

# TunnelQuest 2

*A fantasy role-playing game for players new to the hobby by Paul Elliot and Mike Hill*



## Introduction

TunnelQuest or *TQ* for short is a brief set of Fantasy Role-Playing rules designed by Paul Elliot (of *Zenobia* fame) and developed extensively by Mike Hill (*Tunnels & Trolls Sixth Edition*). Paul's game was originally designed to provide a simple but compelling set of rules that he could use with his family.

Although the game concepts and mechanics really are simple, it would be helpful if at least one player is familiar with role-playing games in general and such venerable classics as *Tunnels & Trolls* and of course, *Dungeons & Dragons* in particular.

To play this game and most role-playing games, you will need some dice; *TQ* only uses the readily available six-side dice. For ease of reference, dice rolls are indicated by the abbreviation: 'xd6' where 'x' denotes the number of dice to be rolled. For example, a roll of 3-dice would be indicated by the code 3d6.

## The Basics

As with most role-playing games, play evolves conversationally; players describe the actions of their characters and the Game Master (GM) narrates story elements bringing non-player characters to life. However, when the outcome of a character's action is in doubt, the GM asks for a dice roll to determine the result. The player rolls 2d6, adds a specific modifier and must score equal to or greater than the assigned *difficulty number* (DN) to succeed. In a fight the difficulty number is the *foe rating* (FR) of the enemy.

The DN for non-combat tasks can vary greatly, depending on number of factors such as: the goal, the circumstances, the environment, perhaps the equipment that the character has to hand *and* the character's physical condition.

*For example*, the player might tell the GM that he wants his character to climb an ivy-covered stone wall. The GM may decide that this is a task that any half-decent adventurer can complete with ease and announce that the character scales the wall without a hitch. However, where dramatically appropriate, the GM may call for a dice roll to gauge the character's climbing skill. If the character was being pursued by savage hounds he might assign the climb a difficulty of 7 (easy); if it's dark and raining perhaps the DN should be 9 (average) and if the character is suffering from a wound to the shoulder the climb might have DN of 11 or more.

The following difficulty numbers are offered as a suggestion for the range of challenges the characters may face.

Action	Difficulty
Easy	6 to 8
Standard	9 or 10
Challenging	11 or 12
Foolhardy	13 or 14
Heroic	15 to 18

In many situations, possessing the right skill or knowledge will give the character a valuable edge. If the character has a skill that could be useful in the current endeavour, the player should explain to the GM how his character's skills may be employed. If the GM agrees, the player adds the character's skill level or levels as a whole number to the 2d6 roll. In some cases, the player may also add the character's *experience level* as a whole number too. Experience levels are discussed in greater detail below but for now all you need to know is that heroes with many successful adventures under their belts tend to fare better than their novice counterparts.

If the dice roll plus all of the relevant modifiers equals or exceeds the DN, the task was completed successfully; if not, the character suffers a negative consequence such as:

- The character is unable to progress further because he or she failed to force open the locked door – an alternate path must be found, possibly a more dangerous one
- A trap was triggered and the character suffers a wound
- An argument is lost and the character is pilloried for his public failure
- In combat, a failed roll almost always results in the character suffering damage

## Creating a Character

Players begin by choosing a *calling* (also known as profession, class or type) for the new character from among the following: rogue, warrior or wizard. The choice of calling is the most important decision in the process of building a new hero.

*Rogues* are *renaissance men*, they dabble in several spheres of expertise gaining some value from armour and having the ability to use weapons and spells to good effect.

Rogues add their level to their combat dice roll whilst they have 2 or fewer points of magic, once they gain a third point of magic, they must stop applying the level bonus to combat and, instead, add it to spell casting rolls.

- Rogues may use a shield and add +1 hit when doing so
- They gain a maximum of +2 hits when wearing armour, no matter how many pieces they wear

*Warriors* are masters of combat but lack a broad depth of skills and knowledge and have little affinity for magic. Warriors add their



experience level as a bonus to all combat dice rolls, feats of strength and other activities deemed appropriate by the GM.

Warriors also receive the following benefits and restrictions:

- Add +1 to the combat roll and +1 hit when using a shield
- May wear any type or value of armour

*Example:* Yuon the Barbarian (warrior) is hunting small game with his trusty bow and arrow. Yuon has the *archery* skill at +1 and the GM allows his player to add the character's level (+1, for a total of +2), as the activity seems like the sort of thing barbarians get up to. Later, Yuon attempts to use his *repair* Skill (+1) to mend the hem on Maid Morron's court gown. Yuon does not get to add his level in this particularly un-barbarian like activity!

*Wizards* on the other hand are well-versed in the arcane arts of sorcery. Wizards add their experience level as a bonus to all spell casting rolls and any intellectual pursuits deemed appropriate by the GM.

Wizards also receive the following benefits and restrictions:

- Gain no benefit from wearing armour or using shields
- May spend magic points to counter magic damage or spells of the same colour

Once a calling has been chosen, the character's statistics may be recorded for use during play and a number of skills can be selected to personalise the new hero. All characters controlled by the players have the following statistics in common, GM characters are often summarised by a single number, the foe rating.

	<i><b>Statistic</b></i>	<b>Rogue</b>	<b>Warrior</b>	<b>Wizard</b>
Once the statistical values are recorded, the player may swap a single point from one stat to another with the exception that warriors may not begin play with a score in the magic rating.	<i>Hits</i>	6	8	4
	<i>Skills</i>	4	2	2
	<i>Magic</i>	0	0	4

*Hits:* whenever a character or foe is wounded, a *hit* is lost. Once all hits are lost, the character falls unconscious and may die (a foe is also out of the fight at this point but may not be dead - this is the GM's decision).

*Skills:* each skill adds +1 to the dice roll for tasks relating to the area of expertise covered by the skill. Skills may be chosen multiple times

gaining an additional +1 each time. However, no skill may have a value greater than the character's experience level. So a Level 2 character could have a +2 skill but a first level character would be limited to a maximum skill level of +1.

*Magic*: the number of power points a character has to fuel spells of a particular colour. Points of the magic statistic must be assigned to one of the four *colours of magic*. There are many different types of magic and supernatural effects but they are all associated with a specific colour; for example, spells that result in physical damage are associated with the colour red.

Initially, characters are restricted to a maximum of 3 points of magic of any one colour. Once their character starts gaining experience, this restriction no longer applies.

For each point of magic the character has, the player must choose one spell of that colour. However, the player may only choose a level 2 or 3 spell if his character has 2 or 3 magic points of the appropriate colour.

### **Choosing Skills**

For each point in the skill statistic, the player may choose one specific skill. All rogues, for example, begin their careers with 4 different skills but it's unlikely that two players choosing the rogue calling for their character will choose the same 4 skills. As much as the character's calling, skills define the character and once selected cannot be changed (unless the GM is willing to help out here), so choose wisely.

The following is a sample list of possible skills to whet the appetite. The player is free to choose any ability providing it can be described in one or two words or perhaps a short phrase.

*Actor, agile, alluring, axe fighter, archer, armourer, artist, bonnyer, brawler, cartographer, dancer, disguise artist, farmer, fast-talker, rider, haggler, healer, herbalist, keen observer, knife-thrower, leader, librarian, lock-cracker, mace, merchant, minstrel, mountaineer, nimble, outlaw, priest, quick-witted, quick-on-the-draw, ranger, researcher, seducer, shadowy, sling, sneaky, soldier, spearman, spell-casting (green, red, white or blue magic), spelunker, stealthy, steward, streetwise, strong, survivalist, swimmer, swordsman, theologian, tracker, ventriloquist, vintner, weapon smith or woodsman.*

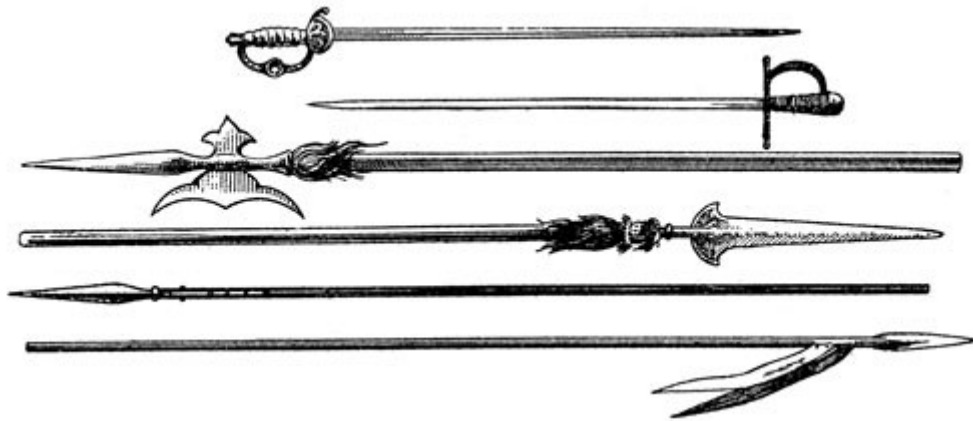
### **Initial Adventuring Equipment**

In addition to normal travelling clothes all rogues and warriors begin play with the following items of equipment:

- A heavy cloak to protect against the elements
- A pouch of tinder and flint
- A knife and sheath
- A standard weapon (choose either an axe, mace, spear or sword)

Wizard characters also begin with the items listed above, with the exception of a standard weapon, in its place they receive a walking staff that they use for self defence and as a *spell casting focus*.

Furthermore, players may spend 100 silver coins to acquire items for their characters from the following list. Coins not spent at this time represent the character's starting stake or pocket change.



Item	Silver	Notes
Axe	80	Standard melee weapon
Backpack	10	Holds 80 kilograms
Belt pouch, large	2	Holds up to 200 cons
Belt pouch, small	1	Holds up to 50 coins
Bow, 12 arrows and a quiver	80	Standard ranged weapon
Canvas sheet	8	3 metre square
Chain	40	10m length of thick chain, very heavy
Cloak	12	All-weather protection
Clothes, fine	9	Quality court garb
Clothes, travelling	4	Sturdy clothing and boots for adventurous activity
Cuirass, plate	420	Heavy torso armour, +2 hits
Dog	3	FR4
Flint and tinder pouch	2	Used for lighting a fire
Garlic	1	10 cloves, may unsettle vampires
Greaves, chain mail	90	Standard leg armour, +1 hit
Greaves, plate	200	Heavy leg armour, +2 hits
Great weapon	500	Heavy weapon, +1 to combat dice rolls, requires both hands to wield precluding the use of a shield
Hammer and iron spikes	18	Includes tool pouch and belt

Hauberk, chain mail	130	Standard torso armour, +1 hit
Healing poultice	40	Restores 2 hits
Helmet, full face	70	Heavy head armour, +2 hits
Helmet, open face	35	Standard head armour, +1 hit
Holy symbol	4	Made of wood or clay, occasionally tin
Holy water	30	Blessed water, may harm undead creatures
Horse, riding	220	May carry 6 <i>heavy</i> items
Javelin	30	Standard ranged weapon
Knife	30	-2 combat dice roll
Lock pick tools	60	Attempts to pick locks suffer a -2 penalty without these tools
Mace	80	Standard melee weapon
Net	10	3m square
Oil flask	5	Fuels a lantern for 2 hours
Oil lantern	12	10m beam or a 5m radius depending on how the lens shutter is used
Pick axe	10	-2 to combat dice rolls, used for excavation
Restoration potion	60	Restores up to 4 magic points of any colour
Rope	6	10m length
Sack, large	4	40 kilogram capacity
Sack, small	1	10 kilogram capacity
Shield	60	Used by rogues (+1 hit) and warriors (+1 hit, +1 to combat dice rolls)
Shield, tower	150	Used by warriors only, +2 hits and +1 to combat dice rolls
Sling and 12 stones (with pouch)	5	Ranged weapon, -1 to combat dice rolls
Small mirror	10	Wrapped in a soft leather cloth
Spear	60	Standard melee <i>or</i> ranged weapon
Sword	80	Standard melee weapon
Torches, 3	3	Provides light in a 5m radius for 20 minutes each
Vambraces, leather	30	Standard arm armour, +1 hit
Vambraces, plate	90	Heavy arm armour, +2 hits
Wolfsbane	20	May hold werewolves at bay

Note that some items are noted as being *very heavy* whilst some weapons and armour are identified as *heavy*. A single character may only carry or wear 3 heavy items unless he has a skill which would assist (such as *strong*), in which case, the skill level is added to the number of heavy items which may be carried.

Other types of coin exist; the gold coin is equal to 20 silver coins and 20 copper coins equate to 1 silver.

*Character creation example:* Durk is a rogue with 6 hits and 4 skills, his player Brad considers swapping one point from hits to magic but sees Durk as more of a bravo than a *rogue wizard*. His skills are *stealth* +1; *sword* +1; *climbing* +1 and *escapology* +1. Durk begins play with the clothes on his back, a travelling cloak, flint and tinder, knife and one weapon (Durk is a sword kind-of-a-guy). Durk's player now buys 100 silver coins worth of gear as follows: lock pick tools (60), a backpack (10), oil lantern and oil (17), and a large belt pouch for storing the treasure he will earn from his adventuring career (2) leaving 11 coins for food and ale at the local tavern.

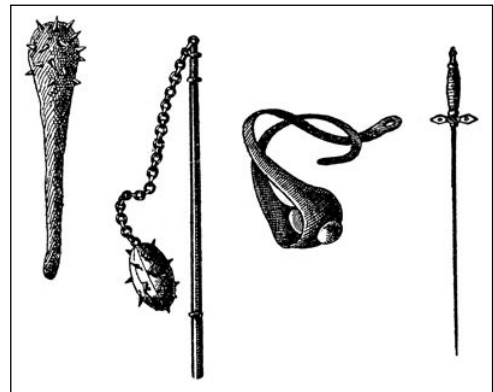


## Fighting the Good Fight

Combat takes place in *rounds* lasting as long as 15 seconds of *game-time* and as short as perhaps just a few heartbeats. Each player makes a single choice of action for his character and this will often be an attack of some form. An attack dice roll represents the character's best attempt to land a telling blow and avoid being struck in return.

When a successful roll is made in combat against a foe, the target's hits are reduced by 1 point. Most foes have 3 hits and rarely more. Three strikes and you're out; whether you're up against a dragon or a lion. At zero (0) hits the creature is defeated (which might mean death, unconsciousness or retreat, the GM is at liberty to adjudicate).

If the combat roll fails, then it is the character that suffers a hit. At the GM's discretion (recommended) any roll of a double one (1) will result in a hit taken by the character regardless of the foe's rating or the character's bonuses.



Note however that a character who fails to score a hit in combat can only suffer damage if it is possible for him to do so. A typical foe can only retaliate against one attacker so if two heroes engage a nasty goblin and both characters fail their roll, only one loses a hit. Of course, some creatures have special abilities that allow them to wound multiple heroes!

### The Combat Dice Roll

When a character attacks a foe, the player rolls 2d6 and adds circumstantial or skill modifiers to the dice total. If the combined total of the dice roll and the relevant modifiers equals or exceeds the foe's rating number, the target is struck and loses a hit.

### Modifiers

- Experience level
  - Warriors add their level at all times
  - Rogues add their level if they have 2 or fewer magic points
  - Wizards never add their experience level to a combat dice roll
- Shields
  - Warriors add +1 to the dice roll when using a standard shields

- Rogues and wizards gain no dice roll bonus for employing a shield

Fighters must keep track of the condition of their shields. After the warrior or rogue has suffered 3 hits whilst using their shield, the shield is broken and must be repaired with a successful skill roll or replaced. A repaired shield is destroyed if the character suffers a further 2 hits. A destroyed shield may not be repaired.

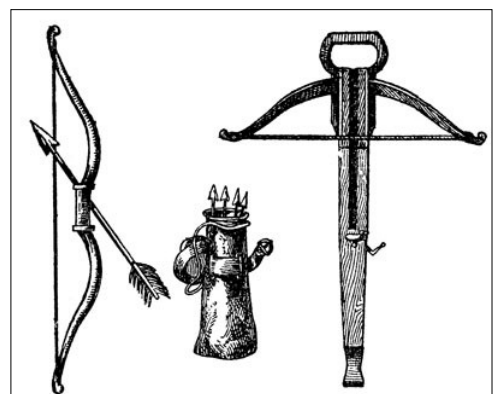
- Weapons
  - Standard weapons do not modify the dice roll
  - Great weapons add +1
  - Shields add +1 in the hands of a warrior
  - Knives and improvised weapons modify the roll by -2 or more
- Left or right hand
  - Rogues and warriors are usually right-handed, wizards are always left-handed
  - Using the *off-hand* incurs a -2 penalty
- Unarmed combat
  - An unarmed character fighting an armed foe (whether the enemy is armed with a sword or a paw full of sharp talons) suffers a -4 penalty.
  - Unarmed fighters engaged with unarmed foes do not suffer the penalty

*Optionally, the GM may decide that characters who suffer 3 or more hits from unarmed foes must roll 6 or more on 2d6 or pass out for 1d6 combat rounds.*

### Surprise and Ranged Weapons

Hitting a foe who is unaware of the character or who cannot fight back (perhaps the character is throwing a javelin or shooting an arrow) means that even if the attack roll fails, the character is not harmed by the foe.

The exception of course, is when the foes also have missile weapons or are also able to attack by surprise. In these instances ask players with vulnerable characters to make a standard combat dice roll (FR + 2 as difficulty), if successful, the character avoids the attack, otherwise he suffers one hit of damage. GMs may use this rule to account for traps (a mechanical pit-trap) or



accidents (slipping from a moss covered wall).

### **Multiple Foes**

When the characters are outnumbered by their foes, the GM adds +1 to the FR for each additional foe. Whenever there are more combat-ready foes than characters, the characters are outnumbered. Track hits lost as normal, knocking a foe out of the fight (and off that combined Rating total) when 3 hits are taken (or 1 hit if the foe is a grunt).

When characters face multiple foes, even one extra enemy can create a difficult situation. The GM should ensure that his description of the combat scene is sufficiently ominous that the players have time to re-think their plans if necessary.

*Example:* Durk and his warrior companion Meldrissa have encountered a small clan of orcs.

Each of the 5 orcs has a FR of 8. Since Durk and Meldrissa are outnumbered (by 3), they must make their attack rolls against a foe rating of 11 plus 3 additional foes). When, or if, Durk and Meldrissa despatch 3 of the orcs, their collective FR of the remaining 2 will drop back to 8. This will be a long and bloody battle; well worth an experience point (see below).

### **Armour**

Warriors may wear one set of greaves, vambraces, a helmet a hauberk (a cuirass may be worn instead but counts as *heavy* armour) and a shield. Standard armour provides the wearer with +1 bonus hit, so a warrior with a full set of standard armour gains an additional 4 hits.

Rogues may gain a maximum of +2 hits from armour no matter how much they wear.

### **Healing**

Hits are restored to normal after several hours of rest, or at as indicated by the GM. Armour hits are recovered immediately after the combat encounter has concluded. *At the GM's discretion, a piece of armour may be permanently destroyed during a battle in which the character suffered loss of hits.*

Particularly savage wounds or those caused by poison may worsen if not treated with the appropriate medical skills (as determined by the GM).

## The Opposition

All foes have a numerical rating, a foe rating or FR. This number determines the difficulty of scoring a hit against the enemy. The GM must use careful judgment when rating a foe or group of foes.

Note that whilst a group of foes may often be encountered (as described in Durk and Meldrissa's battle above), they are most often assigned a single FR. Of course there will be instances where the GM elects to run two or more separate battles, perhaps when the characters are separated or they each go one-on-one with a group of foes.

The following chart provides a few sample foe ratings to whet the GM's appetite.

FR	Examples
4	A single ornery guard dog
4 or 5	A pack of large rats or a feisty goblin
5 or 6	Weak orcs, tough goblins or common soldiers and guards
7 or 8	An veteran soldier, trained orcish warrior, huge wild boar
9 to 12	A wily swamp troll with huge tusks and claws
13 or 14	A mighty ogre with a huge club
15 to 19	A towering giant
20 or more	A young dragon

## Special Abilities

If the enemy possesses a particular special power, which could impact on the battle, it is activated at the GM's discretion or when the player rolls certain numbers on the combat dice roll. For common powers, the ability is activated when the character fails to equal or exceed the FR *and* rolls a double. Major abilities might activate if either die comes up a '6' or if the dice total is 5 or less, and so on.

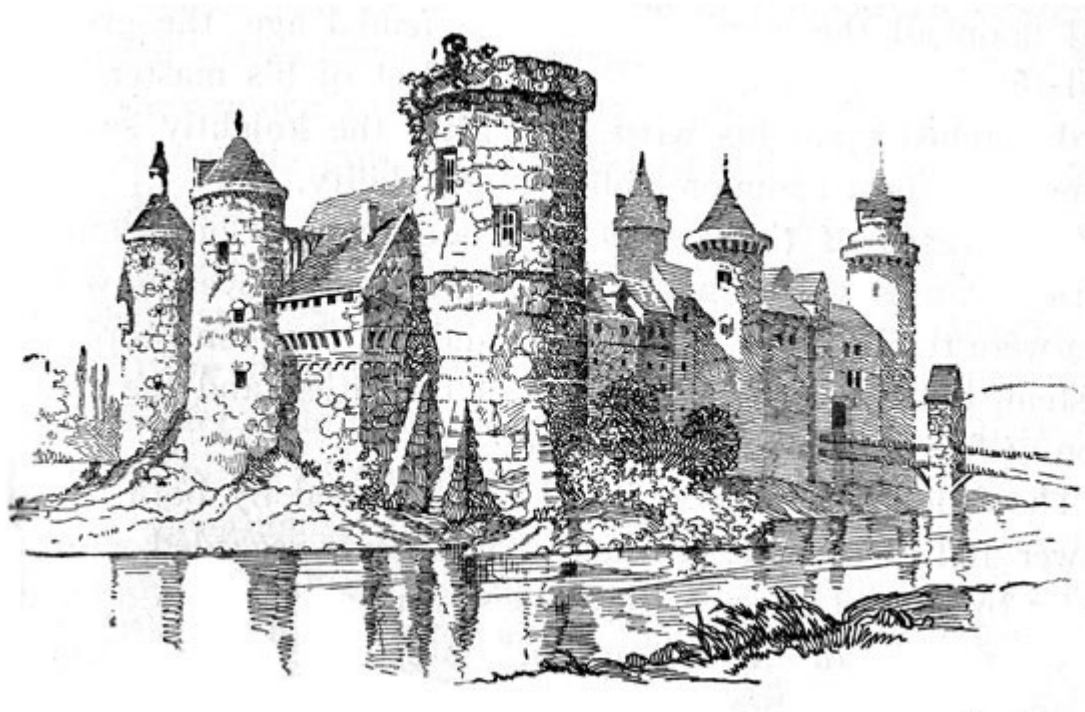
Powers can range from the mesmerising gaze of a vampire, poisonous fangs, a dragon's fire-breath, being swept into the air by a griffin, and so on. Note that not every special power will cause loss of hits.

The effect of a power is usually to cause one or more hits to one or more characters but this can vary, a giant toadstool might release a jet of gas that knock out the characters.

*Example:* Randell the Kirklander is locked in battle with a fearsome *manticore* with a FR: 13. Randell is experience level 3 with the *sword* skill +2 but has lost his shield in an earlier combat; his standard attack roll is

2d6 + 5 and will fail a combat dice roll if the dice total is between 2 and 7 inclusive. These are good odds but the manticore has a poisonous sting (a standard power), which will hit Randell on a roll of double 1s, 2s or 3s. Randell doesn't know what effect the poison may have but he certainly doesn't want to find out...

*Example foe:* Abnec the swamp troll has a Foe Rating of 12 but sprouts additional limbs as required, which means he is effectively considered to be two opponents for the purposes of determining whether the characters are outnumbered. Additionally, Abnec can regenerate lost hits when a character fails an attack roll with doubles, the GM chooses to recover a lost hit for Abnec or score damage to the character. Swamp trolls are completely immune to change (green) magic but reduce their FR by one (1) when facing any type of fire-based damage (red) magic.



## **Mooks**

Some monsters are weaker than others and can't necessarily stand up to the full 3 hits before collapsing. Such foes are mooks. Mooks have a normal FR but are out of the fight as soon as they suffer at least one hit.

Mooks are good for representing the rabble employed by the enemies of the heroes. Characters typically plough through mooks at an alarming rate and it is often a good feeling!

## Experience Points and Levels

Characters who survive many adventures gain experience points, advance in level and become more powerful.

Each game session, the characters accrue experience points as follows:

1 point	Simply for surviving
1 point	For each significant battle and/or encounter in which the character participates in some meaningful way (falling into a drunken stupor before a barroom brawl breaks out doesn't earn the character a point).
1 point	Awarded by the GM for locating special items and general good play

A *significant* battle or encounter is defined as one in which the character must roll 8 or more to score a hit or achieve success. In a typical gaming session, the GM will most likely award 3 to 5 experience points.

Every time the character accumulates 10 experience points, the player may increase a statistic by one point. This may mean choosing a new skill or spell. The total number of experience points accumulated indicates the character's level of experience. A character who increases his magic statistic is eligible to learn a new spell but must first find a teacher.

The character's level is an important attribute; it limits the level of skill the character may acquire and the level as a whole number is added to the player's dice rolls in certain situations.

Experience Points	Level
0 to 19	1
20 to 49	2
50 to 89	3
90 to 139	4
140 to 299	5
300 or more	6

## The Use of Magic

Magic exists in four distinct colours. Magic that can change the material world is green; if the spell causes damage in some way, the magic is red; white magic is used to control the mind and blue magic causes physical objects and beings to move.

Spells are divided into levels; the level dictates the number of magic points of the appropriate colour required to cast that spell. Additional points of magic, of any colour, may supplement the minimum cost of the spell to increase the chance of creating the desired effect.

Once a spell is cast, the points of magic used to fuel the magic are temporarily lost but recover fully after a good rest of 6 to 8 hours. A *restoration* potion will automatically restore up to 4 magic points of the colour or colours chosen by the player.

### Casting Spells

The wizard or rogue must make a casting roll using 2d6, adding modifiers such as (in the case of the wizard) the caster's level, the number of additional magic points spent over and above the minimum cost of the spell and any appropriate skill levels.

Some spells allow additional points of magic to be spent to achieve additional effects or increase the spell's range and duration. Additional points spent in this fashion do not add bonus points to the spell casting dice roll.

If a spell targets a foe, the difficulty of the casting roll is equal to the FR; otherwise the difficulty of the casting roll equals **5 + (spell level x 2)**. Some spells have a difficulty specified in the spell's description, in which case, ignore the above formula.

For the spell to take the normal effect, the target must be within the range specified. If the magic user has access to a casting focus, such as the staff that all new wizards receive, the cost of casting the spell is reduced by 1 point to a minimum of 1 point.



## Foes that use Magic

The easiest way for the GM to handle magic wielding foes is to assume and narrate, that hits inflicted on the characters are from magical sources; beams of energy, crackling lightning and so on.

A more satisfying method is to pick one or two colours of magic and assign the foe one spell of each level. Spells will most likely be activated when a character is due to suffer a hit of damage but the GM may also allocate a dice-roll result or range of numbers that will bring forth the magical effect.

## The Spell Book

### *Level 1 Green Magic: Changing Ways*

Name	Description	Range	Duration
Claws	The caster's fingers transform into knife-like talons allowing him to fight as if armed with a <i>standard weapon</i> , even when unarmed.	Caster only	1d6 minutes
Eyes of the Cat	The caster's eyes become like a cat's; he can see well in near-dark conditions.	Caster only	1d6 hours
Gills	The caster may breathe underwater. Spend an additional point of green magic to increase the duration to 1d6 hours.	Caster only	1d6 minutes
Provisions	A handful of dirt is transformed into enough food and water to feed a single adult for 1 day.	Touch	Instant
Shifting Tracks	The caster masks any trace of his passing making it impossible for even the most skilful tracker to follow his trail	Caster only	1d6 hours
Suit of Colours	The caster can change the colours of one subject's clothing	20m	Permanent

### *Level 2 Green Magic*

Name	Description	Range	Duration
Magic Coins	A handful of dirt becomes a handful of coins (3d6 silver coins).	Touch	1d6 minutes
Mask	The ultimate disguise, the subject's face changes completely, even his own wife won't recognise him. Spend an additional point of green magic to increase the duration to 1d6 hours.	20m	1d6 minutes
Misshapen	The caster may alter the shape of his own body, without altering his mass. He could turn his arm into a very long thin snake-like appendage for example...	Caster only	1d6 minutes
Regeneration	The subject immediately recovers one lost hit.	Touch	Instant
Swamp Foot	Solid ground (5m square) becomes a thick mire of mud and water.	20m	1d6 minutes
Unseen	Light bends around the caster's body making him invisible until he attacks or casts another spell or the Unseen spell expires.	Caster only	1d6 hours



### *Level 3 Green Magic*

Name	Description	Range	Duration
Unseen Sphere	A globe of invisibility centred on the caster and 5m in radius. Spend an extra 2 points of green magic to increase the duration to 1d6 hours.	Centred on the caster	1d6 minutes.
Poison Challis	The wizard turns a cup of liquid into deadly poison causing 1d6 hits.	Touch	Instant
Skin of the Beast	The wizard transforms into a natural animal of similar size. Spend an additional point of green magic to choose an animal of any size.	Caster only	1d6 hours
Cleansing Touch	The subject is instantly cured of any disease or poison effect.	Touch	Instant
Fearful Visage	The subject is stricken with fear and cannot act for one round. Halve the subjects FR (round down).	20m	1 combat round
Feather Light	The subject becomes as light as a feather.	20m	1d6 minutes

### *Level 1 Red Magic: Arcane Might*

Name	Description	Range	Duration
Arcane Flame	A handful of dirt becomes a flickering magical flame which illuminates as torchlight.	Touch	20 minutes
Arrow of the West	The caster takes a single arrow, spins it on the ground, when it stops it points west then is destroyed in magical flame.	Touch	Instant
Energy Spark	Combustible materials may be ignited.	20m	Instant
Firecraft Cloak	The caster's cloak becomes completely fireproof. For the spell's duration he cannot be harmed by fire, no matter how powerful the blaze.	Caster only	1d6 minutes
Warming Glow	The caster creates a zone of warmth equivalent to a campfire.	5m	8 hours
Weakening Gaze	The subject loses 1 FR point.	20m	1d6 minutes

### *Level 2 Red Magic*

Name	Description	Range	Duration
Blister	A patch of skin on the subject's arm or leg blisters with intense heat. Reduce FR by 2 points. Spend an additional point of red magic to reduce the FR by 3 points.	20m	1d6 combat rounds
Energy Drain	The subject is sapped of their energy and immediately falls into a deep sleep. The caster temporarily gains 1 point of white magic which dissipates after 1 hour if not used.	20m	1d6 hours
Fireblade	The caster's staff or sword is cloaked in an eerie fire that allows the caster to attack multiple foes. In effect, foes lose their <i>outnumber</i> bonus.	Caster only	1d6 combat rounds
Lightning Strike	A bolt of energy strikes one foe within 20m +1 foe for each additional point of red magic spent. Spend an additional point of green magic to double the spell's range.	20m	Instant
Sunlight	The caster creates a ball of light centred on his magic focus that provides light equivalent to daylight in a 50m radius. Spend 1 point of white magic to	50m radius	1d6 minutes

	increase the duration to 1d6 hours.		
Withering	A bolt of black energy destroys one weapon, shield or piece of armour or other item of apparel. The subject is otherwise unharmed.	10m	Instant

### *Level 3 Red Magic*

Name	Description	Range	Duration
Arcane Inferno	An arcane explosion erupts within 20m of the caster causing 1 hit to all within the 5m blast radius. Inanimate objects are unharmed.	20m	Instant
Immolation	A single foe with an individual rating of 6 or less bursts into flame and dies.	10m	Instant
Injurious Sigils	A single foe suffers a painful wound causing 1 hit and reducing its FR by 1 point. Spend 2 additional points of white magic to reduce FR by 2.	10m	Instant
Searing Bolt	A blast of arcane energy destroys one man-size inanimate object. Difficulty 12.	20m	Instant
Vampiric Sphere	All subjects within 5m of the point specified by the caster fall into a deep slumber. The caster temporarily gains 1 point of white and 1 point of red magic for each subject drained. The additional magic is lost after 1 hour if not used.	20m	1d6 hours

### *Level 1 White Magic: Wisdom of the Aeons*

Name	Description	Range	Duration
Concentration	Add +1 to any non-combat dice roll.	5m	Instant
Decipher	The caster can read any text regardless of the language.	Touch	1d6 hours
Fathom the Unfathomable	The caster may decipher the purpose or use of a magical item.	Touch	Instant
Instant Recall	The caster instantly remembers a fact that the character should know but the player doesn't.	Caster only	Instant
Mood Sense	Detects feelings and lies... Spend a point of red magic to increase the duration to 1d6 minutes.	5m	1d6 combat rounds
Transcribe	With quill and parchment, the caster can scribble down detailed notes in 1d6 minutes that would normally take hours to complete.	Touch	1d6 minutes

### *Level 2 White Magic*

Name	Description	Range	Duration
Comprehension	The caster may understand and converse in the language to which he is currently exposed. Add a point of blue magic to extend the duration to 1d6 hours.	Caster only	1d6 minutes
Distant Memory	The subject completely forgets that he's ever met the caster before. Spend a point of green magic to increase the duration to 1d6 hours.	20m	1d6 minutes
Mind Scan	The caster can read the recent thoughts and memories of the subject. Spend a point of green magic to double the spell's duration.	Touch	1d6 combat rounds
See the Unseen	The caster can see any hidden object, door or	10m	1d6 combat

	invisible character or foe.		rounds
Skill Mastery	Add +3 to any non-combat dice roll.	5m	Instant
Twist Thought	“These aren’t the droids, <i>erm</i> adventurers you’re looking for...”	5m	1d6 minutes

### *Level 3 White Magic*

Name	Description	Range	Duration
Augury	The caster may ask one question of the GM that can be answered with a yes or no.	Caster only	Instant
Create Thought	The caster plants a thought in the mid of another. This thought must comprise of 20 words or less; the subject will believe the thought is his own. By spending 1 point of blue magic, the caster may use this spell to permanently transfer knowledge of any spell he knows to one willing subject.	10m	1d6 hours
Glib Tongue	The subject will believe the next sentence the wizard utters no matter how bizarre.	5m	1d6 minutes
Mind Wipe	The subject will completely forget everything that has happened in the last hour.	10m	instant
Skill Transfer	The caster may temporarily transfer a single skill of up to level 3 from one subject to another (which could be the caster).	5m	1d6 minutes
Suspended in Time	The caster falls into a death-like slumber. Whilst suspended, the wizard does not age. The spell expires after a time determined prior to casting.	Caster only	Varies

### *Level 1 Blue Magic: Mystic Movement*

Name	Description	Range	Duration
Invisible Pocket	The caster opens a pocket in this cloak that connects to the void. Anything slipped into the pocket is gone for good. Probably.	Touch	Instant
Mighty Leap	The subject is empowered with the ability to make a single leap of up to 20m horizontally or 6m vertically.	Touch	Instant
Open Portal	Opens one normal door... usually.	5m	Instant
Phase	The caster blinks in and out of existence and cannot take damage while the spell is in effect. However, he may only act once every other turn while phasing.	Caster only	1d6 combat rounds
Pry Lock	Opens one normal lock... usually.	5m	Instant
Telekinetic Hand	The caster magically moves any object that he could move normally. Add 1 point of white magic to double the spell’s range.	10m	1d6 combat rounds

### *Level 2 Blue Magic*

Name	Description	Range	Duration
Bar Passage	Locks a portal.	10m	Instant
Impossible Stride	The caster may move normally on walls and ceilings as though they were walking on the ground.	Caster only	1d6 minutes
Mist Form	The caster is transformed into vapour. He reforms when the spell expires but can only move with the prevailing wind.	Caster only	1d6 minutes

Pass Through	Allows the caster to pass through solid material of no more than 30cm thick.	Caster only	Instant
Speed of Movement	The subject moves at double normal speed, acting twice each combat round. Spend 3 points of white magic to increase the duration to 1d6 combat rounds.	10m	1 combat round
Telekinetic Fist	A distant foe is attacked with an invisible hand.	20m	Instant

### *Level 3 Blue Magic*

<b>Name</b>	<b>Description</b>	<b>Range</b>	<b>Duration</b>
Blink	An advanced form of Phase allowing the caster to act every combat round rather than every other round. Difficulty 13.	Caster only	1d6 combat rounds
Teleport	Instant travel over 50m. Spend 2 points of red magic to increase the range to 500m.	Caster only	Instant
True Telekinesis	Any object, person or foe may be lifted and moved within the spell's range.	10m	1d6 combat rounds
Voided	A single foe is cast into the <i>void</i> . What happens to it or when it should return is anyone's guess.	10m	Instant
Water Striding	Allows the caster to walk on water as if it were solid ground.	Caster only	1d6 minutes
Wings of the Eagle	The caster flies at running speed. Spend 2 points of red magic to increase the spell's duration to 12 hours.	Caster only	1d6 hours