **4** gives a **d4** PERSONA.
5 to **7** gives a **d6** PERSONA.
8 or **9** gives a **d8** PERSONA.

10 gives a **d10** PERSONA.

HIT POINTS

Each character gets a number of HIT POINTS equal to **10** plus the highest value of their body die.

*e.g. a character with BODY **d10** has **10 + 10 = 20** hit points.*

At **0** hit points a monster is dead. A character will die when hit points are reduced to a minus figure equal to the highest value of their BODY die.

*e.g. minus **10** hit points results in death for a BODY **d10** character.*

A character with less than **0** hit points but not dead is unconscious and cannot perform any actions unless healed above **0** hit points.

All characters begin at RANK **1**.

2- Outfitting the Character

MEELEE WEAPONS

All characters choose a single, one handed weapon such as a sword, axe, mace etc.

In addition, a WARRIOR, RANGER or PRIEST may choose an additional weapon and a shield OR a GREAT weapon such as a two-handed sword, battle axe etc.

A THIEF also carries a SMALL weapon such as a dagger or small blade.

MISSILE WEAPONS

All characters get a missile weapon such as -

a sling with **20** stones
OR
a bow with **10** arrows
OR
1d6 throwing daggers, axes or javelins.

Arrows, bolts and stones have a greater chance of being broken or lost when attempting to recover them than throwing daggers, throwing axes or javelins.

ARMOUR

The characters gets the following armour -

THIEF or ARCHER - **d4**
PRIEST or RANGER- **d6**
WARRIOR - **d8**
SORCERER, MONK or MIND MAGE - none

These values represent not just what armour is being worn in the form of leather, chain-mail and pieces of plate metal, but also how well it is being used by the character.

SPECIAL EQUIPMENT

A THIEF gets a set of thieves tools which contains lock picks, files and other small tools.

A PRIEST gets a holy symbol.

A SORCERER gets a magical focus such as a wand, ring, medallion etc., that is used to cast spells. Staffs are commonly chosen as they can also be used as a weapon.

MUNDANE EQUIPMENT

Each character gets **3** items of ordinary equipment from the following list-

BEDROLL, bell, BLANKET, bottle (or vial, flask etc.), BUCKET (or flask, case etc.), bag of caltrops , CANDLE, chain (linked, 10 feet), CROWBAR, fish-net, GRAPPLING HOOK, hammer, LANTERN, manacles, MIRROR, pickaxe, POLE (10 FEET), rope (50 feet), spade, TINDERBOX, torches (6), WATERSKIN.

A character may carry a number of items of equipment equal to his highest BODY die value plus **5**.

> *e.g. a BODY d10 character may carry 15 items of equipment.*

Each of the following counts an item -

Armour
Shield
Any weapon
Any missile weapon
Any **10** ammunition
50 coins

COINAGE AND COSTS

Each character begins with **3d6** coins of the realm.

The following costs may also be considered for adventuring gear -

20 sling stones, **10** arrows, **5** bolts or **1** throwing weapon - **4** coins

Silver arrow - **5** coins

Weapon, shield or bow - **9** coins

Silver weapon - **30** coins

Two handed weapon - **20** coins

Armour - **20** coins

Crossbow - **40** coins

Replacement thieves tools - **20** coins

Replacement holy symbol - **50** coins

Replacement focus - **100** coins

COMMON COSTS

Set of clothes - **1**coin
Adventuring clothes - **5** coins
Fine clothes - **25** coins

Tavern
Overnight stay (shared room w/ bed) -**1** coin
Standard meal (stew w/ bread and water)- **1** coin
Alcoholic drink (flagon beer, glass of wine, shot of spirits) - **1** coin

SPECIAL EQUIPMENT

Healing potion
Cost - **10** coins, heals **1d6** vitality instantly

Scroll
Cost -
10 coins for an easy spell
20 coins for an normal spell
40 coins for an hard spell
80 coins for an very hard spell
A scroll contains a one use spell that is cast successfully without a roll. Roll **d10** for spells result. May only be used by a SORCERER as a full round action.

Firearms come in **2** forms - pistol and rifle.

Firearms cost -

1 bullet = **5** coins
Pistol = **100** coins
Rifle = **150** coins

3 - Character Characteristics

Character's height is **56" + 3d6"** if male and **50" + 3d6"** if female.

Character's weight is the character's height in inches multiplied by **2.2** lbs if male and multiplied by **1.8** lbs if female.

Character's handedness is decided by rolling **2d6.** On a roll of **2 to 9** the character is right handed, on a roll of **10 to 11** the character is left handed and on a roll of **12** the character is ambidextrous.

Character's age is **3d6 + 10** years and **1d12** months.

All PRIESTS and SORCERERS are literate. All other characters are literate on a MIND roll of **4+.**

All characters can speak Trade-talk or common. Trade-talk is a pidgin language, a mixture of dozens of tongues and dialects, which allows for descriptive conversations with regard to objects such as numbers, cost, quality, weight, size etc. It uses a simple verb and grammar structure and is not useful, except in the most basic manner, for the discussion of complicated or nebulous topics such as religion, politics, diplomacy or the arts.

Each class has it's own secret language and written codes known only within these classes. These are Arcane for SORCERERS, Divine for PRIESTS, Solace for MONKS, Mumble for THIEVES and Clarion for WARRIORS, RANGERS and ARCHERS.

A character may be able to speak additional languages. Make a MIND roll.
A roll of **4 - 6** means the character can speak **1** additional language. A roll of **7-9** means the character can speak an additional **2** languages and a roll of **10** means the character can speak an additional **3** languages.

These additional languages may be any other racial language such as elf, dwarf, orc, ogre, goblin, gnoll, troll etc.

4 - Task Resolution

A TASK is any attempt at an activity that is neither instantly achievable or impossible.

All TASKS are rated depending on the difficulty of the task at hand and require that number to be bettered or equalled on a roll of the die used in order to succeed at any given task.

<div align="center">

easy (**2**)
normal (**4**)
hard (**6**)
very hard (**8**)
Nigh impossible (**10**)

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BODY TASKS

BODY is used when attempting tasks such as climbing, jumping, swimming and lifting weight.

CLIMBING
The following obstacles has the listed difficulty ratings and the roll must be made for every **100** feet climbed. Climbing is done at a speed of **3** yards per round -

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Ladder / Dangling rope - **2**
Ivy covered wall / Tree - **4**
Cliff - **6**
Rough wall **- 8**
Smooth wall - **10**

</div>

JUMPING
- has a difficulty rating of **1** per **5** feet to be jumped and requires an equal run up. If jumping with a smaller run up add **1** to the difficulty rating. If jumping from stand still add **3**.

SWIMMING
TASK roll is made for every **100** feet swam. In calm waters the difficulty is **2**.

In a slow moving river the difficulty is **4**. In rough seas the difficulty is **6** and in a fast flowing river the difficulty is **8**.

MIND TASKS

MIND is used to decipher codes, read scripts and understand languages.

SOUL is used for listening, spotting, searching and determining another's motivation or trustworthiness.

REFLEXES is used for moving quietly, hiding and balancing.

PERSONA TASKS

PERSONA is used to bribe, befriend, bully or seduce others.

 BEFRIEND
TASK roll is mainly asking another being for a favour or to calm down a frightened or aggressive being. The action / favour can't put the being in any direct danger or discomfort.

The difficulty depends on the being's initial disposition as listed below -

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Friendly - **2**
Neutral / undecided - **4**
Indifferent / uncaring - **6**
Aggressive - **8**
Outright hostile - **10**

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The being's initial disposition may be changed before the roll if the proper circumstances are presented.

E.G. - the characters are approached by some town guards about being out after curfew. Initially aggressive this is reduced to indifferent because the characters outnumber them and to neutral because one character pulls out a bottle of wine, claims to be coming from a party and offers them a drink. The player rolls a 5 and the guards tell them to hurry on home before their sergeant shows up…

BRIBE
An offer of immediate wealth / goodies to get another being to a favour. This cannot be attempted with an aggressive being straight off.

The chance of the bribe being accepted depends on the risk of being caught taking involves.

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Low risk - **2**
Medium risk - **4**
High risk - **6**

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The difficulty increases by **2** if the punishment on being caught out taking the bribe is serious and by **4** if the punishment is severe.

A rough cost of a bribe is the difficulty number CUBED**.**

E.G. - the players try to bribe a lowly servant in the king's palace to leave certain doors unlocked on a particular night. The doors are in areas were the servant doesn't normally go but it's at night so he's unlikely to be caught out. The king's guards , however, are mercenaries who have a habit of administering vicious beatings to any servants they can get away with abusing. So the difficulty equals low risk with a serious punishments or 2 + 2 = 4. The servant won't even consider an offer of a penny less than 64 coins.
(4 x 4 x 4)

TASK MODIFIERS

Sometimes a TASK will be effected by the circumstances in which it is attempted.

If this is to the character's benefit it is referred to as **1** die higher.

*E.G. - a **d8** is rolled instead of a **d6**, a **d10** is rolled instead of a **d8** etc.*

If this is to the character's detriment it is referred to as **1** die lower*.*

*E.G - a **d6** is rolled instead of a **d8**, a **d8** is rolled instead of a **d10** etc.*

Should this result in a die lower than **d4** the character may not attempt that TASK roll.

Should it result in a die higher than **d12** the roll is attempted at **d14** !!

For a **d14** simply roll a **d12**. Take any odd roll as is but add **2** to any even roll.

Above a **d14** is **d16** and **d18**.

These are handled exactly as **d14** except that at a **4** and **6** is added to even rolls respectively.

Modifiers stack with a higher and lower die modifiers cancelling each other out.

5 - The Ranger

The ranger has the following special abilities -

TRACK

A ranger may track any land dwelling being and it is a MIND TASK.

The difficulty of the tracking TASK begins at **2** and increases by **1** for each additional day after the quarry has gone for. This increases by **2** per day if the weather becomes wet. It also increases by **1** for every river crossed.

An unsuspecting quarry will usually travel for **8** hours a day by day. It will cover **8 + d4** miles on foot and **2d6 + 8** miles at a forced march or riding animals.

The amount the roll is made by is the distance caught up in miles by the ranger. Double this if the ranger is following a walking foe on a riding beast.

Re-roll at the start of each day. A roll of **1** means the quarry is lost.

E.G. the ranger attempts to follow a gang of orcs that set out the previous day before him. Starting the next morning the orcs are between 9 and 12 miles away (d4 + 8). It rained during the night so the difficulty is 4. The ranger rolls a 6 and because he's on horse, closes the distance at the end of the first day by 6 miles.

WILDERNESS CUNNING

A RANGER fighting in any wilderness environment rolls for initiative at **1** die higher. This does not apply in any urban or dungeon setting.

HUNTSMAN

A RANGER may walk and fire a missile weapon in the same round but if he does not move at all he rolls to hit with a missile weapon at **1** die higher.

6 - The thief

There are certain TASKS a THIEF may attempt which may not be attempted be other characters.

THIEF SKILLS

These are -

Pick pockets
Open locks
Find traps
Find secret doors
Disarm traps.

All these TASKS use the REFLEXES ability.

Opening locks and disarming traps are attempted at **d8** if the thief does not have the appropriate tools.

SNEAK ATTACK

A THIEF may also attempt a SNEAK ATTACK on an opponent if the opponent is not aware of him being about to attack.

This involves a REFLEXES roll, may only be attempted once on an opponent and with the difficulty depending on whether the opponent is asleep (**2**), on boring guard duty OR taken from behind (**4**), taken by surprise from the side (**6**) or taken by surprise from the front (**8**).

If successful the THIEF (for that first round of combat ONLY) rolls a **d12** to hit only missing on a roll of **1,** ignores armour and rolls for damage with a **d12** with an additional point of damage being inflicted at **1** per the THIEF'S RANK.

> *e.g. a RANK **6** THIEF inflicts an additional **6** points of damage*.

BREW POISON

The THIEF may also brew poison and antidotes to that poison.

This is a MIND task roll of (**2**) for a weak poison, (**4**) for a normal poison, (**6**) for a strong poison.

The difficulty is increased by a level if the poison is made tasteless and odourless OR paralytic OR capable of being used on a weapon.

> *e.g. - a THIEF wants to make a normal poison that can be used on his dagger. This is a MIND task roll of (**6**). If he also wanted it to be paralytic poison as well it would become a MIND task roll of (**8**).*

Each attempt costs the THIEF a number of coins equal to the task roll number plus **d6,** whether he succeeds or not and each success produces a single usable dose.

Poison on a weapon is good for **d12** rounds.

Poison requires the following difficulty BODY rolls to avoid it's effects-

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Weak poison **(2)**
Normal poison **(4)**
Strong poison **(6)**

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This difficulty is unaffected by whether a poison is tasteless, odourless, paralytic or capable of being used on a weapon.

The damage inflicted by all poisons, with the exception of a paralytic poison, is-

Weak - **d4** damage for **d6** rounds
Normal - **d6** damage for **d8** rounds
Strong - **d8** damage for **d10** rounds

A BODY roll may be made each round to avoid the damage for that round ONLY.

Paralytic poison paralyses the being for **1d6** rounds for weak poison, **2d6** rounds for normal poison and **3d6** rounds for strong poison.

7 - The archer

The ARCHER is a skilled marksman, dedicated to his prowess with the bow.

An ARCHER can fire a single shot per round and move at a walking OR fire a shot at **1** die higher if he does not move. This increases to **2** dice higher at rank 10 and **3** dice higher at rank **20.**

An ARCHER can fire two shots at a single target in a single round if he does not move at a **d4** roll for both shots . This increases by **1** die at ranks **4, 8, 12** and **16.**

At rank **4** the ARCHER can fire two shots at two different targets per round if he does not move at a **d4** roll for both shots. This increases by **1** die at ranks **8, 12 , 16 and 20.**

At rank **8** the ARCHER can fire three shots at a single target per round if he does not move at a **d4** roll for all three shots. This increases by **1** die at ranks **12 , 16 and 20.**

At rank **12** the ARCHER can fire three shots at a three different targets per round if he does not move at a **d4** roll for all three shots. This increases by **1** die at ranks **16 and 20.**

At rank **16** the ARCHER can fire four shots at a single target per round if he does not move at a **d4** roll for all shots. This increases by **1** die at rank **20.**
At rank **20** the ARCHER can fire four shots at a four different targets per round if he does not move at a **d4** roll for all shots.

8 - The Priest

HEALING

The PRIEST can heal each character once per day / adventure using his SOUL die.

This fails on a roll of **1** and is attempted at **d8** if the PRIEST is without his holy symbol.

It heals the rolled amount if successful and cannot be attempted while in combat.

Used against a single un-dead within 10 feet of the PRIEST healing causes it's roll to do damage but counts against a random character being healed that day / adventure by the PRIEST.

TURN UN-DEAD

A PRIEST may also attempt to turn un-dead.

This requires a SOUL roll and is attempted at **d8** if the priest does not have a holy symbol.

A single roll applies to all un-dead within 100 feet. The following roll is required for the following un-dead -

Skeletons - **2**
Zombies - **3**
Ghouls - **4**
Wights - **5**
Wraiths - **6**
Mummy - **7**
Vampire - **8**

A roll of **1** not only fails it means the PRIEST cannot attempt to turn un-dead for the rest of the day / adventure.

A roll of **10** inflicts damage to each un-dead equal to **10** minus the number required to turn them.

Turned un-dead may not approach within **4d6** feet of PRIEST for a number of rounds equal to the number rolled on the SOUL die multiplied by **d6**.

At a rank equal to twice the number required to turn a particular un-dead, that un-dead is turned automatically for the amount of time rolled.

At a rank equal to three times the number required to turn a particular un-dead, a number of that un-dead equal to the roll are utterly destroyed.

*E.G. - a **6**th rank priest can turn ghouls for SOUL die roll multiplied by **d6***

*rounds, zombies for SOUL die roll multiplied for **d6** multiplied again by **2** and totally destroy a number of skeletons equal to the SOUL die roll with each turning attempt.*

ADDITIONAL ABILITIES

At RANK **4** a PRIEST becomes automatically aware of any un-dead within a radius of **5** feet per PRIEST'S RANK of them.

At RANK **8** the PRIEST'S personal and chosen weapon counts as a holy weapon against un-dead, devils and demons. To hit and damage are rolled twice and at **1** BODY die higher with the higher damage roll chosen.

At RANK **12** the PRIEST can attempt to cure each character once per day / adventure of any disease. He must roll with his SOUL die a **10** at RANK **12**, a **9** at RANK **13** etc.

At RANK **16** the PRIEST can resurrect any **1** dead being per day / adventure provided the being has been dead for less than an day.

9 - The Monk

The MONK is a master of unarmed combat and mental discipline.

When engaged in unarmed hand to hand combat the MONK uses his SOUL die instead of his BODY die to determine whether he can hit his opponent.

The BODY die is still used to hit when armed and to inflict damage whether armed or unarmed.

A MONK using missile weapons rolls **1** die lower than his REFLEXES die to hit.

A MONK may attempt any single BODY or REFLEXES task roll, provided it is unrelated to any form of combat, at a single higher die value by focusing his energy for **1** round and makes a MIND **4** roll. This is known as the CLEAR MIND. The task roll may be made at a **2** die higher value provided the MONK focus's for **d4** rounds and a hit point is lost. The task roll must be made the next round or the focus is lost.

*E.G. a MONK with a BODY **d6** wants to swim across a stormy lake. He focuses for **d4** rounds and loses a hit point. He makes the TASK roll and may then attempt to swim the with a **d10** BODY roll.*

Unarmed damage may be increased to a **1** die value if a hit point is lost before the to hit roll is made. This is known as KI POWER. This increases to a **2** die higher value from RANK TEN.

The MONK is able to use his REFLEXES die as an armour roll against missile weapons and he may use his BODY die as an armour roll against hand to hand combat hits, but for each successive hit scored against the MONK that round the die value is reduced.

*E.G. a MONK with REFLEXES **d8** is hit by **3** arrows in a single round. The first arrow's damage is subject to a **d8** armour roll, the second to a **d6** armour roll and the third arrow to a **d4** armour roll.*

He may not use his REFLEXES die as an armour roll against missile weapons if involved in hand to hand combat OR in a round using KI POWER or CLEAR MIND.

He may not use his BODY die as an armour roll against hand to hand weapons in a round using KI POWER or CLEAR MIND.

10 ~ Hand to hand combat

INITIATIVE

To determine who goes first in hand-to-hand combat, each character rolls his REFLEXES die and the referee rolls the ATTACK die for each monster or group of monsters.

The lowest rolls declare their intentions first but actions are taken first by the highest rolls.

COMBAT ACTIONS

In a fighting situation a character or monster may attempt a number of actions -

Walk **5** yards or and engage in hand to hand combat.

Run **10** yards and engage in hand to hand combat.

Run **30** yards without any other action.

Perform a full round action such as fire a missile weapon or cast a spell or turn un-dead without any movement,

TO HIT

The following rolls are required to hit a monster -

Vermin - **2**
Weak - **4**

Normal - **6**
Tough - **8**
Very tough - **10**

The BODY die is used to hit in hand-to-hand combat unless -

Any character apart from a WARRIOR uses a GREAT or double handed weapon. They roll **1** die lower than their BODY die to hit. This does mean that **d4** BODY character cannot use GREAT weapons at all.

e.g. a d6 BODY THIEF rolls d4 to hit with a double handed weapon.

Also a character using a SMALL weapon uses his REFLEXES die when attempting to hit.

Improvised weapons such as a bottle, chair leg etc. reduce the rolled BODY / ATTACK die to hit roll by **1 regardless of the character's class.**

For a monster to hit any character apart from a WARRIOR requires a **4** and a WARRIOR requires a **6.**

A monster uses it's ATTACK die to attempt to hit.

Should a character attempt to hit in hand-to-hand combat but cannot do so on a single roll (eg BODY **d4** roll against a normal opponent) roll anyway.

Should the maximum score be rolled, roll again and add half the second roll, rounding down, to the first to determine a hit or miss.

E.G. when vermin (ATTACK d4) attempt to hit a WARRIOR they must first roll a 4 and then roll again and get a second 4 to hit. This results in a score of 4 plus (4 /2 = 2) = 6 = a hit !!

A being may leave combat at any time but his opponent gets a free attack before the being can get away.

DAMAGE

The amount of damage inflicted by characters is determined with their BODY die.

This represents not just the weapon used but how well it is wielded.

Should a character use a GREAT weapon, damage is rolled **1** die higher than their BODY roll.

Should a character use a SMALL weapon damage is rolled 1 die lower than their BODY roll.

e.g. a character with d6 BODY rolls d8 damage with a GREAT weapon. He

*rolls **d4** with a SMALL weapon.*

Improvised weapons such as a bottle, chair leg etc. reduce the rolled BODY / ATTACK damage roll by **1.**

DAMAGE REDUCTION

An armour roll is made after damage is inflicted and reduces damage inflicted by the rolled amount.

A PRIEST, WARRIOR or monster fighting with a shield makes **2** armour rolls and chooses the better score.

11 - Missile attacks

TO HIT

Missile attacks use REFLEXES (ATTACK die for monsters) to determine a hit and the following rolls are required to hit -

Short range - **4**
Medium range - **6**
Long range - **8**
Extreme range - **10**

Should the target be behind cover the REFLEXES roll to hit is made at **1**die lower.

e.g. a missile attack at a target behind cover at medium range requires a 8 to hit.

Range in yards for thrown weapons is as follows -

Short - **10**
Medium - **20**
Long - **40**
Extreme - **80**

This range is doubled for bows / slings.

It does not represent maximum range but maximum EFFECTIVE range.

Should a character attempt to hit with a missile but cannot do so on a single roll (eg - REFLEXES **d4** roll against a tough opponent) roll anyway.

Should the maximum score be rolled, roll again and add half the second roll (round down) to the first to determine a hit or miss.

DAMAGE

Damage is rolled with the REFLEXES die as this reflects the accuracy of the shot.

DAMAGE REDUCTION

An armour roll is made after damage is inflicted and reduces damage inflicted by the rolled amount.

A PRIEST, WARRIOR or monster fighting with a shield makes **2** armour rolls and choose the better score.

SLINGS AND CROSSBOWS

Slings and crossbows may only be used every second round as they all require a full round to ready to fire again.

A sling may use any stone as a sling shot.

A crossbow bolt causes damage at **1** die higher than the character's REFLEXES.

RECOVERING MISSILES

A fired missile is destroyed / lost and cannot be recovered on a roll of **4+** on a **d6** for each missile. A thrown weapon is only destroyed / lost on a roll of **6+** on a **d6** roll.

FIREARMS

The pistol will have a range equal to a thrown weapon and a rifle will have a range equal to a bow.

Firearms may only be fired every second round as they must be reloaded slowly.

Both pistol and rifles cause damage equal to **1** die higher than the REFLEXES die of the weapons user.

Firearm bullets ignore armour and shields.

Bullets come as a lead ball wrapped in wax paper with a charge of black powder and cannot be recovered.

12 - Combat manoeuvres

In hand to hand combat the characters may sometimes wish to attempt combat actions which are not taken to directly harm his opponent.

All such actions are attempted a **1** die lower than the character's BODY die or monster's ATTACK die and the roll required to hit the being goes up by **2.**

*E.G. a WARRIOR attempting to disarm a peasant (attack **d4**) rolls a **d8** to hit and requires a roll of **4** to disarm him.*

Combat manoeuvres cannot be attempted by characters with BODY **d4.**

Combat manoeuvres cannot be attempted for **d4** rounds in which a character has had to run to get into combat.

BYPASS - if this roll is successful the character gets past his opponent without his opponent getting a free attack.

BREAKAWAY - if this action is successful the character gets away from the combat without suffering a free attack against it.

DISARM - a successful roll to disarm a weapon wielding opponent sees the weapon thrown **3d6** feet in a random direction provided the opponent fails to beat the roll with a REFLEXES / ATTACK die roll.

SUBDUE - all damage inflicted is temporary as the character "pulls" his blows. A being reduced to ZERO VITALITY is knocked out for 2d6 rounds, and then recovers the temporary loss of at a rate of 1 per round.

FEINT - if this roll is successful the character makes his combat roll the following round at 1 BODY / ATTACK die higher. No combat manoeuvre may be attempted the following round.

POWER BLOW - if this attack is successful the damage rolled is **1** BODY die higher. A WARRIOR with a two handed weapon rolls twice for damage and takes the higher roll.

SPECIAL COMBAT SITUATIONS

MOUNTED COMBAT   - mounted character's may BREAKAWAY from a combat without the need for a roll.

A successful REFLEXES roll (**6**) at the start of the combat round allows for the mount to attack his opponent as well if it can but the character cannot BREAKAWAY from combat that round if it does so.

DARKNESS - there is two types of darkness poor light, such as night-time

with light from stars, and total darkness.

All activities in poor light suffer a **1** die reduction to attempt unless a creature is under the effects of the Night-eyes spell or has night vision.

In total darkness, unless the being has night vision, all hand to hand combat and missile attacks only succeed on a roll of **20** on a **d20.** A being that has night vision suffers as if under poor light.

IN WATER - unless a being is AQUATIC, in water up to their knees or waist makes all hand to hand combat rolls at **1** die roll lower. In water up to their shoulders makes all hand to hand combat rolls at **2** dice lower.

13 - Sorcery and spell casting

Only a SORCERER can cast spells and uses his MIND die to do so.

This roll is made at **d8** should the sorcerer not have a focus to cast spells with.

A SORCERER begins with any **4** spells of his choice.

The roll required to cast a spell depends on the spells complexity as follows-

Easy spell - **2**
Normal spell - **4**
Hard spell - **6**
Very hard spell - **8**

A roll of **1** means the sorcerer cannot cast that spell again this day / adventure.

A failed spell can still be cast if the SORCERER chooses to lose **1** hit point per point of difference between the roll and the roll required.

e.g. a SORCERER rolls a 3 while casting a hard spell. He chooses to lose 3 hit points and the spell is cast anyway.

Anyone within seeing and hearing distance will be aware of a spell being cast.

All spells require chanting and movement and count as full round actions.

To cast a spell without either causes it's complexity to go up **1** level and prevents very hard spells from being cast.

Without both causes a rise of **2** levels and prevents hard spells from being cast.

e.g. an easy spell cast without chanting requires a roll of **4** to succeed. Without chanting or movement an easy spell would require a roll of **6**.

Should a spell require an ability roll to avoid it's effects and is cast on a monster, use the monster's ATTACK die to determine success or failure.

EASY SPELLS

1. **Change self 1** - the SORCERER can change the colour of his or another's features such as his eye, skin and hair colour, with a touch. This spell lasts for a number of minutes equal to the successful MIND die roll.
2. **Charm less** - a being within 50 feet targeted by the SORCERER with this spell will take all PERSONA TASK rolls at ONE die lower for 1 hour per SORERER'S RANK should they fail a SOUL TASK against the spell roll.
3. **Detect magic** - the SORCERER can automatically detect all magic items within **20** feet at that moment but not their exact magical functions.
4. **Glowing light** - the SORCERER creates a ball of light as bright as full daylight with a radius of in feet equal to the successful spell roll. The spell cannot be used to dazzle or blind another and lasts for the successful spell roll multiplied by **1d6** rounds or until ended by the SORCERER. Glowing light has no effect on a darkness spell.
5. **Locked shut** - any door or set of doors of an size up to **10'by 10'** are magically shut and cannot be opened by any normal means such as keys, lock picks, axe blows etc., for a number of rounds equal to the spell roll.
6. **Night eyes** - the SORCERER can see in total darkness or under the effect of a darkness spell, as if under poor light and see at night as if in daylight. The spell lasts for a number of minutes equal to the successful MIND die roll.
7. **Savage strike -** the SORCERER'S weapon glows with sorcerous energy and inflicts **d12** damage when it hits. This lasts for a number of rounds equal to the number rolled when casting. The weapon may not be used or carried by another character or monster while this spell is in effect.
8. **Shield** - the SORCERER gains **d6** armour against all missile attacks against him for a number of rounds equal to the successful spell roll.
9. **Spider climb** - the SORCERER gains the ability to crawl up walls and hang from ceilings without falling for a number of rounds equal to the successful spell roll. The SORCERER cannot attempt any action except climbing at a walking pace until the spell wears off.
10. **Summon swarm** - the SORCERER summons an insect swarm (see 11 - THE BESTIARY) which will fight a single, chosen foe for **2d6** rounds until dispersing.

NORMAL SPELLS

1. **Armoured** - the SORCERER gains **d6** armour against hand-to-hand combat hits for a number of rounds equal to the successful spell roll.
2. **Bolt of pain** - a blast of mystic energy shoots from the sorcerer to hit a single target of the sorcerer's choosing within **100** feet. This causes damage equal to spell roll and ignores armour.
3. **Change self 2** - the SORCERER can change with a touch the appearance

of another creature without changing it's overall size or shape. This improves on change self 1 by allowing for changes to skin texture, hair length and the shape and size of facial features. The spell lasts for as many minutes as the successful spell roll.

4. **Darkness** - an area surrounding the SORCERER or targeted by him, covering a **20** foot radius is plunged into total darkness for a number of rounds equal to the successful spell roll. A **8+** on a REFLEXES roll is required to move safely out of the darkness or **d4** rounds without a reflexes roll.
5. **Dazzling blast** - a single chosen opponent standing in front and facing the SORCERER, up to **100** feet away, is blinded by a flash of light for a number of rounds equal to the spells roll. The blinded opponent can do nothing for that time unless he rolls higher than the spells roll on his REFLEXES die.
6. **Detect un-dead** - the SORCERER can detect the presence of un-dead creatures within **100** feet at that moment and what type of un-dead they are.
7. **Float** - the SORCERER can float above the ground at a height equal to his successful spell roll for a number of rounds equal to same. He can attempt actions as normal and can walk and run.
8. **Intangible** - the SORCERER and all he carries loses all physical substance and can walk through walls and doors as if a ghost. He cannot interact with any physical object for a number of turns equal the successful spell roll and cannot fight, fire missiles or cast spells while the spell lasts.
9. **Open wide** - any door or set of doors up to **10'by 10'** in size is automatically opened regardless of how many bolts or locks are keeping it locked. Alternatively the spell cancels a **locked shut** spell.
10. **Summon chaos spawn** - the SORCERER summons a demonic creature, all teeth and claws, to attack any chosen foes for **3d6** rounds before disappearing back from were it came from. The creature has **3d6** vitality, a **d6** ATTACK and damage die. If it runs out of foes before it disappears it will attack the SORCERER or closest opponent unless a MIND roll of **4+** is made to send it back early.

HARD SPELLS

1. **Bypass** - the SORCERER lays his hands on a section of wall or a doorway and creates a hole large enough to allow **1** normal sized being to pass through per round. The spell lasts for a number of rounds equal to the successful spell roll or until the spell is cancelled.
2. **Change self 3** - the SORCERER can change himself or another in a radical manner with a touch. This includes an increase / reduction in height of **1** foot / 6 inches per point on the successful spell roll and an addition on 1 extra body part such as wings, arms, legs, tail etc. per point on the successful spell roll. These extra body parts do not make the character any stronger or faster. The spell lasts a number of minutes equal to the successful spell roll
3. **Detect life** - the SORCERER becomes aware of all living creatures within

100 feet of him at that moment. He also becomes aware of whether the creature is an animal, monster or human, it's species, gender , size and whether the being is capable of using spells.

4. **Hold being** - the SORCERER prevents another being within **100** feet from being able to take any actions. The helpless being remains in this condition for a number of rounds equal to the successful spell roll minus his BODY die roll. Any hit from a hand weapon does maximum damage automatically against the held being.

5. **Invisible** - the SORCERER cannot be seen be anybody else while this spell is in effect. He may interact with the physical world normally and may attack creatures as if his BODY die was **1** higher and is attacked and damaged by others at **1** die lower and is only hit on a roll of **6+** and all attacks against him miss automatically on a roll of **4+** on a **d6** roll. These modifiers cease if the SORCERER is made visible by being covered in flour / paint etc.

6. **Levitate** - the SORCERER can float upwards or downwards only for a number of rounds equal to the successful spell roll at a rate of **20** feet per round. He can attempt other actions as normal.

7. **Mage armour** - the SORCERER gains **d8** armour against all damage inflicted against him by weapons , missiles or spells for a number of rounds equal to the successful spell roll.

8. **Pain bolts** - the SORCERER lets rip with a number of bolts equal to the successful roll. Each bolt hits automatically a different target within **100** feet for the rolled damage ignoring armour. Leftover bolts are wasted.

9. **Silence** - an area targeted by the SORCERER or surrounding him to a **50** foot radius, blocks out all sound. Since spells require sound to be cast all spells cast within this area are attempted at **1** die lower than usual. The spell lasts for **1** round per SORCERER'S rank.

VERY HARD SPELLS

1. **Doom blast** - a fiery blast is centred on a particular target within **100** feet. All beings within a radius equal to **5** feet multiplied by the spell's successful roll, automatically suffer damage equal to the spells roll multiplied by **3** which ignores armour. Causes the SORCERER **d4** damage.

2. **Eagle's wings** - the SORCERER can fly like bird for a number of rounds equal to the successful spell roll at a rate of **100** feet per round in any direction. He may cast spells, use missiles, attack as normal and may hover, speed up and slow down at will.

3. **Polymorph** - this spell allows the SORCERER to change another being within **100** feet into the SHAPE and FORM of another living being of an equal or smaller size. The victim is allowed a BODY die roll, equal or greater, to avoid the spell's effects if the spells effects would be fatal such as turning an ogre into a fish in frozen wastes. The spell lasts for a number of hours equal to the successful spell roll.

4. **Teleport** - the sorcerer disappears without a sound and reappears up to **20 feet** away, per SORCERER'S rank. If the SORCERER can't see were he is going to reappear, he must make another MIND TASK roll as if

casting the spell. Failure results in damage equal to the difference required to succeed as the SORCERER teleports into and is thrown out of solid material.

5. **Force shield** - the SORCERER acts as the focal point of a bubble of sorcerous energy that has a radius of **5** feet per SORCERER'S rank in all directions. The shield deflects all missiles on a d10 roll of **2+** and all physical effects of spells on a **4+.** It can be passed through on a BODY roll of **10+** in a single round or slowly in **2d6** rounds. The spell lasts for **1d6** x SORCERER'S rank rounds.

6. **Protective circle** - the SORCERER becomes a focal point of power that radiates out to **5** feet per SORCERER'S rank. Any being who attacks anyone who was inside the circle when it was cast and who remains within the circle does so a **1** die lower for all die rolls. The spell lasts for 1d6 x SORCERER'S rank rounds.

7. **Sorcerous void** - all spells cast by any other SORCERER within a radius of **10** feet per SORCERER'S rank have the MIND roll reduced by **1** die. All rolls to avoid the spells effects do so at **1** die higher. The spell lasts for **1d6** rounds per SORCERER'S rank.

14 - The mind mage

A MIND MAGE begins at rank **1** with **4** randomly rolled powers.

To roll on the power chart roll **d6** first and then roll **d6** again.

E.G. - *a roll of **2** followed by a **4** is **24** on the power chart. A roll of **1** followed by a **5** is **15** on the power chart etc.*

PSYCHIC POWER CHART

11 - Bio-healing
12 - Bio-kinetics
13 - Blind
14 - Body blade
15 - Clairvoyance
16 - Deafen

21 - Destroy
22 - Energy deflection
23 - Ghost walk
24 - Force bolts
25 - Force field
26 - Force weapon

31 - Fuzz
32 - Iron hand
33 - Iron mind

34 - Mask
35 - Mass illusion
36 - Mass telekinesis

41 - Mind blast
42 - Muscular atrophy
43 - Muscular boost
44 - Neuro disruption
45 - Neuro focus
46 - Possess

51 - Purge
52 - Radar
53 - Raise dead
54 - Read mind
55 - Shockwave
56 - Short circuit

61 - Slam
62 - Suggestion
63 - Telekinesis
64 - Telekinetic hold
65 - Terrify
66 - Wild card

All psychic powers require a task resolution roll to be successfully used.

The character's MIND die is used.

The task resolution rating needs to be chosen by the player before the roll is made, unless the circumstances are stated in the powers description.

An **easy task attempt (2)** is failed on a roll of **1.**

A **normal task attempt (4)** is failed on a roll of **2** or **3** and the use of the power is lost for the rest of the day / adventure on a roll of **1.**

A **hard task attempt (6)** is failed on a roll of **3** to **5** and the use of the power is lost for the rest of the day / adventure on a roll of **1** or **2.**

A **very hard task attempt (8)** is failed on a roll of **4** to **7** and the use of the power is lost for the rest of the day / adventure on a roll of **1, 2.**or **3.**

Any saving throw to resist the power's effects requires a roll equal or greater to the successful task attempt roll. Monsters use their ATTACK die for saving throws.

Any time limit of a power using the MIND die as a measure equals a number

of rounds equal to the MIND dies numerical value.

BIO-HEALING

- This power is used to heal oneself only. The task rating depends on how much damage is to be healed and all damage will be healed or none at all. Up to **5** points of damage is an easy task, up to **10** points of damage is a normal task, up to **20** points of damage is a hard task and greater than **20** points of damage is a very hard task.

BIO - KINETICS

- The character attempts great leaps through the air. The task rating depends on the distance, in yards, attempted for leaping up / backward / forward / down. (See below)

Up / backward / forward / down
Easy **(2)** - **2 / 4 / 6 / 8**
Normal **(4) - 5 / 10 / 15 / 20**
Hard **(6) - 10 / 20 / 30 / 40**
Very hard **(8) - 20 / 40 / 60 / 80**

EG - *leaping **30** yards forward is a HARD task. Leaping **10** yards backward is a NORMAL task etc.*

BLIND

- The player attempts to blind an opponent that he is aware off within **100** feet of him, for **d6** rounds. A SOUL die roll is used for the saving throw. A blinded being attempts any action that requires sight, regardless of the task's rating with **d10** roll, succeeding only on a roll of **10,** but while blinded this also includes movement of more than a few feet per round.

BODY BLADE

- The character causes his hand and carried weapon to become as one. The damage inflicted by the weapon go up by **1** die. This power cannot be used with two-handed weapons. The power remains in effect for **d6** rounds per rating chosen by the player. **D6** rounds for easy, **2d6** rounds for normal etc.

CLAIRVOYANCE

- At the start of the adventure the player with this power chooses a rating and rolls accordingly. Failure results in nothing. Success gives the player **1** re-roll at an easy rating, **2** re-rolls at a normal rating and so on. These re-rolls may be used to re-roll any task roll during the game. The power may only attempted at the start of each session / game.

DEAFEN

- The player attempts to deafen an opponent that he is aware off within **100** feet of him, for **d6** rounds. A SOUL die roll is used for the saving throw. A deafened being attempts any action that requires hearing, regardless of the task's rating with **d10** roll, succeeding only on a roll of **10.**

DESTROY

- The character can attempt to totally destroy and render unusable an inanimate object at distance of up to **100** feet. The task rating depends on the objects size. It may also be used to destroy an area in a large structure such as a wall of similar size and mass. Should the item be especially fragile or tough, decrease or increase the task rating by **2**.

Easy (**2**) - coin, ring, etc.
Normal (**4**) - jug, hand weapon etc.
Hard (**6**) - chair, table etc.
Very hard (**8**) - cart, etc.

ENERGY DEFLECTION

- This power is an automatic response to hits from any missile weapon or spell that causes damage. The rating is very hard at short range, hard at normal range, normal at long range and easy at extreme range. All damage is deflected harmlessly away from the target if successful.

GHOST WALK

- the character takes an out of body experience to check out the surrounding area. The character's physical form stays in a mediative pose while this happens. The character stays out of his body for **d6** rounds for each task rating he rolls for. Each round allows the character to travel up to **100** yards or check out a normal sized room and it's occupants and layout. EG - *the character rolls successfully at a normal rating and rolls 2d6 for 8 rounds. He travels 200 yards to a nearby castle (2 rounds), circles the 400 yard perimeter wall noting sentries, gates etc.(4 rounds) and gets to check out 2 rooms in a hut near the castles front gate (2 rounds) before being pulled back into his own body.*

FORCE BOLTS

- bolts of energy shoot from the character and hit a chosen target within range. The rating of the force bolts is easy for short range, normal for medium range, hard for long range and very hard for extreme range. Damage is rolled on MIND die and ignores armour.

FORCE FIELD

- the force field covers all persons within **10** feet of the character per rating making the task roll. The force field cannot be passed through but does effect distance weapons passing back and forth. The force field lasts for **d6** rounds per rating and all damage of distance weapons passing through the force field is reduced by an amount equal to the successful task roll **plus** a REFLEXES roll **plus** an armour roll. The force field does not effect psychic powers or spells and the indirect damage caused by them.

FORCE WEAPON

- This power creates a glowing blade in his hand if he is unarmed or envelopes any weapon carried in his hand, that causes additional damage to any hand-to-hand combat attack equal to the rating chosen by the character to activate the power. The additional damage ignores armour.

FUZZ

- the character creates an anti-psychic area with a radius of **10** feet of then character per rating chosen. Any psychic powers attempted within this area or with an effect that occurs within this area has it's task roll reduced by a MIND die roll of that character. The effect lasts for MIND die rounds.

IRON HAND

- The character can attempt to totally destroy and render unusable an inanimate object he can touch. The task rating depends on the objects size. It may also be used to destroy an area in a large structure such as a wall of similar size and mass. Should the item be especially fragile or tough, decrease or increase the task rating by **2**. He may attempt to destroy inanimate objects and materials for MIND die rounds.

Easy (**2**) - coin, ring, etc.
Normal (**4**) - jug, hand weapon etc.
Hard (**6**) - chair, table etc.
Very hard (**8**) - cart, etc.

IRON MIND

- any psychic or spell effect or attack that requires a SOUL saving throw to avoid its effects gets another saving throw to avoid it's effects should the first saving throw fail. This is automatic and continues until a **1** is rolled.

MASK

- the character attempts to change his appearance with a mental illusion. The rating depends on the complexity of the illusion.
An easy rating allows the character to change the colour of his skin, eyes and hair. EG - *blue hair and purple skin*
A normal rating allows him to change the colour of his clothes and the texture of his skin, shape of his eyes and the length and texture of his hair. EG - *skin covered in tattoos, "elf" eyes, dreadlocks etc.*
A hard roll is required to change the character's basic shape, form ,clothing and size up to twice as big or half as small as the character, while keeping within a basic humanoid form. EG - *a mutant, seven feet tall with a tail, ape like arms, tusks and scaly skin.*
 A very hard roll is required to make a character appear as something totally unhuman up to four times lager. EG - *a giant cockroach, a small dog, a statue of a bronze demon or a specific person.*
Another being only gets a saving throw to see through the illusion if it the illusion would raise suspicions in such circumstances. The characters can only attempt a saving throw if they can articulate on this.
The illusion lasts for **1d6** minutes.

MASS ILLUSION

- the character creates an illusion within a area with a **20** feet radius up to **100** yards away. For each sense involved the rating of the attempt goes up by **1**.
EG - *a sound of footsteps in the distance or a bad smell or a misty blue cloud is an easy task roll. A desk falling over would be a normal task as it requires*

both a visual and a crashing sound to be convincing. An explosion would require a hard task roll as the explosion would have to be seen, heard and felt.

A saving throw is always allowed although groups roll as individuals, IE - in a group everyone is fooled or no one is fooled. Individuals such as the characters and important non-player characters roll individual saving throws. An illusion lasts for **1d6** minutes.

MASS TELEKINESIS
- the character can attempt to lift and move heavy, large objects. The rating for each attempt depends on the objects weight.

Easy - up to **1** ton.
Normal - up to **3** tons.
Hard - up to **10** tons.
Very hard - up to **20** tons

The objects are lifted slowly and can be moved at a rate of **10** feet per round. They cannot be flung about or dropped suddenly. The object may be moved about for **1d6** minutes.

MIND BLAST
- the character sends a mentally attacks another being within **100** feet . The damage inflicted equals the rating plus a MIND die roll. A successful SOUL saving throw against the rating of the attempt totally negates the damage. The damage ignores armour.

MUSCULAR ATROPHY
- the character attempts to reduce another being's, within **100** feet, BODY die (ATTACK die for monsters) for **1d6** rounds. To reduce it by **1** die is an easy task , to reduce it by **2** die is a normal task etc. Should the BODY die be reduced to less than **d4** the being can do nothing at all for the powers duration. A BODY saving throw avoids the effects.

MUSCULAR BOOST
- the character attempts to increase his BODY die for **1d6** rounds. To boost it to **d8** is an easy rating, to **d10** a normal rating, to **d12** a hard rating and to **d14** a very hard rating.

NEURO DISRUPTION
- the character attempts to reduce another being's, within **100** feet, REFLEXES die (ATTACK die for monsters) for **1d6** rounds. To reduce it by **1** die is an easy task , to reduce it by **2** die is a normal task etc. Should the REFLEXES die be reduced to less than **d4** the being can do nothing at all for the powers duration. A REFLEXES saving throw avoids the effects.

NEURO FOCUS
- the character attempts to increase his REFLEXES die for **1d6** rounds. To boost it to **d8** is an easy rating, to **d10** a normal rating, to **d12** a hard rating

and to **d14** a very hard rating.

POSSESS
- the character attempts to take over the mind and actions of another being within **100** feet. A rating is chosen and if successful the being is allowed a SOUL saving throw to resist it's effects. Otherwise the character is aware of the possessed being's experiences and can make the being do anything for **1d6** rounds. Should the action cause harm another saving throw is allowed. The possessed being has no recollection of anything unless he makes his saving throw.

PURGE
- the character makes his body immune to the effects of poison for a number of rounds equal to the rating chosen. This power kicks in automatically when the player suffers a poisonous attack.

RADAR
- the character attempts to mentally count the number of beings in a given area. This is an easy rating within a **20** feet radius, a normal rating within a **40** feet radius and so on. This power only counts sentient beings and animals and their general position. It gives no indication of their looks, abilities , equipment or intentions.

RAISE DEAD
- the character can cause corpses to be risen as mindless killing machines. This is a rating for every **1d6** corpses the character wishes to raise. Zombies may be given **1** command before becoming immune to any psychic power requiring a saving throw. The command must be kept simple with no more than **1** condition. I.E. - " go and kill all the men in the swamp", "stay here and kill anyone not wearing a helmet who enters this room " etc.

READ MIND
- the character attempts to get at information inside another beings mind. The other being must be within **100** feet of the character and is aware of the attempt. The rating of the task depends on the beings SOUL die. D12 SOUL is a very hard task, **d10** a hard task, **d8** a normal task and **d6 or d4** SOUL is an easy task. The being is allowed a saving throw.

SHOCK WAVE
- the character unleashes a blast of mental energy that effects everybody within a **100** feet radius. All beings within the radius are knocked down for **1d6** rounds and takes **1d6** damage unless they make a BODY saving throw against the power's rating. All actions taken while knocked down are attempted at **1** die lower and movement is restricted to **5** feet crawls.

SLAM
- the character unleashes a blast of mental energy that effects everybody within a **100** feet radius. All beings within the radius are knocked down for **1d6** rounds and takes **1d6** damage unless they make a REFLEXES saving throw against the power's rating. All actions taken while knocked down are

attempted at 1 die lower and movement is restricted to **5** feet crawls.

SUGGESTION
- the character effects the actions of another being that he has engaged in conversation for **1d6** rounds for **1d6** rounds. The rating of the task depends on the beings SOUL die. D12 SOUL is a very hard task, **d10** a hard task, **d8** a normal task and **d6 or d4** SOUL is an easy task. The being is fully aware of the actions he is taking and can only make a SOUL saving throw if any action would direct harm him or others he cares for.

TELEKINESIS
- the character can move small objects up to about **10**lbs weight about and use them as missile weapons. The rating depends on the distance the missile is thrown. Easy for short range, normal for medium range, hard for long range and very hard for extreme range. The missiles hit for MIND die damage but this is reduced by armour.

TELEKINETIC HOLD
- the character attempts to pin another being with a mental grip. The other being is allowed a SOUL saving throw against the powers rating. Failure means the being cannot perform any actions physical actions for **1d6** rounds and the character can inflict **1d6** damage per round in a mental crush if desired.

TERRIFY
- the character conjures up another being worst fears. The being must make a SOUL saving throw against the power's rating or cower helplessly, unable to do anything but run or hide for **1d6** rounds.

WILD CARD
- at the start of each adventure re-roll all the character's psychic powers except this power.

15 - the Bestiary

VERMIN

All vermin have a **d4** ATTACK die and are hit on a roll of **2+**.

INSECT (or spider or scorpion) SWARM
HP - **4d6**
Damage - **1** point (bites and stings)
INSIDIOUS - ignores armour or shields.

LIVING SLIME
Hp - **6d6**

Damage - **1** point (slimy tentacles)
ACIDIC - each hit against it will rot and destroy the weapon on the roll of **6 on a d6**. Each hit against a character will rot and destroy either the character's weapon or shield on a roll of **6 on a d6**.

RAT SWARM
HP - **6d6**
Damage - **d4** (bites)
1 in **6** chance of rats having the BLACK PLAGUE.
BLACK PLAGUE requires a BODY 2 roll to avoid when damage is taken from a rat swarm and a BODY 2 every day afterwards or BODY die is reduced by 1 die. Death occurs when BODY die reduced to nothing.

PEASENT
HP - **4**
Damage - **d4**

WEAK MONSTERS

Weak monsters have a **d6** ATTACK and require a roll of **4+** to hit.

KOBOLD
HP - **6**
Damage - **d4**
Armour - x
Special - CUNNING. Kobolds roll **d8** for initiative

GOBLIN
HP - **7**
Damage - **d4**
Armour - **d4**

HOBGOBLIN
HP - **8**
Damage - **d4**
Armour - **d4**
Special - SKIRMISHERS. Hobgoblins roll **d8** to hit when attacking with missile weapons.

ORC
HP - **9**
Damage - **d6**
Armour - **d4**

GNOLL
HP - **10**
Damage - **d6**
Armour - **d4**

Special - CUNNING. Gnolls roll **d8** for initiative

BUGBEAR
HP - **11**
Damage - **d6**
Armour - **d4**
Special - TOUGH. Bugbears roll **d8** for any BODY TASK.

GREAT ORC
HP - **12**
Damage - **d8**
Armour - **d6**

ELVES
HP - **8**
Damage - **d6**
Armour - **d4**

There are four types of elves. They are SYDE, AEYON, DRAS and VODU.

SYDE roll **d8** for initiative in woodland or forests. DRAS roll **d8** for initiative if underground. VODU roll **d10** for initiative if underground or at night and **d4** during the day.

SYDE are the woodland elves. Superb archers (**d8**) with bows.

AEYON are the high elves. One in four AEYON will be a SORCERER.

DRAS are the dark elves. One in six DRAS will be an PRIEST worshiping either the dragon god KROSH or as a spider cultist of ARACNOS. One in six DRAS will use a poisoned weapon (roll **d6**. **1-3** weak poison, **4-5** normal poison, **6** strong poison).

VODU are the outcast of the DRAS, cursed and blessed in shadow. A VODU hit by missile, weapon or spell will escape untouched on a roll of **4** on a **d4**.

DWARVES
HP - **12**
Damage - **d8**
Armour - **d8**
SLOW - DWARVES roll **d4** for initiative.
POOR AIM - DWARVES roll **d4** to hit and damage with missile weapons

GIANT RAT(or badger, fox etc.)
HP - **2**
Damage - **d4** (bite)

WOLF (or dog, wild cat etc.)
HP - **4**

Damage - **d6** (bite)
PACK TACTICS - if wolves attack a single character in groups of **2** or more, ONE wolf attacks AND damages at **d8**.

SKULKER
HP - **7**
Damage - **d4**
Armour - **d4**.
SMALL - trying to hit a skulker with a missile is done with a REFLEXES die reduced by **1** .
Skulkers are small goblin-like creatures

TENGU
HP - **7**
Damage - **d4**
Armour - **d4**
FLYER - the tengu can breakaway from combat without his opponent getting a chance to hit at it.
TENGU are half man, half bird like creature capable of using weapons.

MOROG
HP - **6**
Damage -**d6** (claws)
BERSERKER - every time a morog is injured but not killed it's ATTACK die goes up by **1** to a maximum of **d12.**
Morogs resemble hairless baboons with a mane of spines on their head, neck and shoulders.

SKELETON
HP - **6**
Damage - **d6**
Armour **- d4**
UN-DEAD - immune to anything that requires a SOUL die to avoid effects

ZOMBIE
HP - **12**
Damage - **d6** (bite)
Armour (natural)- **d4**
RESILIENT - - Zombies are immune to missile weapon attacks.
UN-DEAD - immune to anything that requires a SOUL die to avoid effects

GHOUL
HP - **12**
Damage - **d6** (claws)
PARALYSIS - Hit paralyses for **2d6** rounds unless **4** is rolled on a BODY die.
UN-DEAD - immune to anything that requires a SOUL die to avoid effects

GIANT SPIDER (or scorpion, centipede etc.)
HP - **12**

Damage - **d4** (bite)
Armour - **d4**
WEAK POISON - weak poison bite inflicts **d4** damage for **d6** rounds. BODY (**2**) roll to avoid effects.

HORSE
HP - **15**
Damage - **d6** (kick)

ABASSI
HP - **10**
Damage **- d6** (bite)
IRON TEETH - a bite from an Abassi ignores armour and shields.
POOR AIM - Abassi roll **d4** to hit and damage with missile weapons
Abassi are savage single-eyed supernatural beings with iron teeth. Hateful and malevolent, they live within the bowels of the earth.

NORMAL MONSTERS

Normal monsters have a **d8** ATTACK and require a **6+** roll to hit.

BAROON
HP - **15**
Damage -**d6** (claws)
Armour - (natural) **d4**
BLEEDING WOUNDS - any hit from a blood beast results in a continued loss of **1** hit point per round for **d6** rounds.
A Baroon resembles a grey scaled, man-size ape with savage claws in place of hands.

BRAIN EATER
HP - **20**
damage - **d6** (bite)
Armour (natural) - **d6**
EAT BRAIN - a successful hit that penetrates armour requires successful MIND saving throw of **4+** or the reduction of MIND by **1** die.
BRAIN EATERS resemble slim humanoids with translucent skin and stinging tentacles on their bodies, arms and around their mouths. Nearly all Brain Eaters are MIND MAGES.

WIGHT
HP - **15**
Damage (claws) **d8**
LIFE DRAIN- Hit causes the permanent loss of **2** hit points unless **4+** is rolled on a BODY die.
UN-DEAD - immune to anything that requires a SOUL die to avoid effects

WILD BOAR
HP - **15**

Damage (tusks) - **d8**

BEAR (or lion, tiger etc.)
HP - **20**
Damage - **d10** (bite)

OGRE (or minotaur)
HP - **25**
Damage (weapon)- **d8**
Armour - **d4**

SCORPION MAN
HP - **20**
Damage **d8** (sting)
Armour (natural) - **d6**
NORMAL POISON - normal poison sting causes **d6** damage for **d8** rounds.
BODY die roll **4+** to avoid effects

TROLL
Hit points - **25**
Damage (claws) - **d10**
Armour (natural) - **d6**
FAST HEALING - Heals **d4** hit points at start of each round

WRAITH
HP - **20**
Damage -(chill touch) **d8**
Armour (natural) - **d**6
MORBID TOUCH - Hits cause the reduction of BODY die by **1** die unless a **4+**
is rolled on a BODY die.
UN-DEAD - immune to anything that requires a SOUL die to avoid effects

WAR HORSE
HP - **15**
Damage - **d8** (kick)
Armour - **d4**

PEGASUS
HP - **15**
Damage - **d8** (kick)
Armour - **d4**
FLYER - the PEGASUS can breakaway from combat without his opponent
getting a chance to hit at it.

YOUNG DRAGON
HP - **25**
Damage - **d8** (bite)
Armour - **d8**
FLYER - the dragon can breakaway from combat without his opponent getting

a chance to hit at it.

FLAME ATTACK - every **d8** rounds the dragons may fire a blast of flame at a single character as a bow weapon. Damage is **d8,** which ignores armour, and **d4** for **d8** rounds as the character burns. Attempting to put out the flames by rolling requires a **6+** REFLEXES roll and this can be attempted every round.

MAGIC IMMUNITY - any spell used against a young dragon fails a roll of **4** on a **d4** roll.

WYRMS
HP - **20**
Damage - (teeth) **d8**
Armour - **d6**

CUNNING - in their own environment Wyrms roll **d10** for initiative and can breakaway from combat at any time without making a roll.

SPRAY WEAPON - each Wyrm has an attack it can use every **d6** rounds. Exactly what the effect is depends on the type of Wyrm encountered. Each spray weapon attack is determined as a thrown weapon and can be effect **d4** characters each time although each suffers an individual attack roll.

FOREST WYRM - sticky resin. The character hit must make REFLEXES **4** roll or be encased a rapidly hardening resin that prevents all movement for **10** minutes until it becomes brittle. A BODY **8** roll is required to break out of the resin.

ICE WYRM - freezing cold. The character hit must make a BODY **4** roll to avoid strength zapping cold. For each point the roll is failed by the character reduces each BODY and REFLEXES roll by that many die.

DESERT WYRM - poison. The attack acts as a normal paralytic poison.

SWAMP WYRM - rancid muck. The character hit must make a BODY **4** roll every round for **2d6** rounds or by unable to do anything except throw up.

SEA WYRM - blinding spit. The character must make a REFLEXES **4** roll or be blinded for **2d6** rounds.

RIVER WYRM - slippy foam. The character hit must make a REFLEXES **4** roll every round for **2d6** rounds or fall down.

HILL WYRM - thorns. The character hit takes a missile attack of **d10** damage in a barrage of splinters and thorns.

GRASSLAND WYRM - confusion poison. The attack acts normal poison but for the duration of it's effect the character must make succeed every roll twice to perform an action. The poison cause no damage.

LAVA WYRM - flaming lava. Damage is **d8,** which ignores armour, and **d4** for **d8** rounds as the character burns. Attempting to put out the flames by rolling requires a **6+** REFLEXES roll and this can be attempted every round.

STORM WYRM - stunning lightning. The character must make a BODY **4** roll or be stunned for **d6** rounds for every point the roll failed by. A stunned character must make a BODY **4** roll each round to do anything.

CAVE WYRM - Phosphorus. The characters hit are covered in a glowing substance with the radiance of a candle. They cannot hide and any sneaking action is reduced by **2** die.

MOUNTAIN WYRM - acid. The attack causes **d8** damage that ignores armour and rots away the characters armour or weapon on a roll of **6 on a d6**.

Wyrms are 20 foot long and snake-like elemental dragons that exist as a manifestation of their natural environment which they are driven to protect from all harmful outsiders. They are intelligent and can being negotiated with.

TOUGH MONSTERS -

Tough monsters have a **d10** ATTACK die and require a roll of **8+** to hit.

ELEMENTALS
HP - **30**
Damage - **d10**
Armour - **d10**
FIRE - BURN - any hit from a Fire elemental causes the character to catch fire for **d4** damage per round, which ignores armour, unless a REFLEXES **4** roll is made to put it out.
EARTH - CRUSH -a hit from an Earth elemental causes **d12** damage which ignores armour in addition to normal damage, unless a BODY **4** roll is made.
AIR - WHIRLWIND - a hit from an Air elemental throws a character **d10** yards away in a random direction unless a REFLEXES **4** roll is made.
WATER - WHIRLPOOL - any hit from a Water elemental pulls the character inside the elemental were it suffers **d10** per round unless a BODY **4** roll is made.
Elementals are immune to any spell that requires a SOUL saving throw.

SWORD SERPENT
HP - **30**
Damage (claws) - **d4**
Armour (natural) - **d6**
SLASHING CLAWS - should the Sword serpent hit with a roll of a **10** it may roll to hit again. A Sword Serpent may also make attack rolls against all opponents attacking it in hand to hand combat. Should it roll a **4** for damage it may roll again and add the new roll to the total damage which continues as long as **4** is rolled.
A twenty foot snake like creature covered in in bone spines and dozens of

stunted clawed arms, that attacks in a twisting and slashing fashion.

MUMMY
HP - **30**
Damage (bite) - **d8**
Armour (natural)- **d6**
FEARFUL PRESENSE - the first appearance of a mummy causes fear which prevents a character from taking any actions for **d4** rounds unless a **4+** is rolled with the SOUL die.
MUMMIES ROT - when a hit by a mummy causes damage, unless a **4+** is rolled on a BODY die the character contracts a rotting disease that causes the loss of **1** hit point per day unless the a **4+** is rolled on a BODY die.
RESILIENT - immune to missile weapon attacks.
UN-DEAD - immune to anything that requires a SOUL die to avoid effects.

ADULT DRAGON
HP - **50**
Damage - **d10** (bite)
Armour - **d10**
FLYER - the dragon can breakaway from combat without his opponent getting a chance to hit at it.
FLAME ATTACK - every **d6** rounds the dragons may fire a blast of flame at a single character as a bow weapon. Damage is **d10,** which ignores armour, and **d6** for **d10** rounds as the character burns. Attempting to put out the flames by rolling requires a **6+** REFLEXES roll and this can be attempted every round.
MAGIC IMMUNITY - any spell used against a adult dragon fails a roll of **3+** on a **d4** roll.

MANTICORE
HP - **35**
Damage **d10** (sting)
Armour (natural) - **d6**
STRONG POISON - normal poison sting causes **d8** damage for **d10** rounds. BODY die roll **6+** to avoid effects

WYVERN
HP - **35**
Damage **d10** (sting)
Armour (natural) - **d6**
STRONG POISON - normal poison sting causes **d8** damage for **d10** rounds. BODY die roll **6+** to avoid effects
FLYER - the Wyvern can breakaway from combat without his opponent getting a chance to hit at it.

EYE TYRANT
HP - **30**
Damage - **d10**
Armour - (natural) - **d4**

ANTI-MAGIC AURA - all spells cast within **100** feet of the Eye Tyrant require **2** successful MIND rolls to be cast. Failure means that spell cannot be cast again that day/adventure.

FLYER - the Eye Tyrant can breakaway from combat without his opponent getting a chance to hit at it.

ALL ROUND VISION - the Eye Tyrant can never suffer a sneak attack from a thief.

CUNNING - the Eye Tyrant rolls **d12** for initiative.

EYE BLASTS - an Eye Tyrant may fire a blast of energy at **d10** targets per round from it's many tentacled eyes, as long as it is not engaged in hand to hand combat or casting a spell. Each blast requires a roll to hit as a missile attack. Each blast requires a BODY **4** roll to avoid it's effects. Each blast causes **d4** damage that ignores armour and stuns the creature so that it can do nothing for **d12** rounds.

SORCERER - all Eye Tyrants are SORCERERS.

VERY TOUGH MONSTERS

Tough monsters have a **d12** ATTACK die and require a roll of **10+** to hit.

ANCIENT DRAGON
HP - **75**
Damage - **d12** (bite)
Armour - **d12**
FLYER - the dragon can breakaway from combat without his opponent getting a chance to hit at it.

FLAME ATTACK - every **d4** rounds the dragons may fire a blast of flame at a single character as a bow weapon. Damage is **d12,** which ignores armour, and **d8** for **d12** rounds as the character burns. Attempting to put out the flames by rolling requires a **8+** REFLEXES roll and this can be attempted every round.

MAGIC IMMUNITY - any spell used against a adult dragon fails a roll of **2+** on a **d4** roll.

IMPOSSIBLE MONSTERS

Impossible monsters have a **d14 ATTACK** and can be hit on a roll of **12+.**

GODBEAST
HP - **100**
Damage - **d14** (bite/ stomp/ claws)
Armour - **d14**
GODLIKE SIZE - a creatures within 100 feet of the Godbeast is considered to be eligible to be attacked unless it makes a REFLEXES **8** roll at the start of each round. All those who fail are subject to attack as the Godbeast crashes around with it's clawed limbs and spiked tail. All hits ignore ANY damage reduction.

INSPIRE TERROR - any creature that sees the Godbeast must make a SOUL

4 roll or be able to do nothing but cower for **2d6** rounds. This roll may be remade if failed if the Godbeast comes within **100** feet of the creature.
MAGIC IMMUNITY - any spell used against the Godbeast fails a roll of **2+** on a **d4** roll.
ENERGY ATTACK - every **d4** rounds the Godbeast will fire a blast of pure destructive energy with range of **200** feet. This can only be avoided with a REFLEXES **6** roll and a hit causes **d20** damage that ignores ANY damage reduction.
*The Godbeast is a huge monster ,often reptilian in appearance, standing **200** feet tall and stretches out **300** feet in length.*

MONSTERS AND TREASURE

The amount of coinage in the possession of a single monster, either on his being or in his lair, is determined on the table below.

Vermin - **1d4**
Weak - **2d6**
Normal - **4d8**
Tough - **8d10**
Very tough - **16d12**

Monsters occasionally have magic items in their possession. Roll the die listed below once per encounter. If the highest possible value is rolled the creature (s) have a magic item.

Vermin - **d12**
Weak - **d10**
Normal - **d8**
Tough - **d6**
Very tough - **d4**

Make the roll again. An even figure reveals a martial magic item. Roll **d10 -**

1 to 4 - hand weapon
5 to 7 - armour / shield
8 to 9 - missile weapon
10 - two handed weapon

Each weapon increases the die normally used to hit and inflict damage by **1**.

Armour or shield increases the die normally used to reduce damage by **1.**

Should using a weapon take the die value above **d12** the weapon becomes **d14.**

D14 means when the die is rolled do not change the roll if an ODD number is rolled but add **2** if an EVEN number is rolled.

Magic items can look as spectacular or mundane as desired and should increase an ability by **1** die (**d4 to d6, d6 to d8** etc.) for a specific task.

Examples -
• A pair of gloves may increase BODY by **1** die when lifting great weight.
• A cloak may increase REFLEXES by **1** die when attempting to hide.
• A talisman may increase PERSONA by **1** die when attempting to befriend someone.

The ability effected is chosen by rolling **d10** -

1 to 2 - BODY
3 to 4 - MIND
5 to 6 - SOUL
7 to 8 - REFLEXES
9 to10 - PERSONA

13 - Campaign play

At the end of each adventure/session each character advances to the next RANK and gains the following -

Increase each character's hit points by **1** point. Increase a WARRIOR'S hit points by **2.**

Give the SORCERER an additional spell of his choice.

The MIND MAGE may roll for an additional mind power.

Give each a character a Hero Point (HP). Hero points may be spent to improve abilities and reflect a character becoming more experienced and getting better with his abilities, equipment and weapons.

2 HP increases a **d4** ability to **d6**.
4 HP increases a **d6** ability to **d8**.
6 HP increases a **d8** ability to **d10**.
8 HP increases a **d10** ability to **d12**
10 HP increases a **d12** ability to **d14**